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Being a collection of monsters converted from Dragon Magazine to Level Up: Advananced 5e format.

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Andeloid

The Dragon's Bestiary, Dragon Magazine 159
Created by Harold Johnson; art by Tom Baxa

Andeloids are hated and feared by most creatures because they not only devour people, but incorporate their mind and body into its own, forming a gestalt consciousness. These oozes look like lumps of cloudy gray gelatin. The creatures it has consumed can be seen under the andeloid's translucent skin, twitching and jerking, constantly pushing at the membrane and slowly dissolving away. Occasionally a body part—a claw, an arm, an eyestalk, a head—will break out for a moment or three before being sucked back in.

Composite Beings. The andeloid contains the minds of creatures they consume, which jumble together in a mess of personalities, each of which has a varying degree of sanity and force of will and all changed to meet the andeloid's directives of *survive and grow and reproduce*. The personalities decide, as if by committee, what action the andeloid will take; when a new creature is devoured, the personalities also decide if the creature will become part of the composite or if it will be devoured for sustenance. An andeloid that goes for too long without eating begins to cannibalize itself, eventually losing its ability to think altogether.

Typically, an individual personality will remain intact for a few weeks or months; the constant influx of new minds makes the andeloid's mind a chaotic mess that frequently changes direction and purpose. A few very powerful personalities manage to hang around for far longer—years or even longer. They become powerful forces, domineering the other personalities within it, for good or for ill. In these cases, the other minds are still aware and active, but take all direction from the dominant mind.

Effectively Immortal. Andeloids have a definite lifespan, although its length is unknown—few people try to study them. But they are also, in a way, immortal. Andeloids reproduce by ejecting spores, and the spores contain a fraction of the parent's thoughts, knowledge, memories, and personalities, requiring only the absorption of new minds to be able to make sense of them. It's possible for an andeloid to have memories that date back centuries or even millennia.

Solipsistic. Andeloids recognize the spores they create as fragments of themselves, but strangely do not recognize other adults as kin, and seem almost as horrified by them as most other creatures are of andeloids. Should two andeloids meet, they usually try to avoid each other out of disgust. Depending on the nature of their dominant personality, they may flee or fight, or



even try to rescue the creatures absorbed within the other. On very rare occasions, this may result in the two andeloids merging into one, creating a Unity—a very powerful individual.

Mutant Mouthers? Some people believe that andeloids are an offshoot of the gibbering moulder, one that managed to keep its victim's minds as well as their eyes and mouthers. Others think it's the other way around, that andeloid spores that fail to mature properly become gibbering mouthers. Perhaps both or correct—or perhaps neither are, and there are simply two very similar horrors in existence.

Climat/Terrain: any climate; Astral Plane, caverns, forest, jungle, laboratory, mountains, ruin, sewer, tomb

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 15. Andeloids are horrific, ooze-like entities that consume intelligent beings but keep them alive within itself, incorporating their minds and personalities into its own.

DC 20. The many bodies that comprise an andeloid are only kept intact and “alive” by the andeloid's strange biochemistry. Magic that alters that chemistry—that is, healing spells—weakens the andeloid.

Andeloid Encounters

CR 3-4 neophyte andeloid

CR 5-10 andeloid

CR 11-16 andeloid and swarm of spores; andeloid and gibbering moulder

Treasure: set of gold buttons (250 gp), liquid-damaged tome with information that leads to the discovery of a rare 3rd-level spell, *necklace of fireballs*

CR 17-22 andeloid and 2 swarms of spores; unity andeloid

Treasure: corroded greatsword with gem-studded hilt (2,500 gp if fixed), diamond ring (6,000 gp), *osseous plate*

Signs

- 1-2. A trail of gray slime.
3. A partially-dissolved body part, covered in gray slime, that was spat out by the andeloid.
4. A corpse where the head seems to have been dissolved away.
5. The sound of multiple gurgling voices talking at once.

Behavior

1. Hungry; will attack on site.
2. Interested in adding a new mind to its collective; will attack on site.
3. Engaging in a spirited discussion with itself; welcomes outside point of views.
4. Hiding from angry attackers.

Andeloid

Large aberration; Challenge 10 (5,900 XP)

AC 10 (natural armor)

HP 168 (16d10+80; bloodied 84)

Speed 15 ft., climb 15 ft.

STR 19 (+4) **DEX** 7 (-2) **CON** 20 (+5) **INT** 7 (-2) **WIS** 9 (-1) **CHA** 14 (+2)

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +8, Dex +2, Con +9, Cha +6

Skills Athletics +8, Culture +2, History +2, Perception +3 (+1d6)

Damage Resistances fire, necrotic, psychic

Damage Immunities acid, cold, poison; damage from nonmagical weapons

Condition Immunities blinded, deafened, fatigue, poisoned, prone, unconscious

Senses blindsight 60 ft., blind beyond this radius, passive Perception 16

Languages Common plus 1d6 others.

Engulfing Body. A creature that enters the andeloid's space is subjected to the saving throw and consequences of its Engulf attack.

Knowledge of the Masses. The andeloid has advantage on Intelligence checks made to recall facts known to its component creatures. It can also attune to any magic item, regardless of the item's heritage or class requirements. It must have at least four creatures in its gestalt mind to gain the benefit from this effect.

Magic Resistance. The andeloid has advantage on saving throws against spells and other magical effects.

Many-Faced. The andeloid has advantage on Perception checks and on saving throws against being frightened or being stunned, and it can't be flanked. It must have at least four creatures in its gestalt mind to gain the benefit from this effect.

Regeneration. The andeloid regains 20 hit points at the start of its turn. If the andeloid takes fire damage or is targeted by a spell from the Healing school, this trait doesn't function at the start of its next turn. The andeloid dies only if it starts its turn with 0 hit points and doesn't regenerate. Whenever an andeloid is reduced to 0 hit points, whether it dies or not, it releases 1d4 spores.

Sticky. A creature, object, or weapon that touches the andeloid is stuck to the andeloid. A Medium or smaller creature is also stuck to the andeloid. A creature can use an action to make a DC 15 Strength check, freeing itself or an object or creature within reach on success. A grappled creature has disadvantage on this roll. The effect also ends when the andeloid chooses to end it or when the andeloid dies.

Spider Climb. The andeloid can use its climb speed even on difficult surfaces and upside down on ceilings.

Too Many Thoughts. A creature that attempts to magically or psionically read the andeloid's mind or communicate with it telepathically must make a DC 13 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save or half as much on a successful one.

Actions

Multiattack. The andeloid makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 5 (2d4) poison damage, and the target is subjected to the andeloid's Sticky trait.

Engulf. The andeloid targets a Medium or smaller creature that is currently subjected to the andeloid's Sticky trait and forces it to make a DC 16 Strength saving throw. On a failure, the creature is engulfed by the andeloid, and can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the andeloid's turns. When the andeloid moves, the engulfed creature moves with it. The andeloid can hold up to 8 Medium creatures in it.

An engulfed creature can attempt to escape by using an action to make a DC 16 Strength check. On a success, the creature moves to a space within 5 feet of the andeloid. A creature within 5 feet can take the same action to free an engulfed creature, but takes 14 (4d6) acid damage in the process.

If a creature dies because of that, then the andeloid chooses whether to digest it or incorporate it into its gestalt mind. If it chooses to incorporate the creature, the andeloid gains that creature's mind, memories, and personality for a number of weeks equal to the total of the creature's Intelligence, Wisdom, and Charisma modifiers plus its Proficiency Bonus, and the creature can't be brought back from the dead by any spell other than a *true resurrection* or *wish*.

Only aberrations, beasts, dragons, giants, humanoids, and monstrosities can be incorporated.

Horrifying Visage. Each creature within 60 feet of the andeloid that can see it must make a DC 14 Wisdom saving throw. The creature is rattled on a success and frightened on a failure for 1 minute, and may make a new 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, it is immune to this andeloid's Horrifying Visage for 24 hours.

Combat

Andeloids are methodical fighters who attack from ambush. They start out with Horrifying Visage, then try to Engulf a creature, at which point they move away to digest or incorporate their meal in peace while other opponents are still cowering in terror.

Variant: Unity

An andeloid that manages to contain enough minds and maintain the gestalt for a long enough period of time may grow into a Unity. Unities also occur on the very rare occasions when two adult andeloids merge. These andeloids are *much* larger and far smarter and more capable of rational thought than they used to be. Rumors tell of even more powerful andeloids that exist deep in space or on other planes of existence.

A Unity is an elite monster, equivalent to two CR 10 monsters (11,800). It is Huge and has 496 (32d10+160; bloodied 248) hit points. Its Intelligence is 10 (+0), Wisdom is 12 (+1), and Charisma is 16 (+3). It is proficient in Culture, History, Insight, and Persuasion. The andeloid has the following bonus actions, which it can only use while bloodied:

Elite Recovery. The andeloid ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while incapacitated.

Lunging Attack. The andeloid moves up to its speed without provoking opportunity attacks and makes a slam attack.

Reactive. The andeloid can take a reaction on each creature's turns.

Too Horrifying For Words. A creature within 60 feet makes a saving throw against Horrifying Visage, even if it has already saved within the past 24 hours.

The Unity also gains the following reaction:

Create Spore. When the andeloid takes damage, it releases a spore.

Andeloid Spore

Resembling a small sphere of quivering, multicolored wax, spores can survive indefinitely without food or air by going into a dormant state. The application of fire or extreme heat is all that's needed to bring it out of its dormancy. A spore can't absorb creatures the way that its "parent" can. Instead, it kills creatures, then absorbs their brains, not their whole bodies. This jump-starts their ability to absorb minds, and it eventually, it gains the ability to incorporate intelligent beings into its mind, and it becomes a fully-fledged andeloid.

Andeloid Spore

Tiny aberration

Challenge 1/2 (100 XP); **AC** 11

HP 22 (4d4+12)

Speed 30 ft., climb 30 ft.

STR 11 (+0) **DEX** 13 (+1) **CON** 16 (+3) **INT** 3 (-4) **WIS** 9 (-1) **CHA** 5 (-3)

Proficiency +2; **Maneuver DC** 11

Saving Throws Dex +3

Skills Stealth +3

Damage Resistances necrotic, psychic

Damage Immunities acid, fire, cold, poison; damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, fatigue, frightened, poisoned, prone, unconscious

Senses blindsight 60 ft., blind beyond this radius.

Languages —

Dormancy. The spore can survive indefinitely without air or sustenance, but it is unconscious during this time. If it is touched by fire, the dormancy ends.

Jumper. The spore can jump up to 10 feet horizontally and 5 feet vertically without a running start.

Magic Resistance. The spore has advantage on saving throws against spells and other magical effects.

Regeneration. The spore regains 5 hit points at the start of its turn. If the spore takes fire damage or is targeted by a spell from the Healing school, this trait doesn't function at the start of its next turn. The spore dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spider Climb. The spore can use its climb speed even on difficult surfaces and upside down on ceilings.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 2 (1d4) acid damage, and the creature takes 2 (1d4) ongoing acid damage until it uses its action to wipe the acid away.

Variant: Neophyte Andeloid

When a spore matures into a young andeloid, it becomes bigger and more capable, but it lacks the combined knowledge of an adult andeloid.

A neophyte andeloid is CR 3 (750 XP), is either Small or Medium, and has 55 (10d4+30; bloodied 27) hit points. Its Intelligence is 5 (-3), its speed is 20 ft., climb 20 ft., and it loses the Jumper trait. It gains the andeloid's Engulfing Body and Sticky traits, and gains the following actions:

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) bludgeoning damage plus 2 (1d4) poison damage, and the target is subjected to the andeloid's Sticky trait.

Engulf. The andeloid targets a creature at least one size smaller than it that is currently subjected to the andeloid's Sticky trait and forces it to make a DC 11 Strength saving throw. On a failure, the creature is engulfed by the andeloid, and can't breathe, is restrained, and takes 10 (3d6) acid damage at the start of each of the andeloid's turns. When the andeloid moves, the engulfed creature moves with it. The andeloid can hold as many creatures as can fit in its space without squeezing.

An engulfed creature can attempt to escape by using an action to make a DC 11 Strength check. On a success, the creature moves to a space within 5 feet of the andeloid. A creature within 5 feet can take the same action to free an engulfed creature, but takes 7 (2d6) acid damage in the process.

If a creature dies because of that, then the andeloid chooses whether to digest it or incorporate it into its gestalt mind. If it chooses to incorporate the creature, the andeloid gains that creature's mind, memories, and personality for a number of weeks equal to the total of the creature's Intelligence, Wisdom, and Charisma modifiers plus its Proficiency Bonus, and the creature can't be brought back from the dead by any spell other than a *true resurrection* or *wish*.

Only aberrations, beasts, dragons, giants, humanoids, and monstrosities can be incorporated.

Horrifying Visage. Each creature within 60 feet of the andeloid that can see it must make a DC 13 Wisdom saving throw. The creature is rattled on a success and frightened on a failure for 1 minute, and may make a new 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, it is immune to this andeloid's Horrifying Visage for 24 hours.

Swarm of Andeloid Spores

Medium swarm of Tiny aberrations; Challenge 5 (1,800 XP)

AC 11

HP 90 (12d8+36; bloodied 45)

Speed 30 ft., climb 30 ft.

STR 11 (+0) **DEX** 13 (+1) **CON** 16 (+3) **INT** 3 (-4) **WIS** 9 (-1) **CHA** 5 (-3)

Proficiency +3; **Maneuver DC** 11

Saving Throws Dex +3

Skills Stealth +3

Damage Resistances necrotic, psychic

Damage Immunities acid, fire, cold, poison; damage from nonmagical weapons

Condition Immunities blinded, charmed, deafened, fatigue, frightened, poisoned, prone, restrained, stunned, unconscious

Senses blindsight 60 ft., blind beyond this radius.

Languages —

Jumper. The swarm can jump up to 10 feet horizontally and 5 feet vertically without a running start.

Magic Resistance. The spore has advantage on saving throws against spells and other magical effects.

Spider Climb. The spore can use its climb speed even on difficult surfaces and upside down on ceilings.

Swarm. The swarm can occupy another creature's space and can move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 15 (6d4) acid damage, and the creature takes 10 (4d4) ongoing acid damage until it uses its action to wipe the acid away, or 6 (3d4) acid damage and 5 (2d4) ongoing acid damage if the swarm is bloodied.

Ankou

The Dragon's Bestiary, Dragon Magazine #162
Created by Spike Y. Jones; art by Tom Baxa

Ankou are undead who were so miserly in life that they allowed people to die rather than share even a fraction of their wealth. In death, they have been cursed with unlife and a hunger for lifeforce—but they can only return to the Material to gather souls for their new fiendish masters and cannot take any for themselves.

Reapers. Ankou look much like the classical image of the Grim Reaper, and may indeed be the genesis of that image. They are emaciated and clad in dark clothes, usually with a cloak or broad-brimmed hat that hides their fiery eyes, and wielding a farmer's scythe. They are always followed by an invisible cart pulled by an equally invisible beast of burden, usually a horse, mule, or ox. It seems that the ankou's station in life determines the quality of the animal. To those who can see invisible things, the cart is run-down and the animal is so thin and ill-looking as to be nearly dead. Although it can't be seen or touched by living beings, the cart's creaking and the animal's clopping hooves can be easily heard, even from a distance.



Soul-Takers. Ankou are allowed to roam the Material only at night. Any corpses they find or make are hauled into the cart. At dawn the ankou and its cart are pulled back to the Lower Planes. Perhaps fortunately, living creatures and objects other than corpses can't be placed in the cart or use it to travel to the underworld. When an ankou is finally slain, its and its cart are pulled into the Lower Planes, screaming as they go.

Climate/Terrain: forest, grassland, roads, ruin, settlement

Legends and Lore

With an Arcana or Religion check, the characters can learn the following:

DC 15. These undead are created from the souls of beings whose greed led to other creature's death. In undeath, ankou are charged with gathering souls for the underworld.

DC 20. Ankou are filled with hatred but have no true memory; if it fails to kill a target before dawn banishes it back to the Lower Planes, it won't try to pursue that target the next night.

Ankou Encounters

CR 3-4 Ankou.

Signs

- 1-2. The sound of a creaking, ox-drawn cart.
3. A line of footprints that stop abruptly; nearby are wheel ruts that fade to nothingness.
4. Blazing red eyes in the dark.

Ankou

Medium undead; Challenge 4 (1,100 XP)

AC 15 (natural armor)

HP 68 (8d8+32; bloodied 34)

Speed 20 ft.

STR 22 (+7) **DEX** 10 (+0) **CON** 18 (+4) **INT** 12 (+1) **WIS** 15 (+2) **CHA** 17 (+3)

Proficiency +2; **Maneuver DC** 17

Skills Perception +5 (+1d4)

Damage Resistances cold, fire

Damage Immunities necrotic, poison

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned, unconscious, strife

Senses darkvision 60 ft., truesight 10 ft., passive Perception 18

Languages the languages it knew in life plus either Abyssal or Infernal

Ankou Weaknesses. Neither the ankou or its cart can cross running water. If the ankou starts its turn in sunlight, it is transported back to its home lower plane. It can't return to the Material Plane until the next dusk at the place from which it was banished. If *dispel evil and good* is cast on the cart, both the cart and the ankou are banished as if in sunlight.

Eldritch Cart. Difficult terrain doesn't impede the movement of either the ankou or its cart and beast of burden.

Turn Resistance. The ankou has advantage on saving throws against any effect that turns undead.

Undead Nature. The ankou doesn't require air, sustenance, or sleep.

Unearthly Strength. The ankou's weapon attacks deal an extra die of damage (included below).

Actions

Scythe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+7) necrotic damage. If the ankou scores a critical hit, the target takes a level of fatigue.

Bonus Actions

Frightening Gaze (Gaze, Recharge 5-6). The ankou targets one creature it can see within 10 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute.

The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ankou's gaze for the next 24 hours.

Scythe. The ankou makes a scythe attack.

Summon Cart. The ankou summons its cart, which appears in an empty space within 30 feet of it.

Reactions

Parry. If the ankou is wielding a melee weapon and can see its attack, it adds 2 to its AC against one melee attack that would hit it.

Combat

The ankou rarely challenges groups of travelers, unless they seem weak.

The Cart of The Dead

The ankou's cart is an extension of the ankou, not separate objects. It travels at a pace of 30 feet and the ankou can't move more than 50 feet away from it. The cart and the beast that pulls it are invisible and intangible, but not inaudible, and neither of them can affect anything or take actions or be affected by attacks or magical effects. An inanimate object placed in the cart becomes invisible and intangible as well.

If the ankou places the corpse of a humanoid that has been dead for 10 minutes or less and the corpse remains in the cart until dawn, the corpse is destroyed and the soul is transferred to one of the lower planes. If the ankou is slain before then, the corpse reappears. The ankou can't place live humanoids in the cart. While the corpse is trapped in the cart, any attempt to bring it back to life has only a 50% chance of working.

Averx

The Dragon's Bestiary, Dragon Magazine #172
Created by Costa Valhouli; art by Jim Holloway

Averxes are subterranean fey who resemble tiny humans with gray skin, batlike wings, ivory horns, and bright, amber eyes. This devilish appearance leads many to call them “dungeon demons” or “cave devils,” although they are far more mischievous than cruel. They frequently wear crystals as jewelry but rarely wear any other sort of clothing, and they mostly eat mice and food stolen from travelers.

Tricky Thieves. Like many fey, averxes enjoy playing tricks on people. They are expert trap builders and thieves and enjoy stealing from people—especially from people who act in noxious ways. Cavern dwellers who are rude, cruel, or destructive (most often goblins, who tend towards having filthy habits) invite the nastiest pranks from them.

Averxes who build traps often bait them with magic items, especially cursed items. These fey are naturally immune to curses and thus can handle cursed items with impunity, but they know most creatures aren't as lucky as them.

Crystal Beauty. Averxes live in subterranean colonies of a few dozen individuals. They typically live in crystal-lined caverns. They take as much care of these caverns as pixies take of their flower gardens, spending much of their time polishing the crystals, rearranging them like stones in a Zen garden, and carefully enhancing and shaping their growth. Any intruder who damages these caverns, whether through deliberate mining, accidental breakage, or simply gem collecting, will incite the averxes' anger. Some averxes prefer to live in constructed dungeons. In these cases, they usually choose to live in rooms that are richly decorated with carvings, murals, and fountains, and they are just as possessive about these decorations as they are with crystals.

Climate/Terrain: any climate; caverns, dungeons

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Averxes are tiny, subterranean fey. They are notorious tricksters and trap-builders.



DC 15. These fey typically live in caverns filled with beautiful crystals and gemstones. They are very protective of these jewels, and nothing angers an averx more than damaging or stealing one.

DC 20. Averxes are utterly immune to curses. They are known to use cursed magic items with no problems.

Monster Encounters

CR 0-2 4d4 averxes

Treasure: quartz pendant (25 gp), dungeoneer's pack, *cursed +1 shortsword*, *oil of slipperiness*, *unliving rune*

Signs

1. Rhymes, random phrases, or insults graffitied on a wall in several different languages but by the same hand.
2. A very delicate trap.
3. Glowing crystals growing out of the wall.
4. A magic item just sitting there, ready to be taken

Behavior

- 1-2. Trying to steal a character's belongings.
3. Building a trap.
4. In its lair, rearranging crystals

Names

Balbin, Heyok, Hixx, Inik, Ximon

Averx

Tiny fey; Challenge 1/8 (25 XP)

AC 15 (natural armor)

HP 4 (1d4+2; bloodied 2)

Speed 10 ft., fly 40 ft.

STR 6 (-2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 16 (+3) **WIS** 10 (+0) **CHA** 12 (+1)

Proficiency +2; **Maneuver DC** 13

Saving Throws Dex +5

Skills Deception +3, Engineering +5, Perception +2 (+1d4), Sleight of Hand +5 (+1d4), Stealth

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan, Undercommon

Immune to Curses. The averx is not subject to curses or cursed magic items.

Innate Spellcasting. The averx's spellcasting ability for this trait is Intelligence (spell save DC 13). It can innately cast the following spells, requiring only Seen components:

At Will: *minor illusion*

1/day each: *faerie fire*, *levitate*

Polyglot. The averx can read and write, but not speak, all languages.

Ventriloquist. The averx can mimic sounds it has heard, including voices. It can also throw its voice so the sound seems to originate up to 30 feet away from the averx's actual location. Recognizing the sounds as imitation requires a DC 13 Insight check.

Actions

Crystal Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, or 5 (1d4+3) piercing damage if the averx is Medium sized. The target must make a DC 13 Constitution saving throw against poison or be poisoned for 1 minute. While poisoned, the creature hallucinates and is confused. The creature may make a new saving throw at the end of each of its turns, ending the confused condition on itself on a success.

Enbiggen. The averx can magically change its size between Tiny and Medium. While Medium, it has advantage on Strength checks and Strength saving throws, and its weapon attacks deal an additional 2 (1d4) damage.

Break (Recharge 6). The averx touches a Small or smaller nonmagical item made of leather or wood and the item becomes damaged, as per the section on Maintenance in the *Adventurer's Guide*. If the item is being held or worn, the bearer may make a DC 13 Dexterity saving throw; on a success, the item is unharmed.

Bonus Actions

Faerie Step (Recharge 6). The averx magically teleports up to 30 feet to a space it can see.

Invisibility. The averx and any equipment it wears or carries magically turns invisible until the averx attacks, becomes incapacitated, or uses a bonus action to become visible.

Combat

The averx doesn't engage in melee combat unless it has no other recourse, preferring hit-and-run attacks, sabotage, and using its magic and Ventriloquism to leading foes into traps and dangerous locations. If it needs to fight, it becomes Medium size and uses its dagger. When encountered in a group, averxes usually flee as soon as one of their number is killed.

Azmyth

Bats that do more than bite, Dragon Magazine #90
Created by Ed Greenwood

Azmyth resemble free-tailed bats with soft, pewter-colored fur and paler crests and beards of fur on their heads. Their skin, visible on their ears, long tails, and wings, can be nearly any (muted) color; green and mauve are particularly common. Their eyes are white and pupilless, and their tails are both unusually long and end with a needle-sharp point. Their wingspan is no more than three feet. Azmyth's are typically friendly and unaggressive unless provoked. Their diet consists of flowers, fruit, and insects. They emit squeaks when alarmed or angry and endearing chuckles when amused.

Solitary Wanderers. Unlike true bats, they don't travel in bats or have a roost. Instead, they travel in large, circular routes, occasionally returning to favorite spots for a few weeks or months at a time. They often form partnerships with humanoids, especially those who are themselves travelers. These partnerships become fast friendships, and the azmyth—who may live more than a century—may pass their friendship down to their companion's children

Climate/Terrain: subtropical, temperate; caverns, Feywild, forest, any (as familiar)

Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Azmyth are tiny, bat-like fey creatures. Their long tail ends in a sharp barb that delivers a nasty electrical shock. Unlike most bats, they rarely travel with their own kind.

DC 15. Azmyth can make for friendly and loyal life-long companions and familiars. They are intelligent but can't speak, although they can communicate their emotions via a form of telepathy.

DC 20. Known to be wanderers, azmyth travel widely but frequently return to favorite spots. They are mostly solitary but enjoy traveling with humanoids; they seem to enjoy looking at life through a humanoid's point of view.

Azmyth Encounters

CR 0-1 azmyth

Signs

1. A half-eaten fruit; with a DC 15 Nature check, it's clear that it was eaten by a tiny animal.
2. With a DC 14 Perception check, the sound of chuckling nearby.
3. A loud "ow!" from nearby. On investigation, the party discovers a foraging peasant or goblin who has been shocked by the azmyth after trying to grab it.
4. With a DC 14 Perception check, the sound of bat wings.

Behavior

1. Eating a fruit or flower.
2. Having a telepathic communication with a friendly pseudodragon.
3. Invisibly watching the party and judging their actions.
4. Hanging upside down from a tree branch and sleeping.

Names

Barbadine, Dahlia, Freesia, Fuchsia, Papaya, Yucca

Azmyth

Tiny fey; Challenge 1/4 (50 XP)

AC 12

HP 7 (2d4+2; bloodied 3)

Speed 5 ft., fly 50 ft.

STR 5 (-3) **DEX** 15 (+2) **CON** 13 (+1) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Proficiency +2; **Maneuver DC** 14

Skills Nature +3, Perception +3

Saving Throws Dex +4

Senses blindsight 60 ft., darkvision 60 ft.,

Languages telepathy 30 ft. (can transmit but not receive emotions and images), understands Common and Sylvan but can't speak

Echolocation. The azmyth can't use its blindsight while deafened.

Keen Hearing. The azmyth has advantage on Perception checks that rely on hearing.

Magic Resistance. The azmyth has advantage on saving throws against spells and other magical effects.

Actions

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage plus 2 (1d4) lightning damage, and if the target is a creature, it must make a DC 11 Constitution saving throw or it can't take reactions until the start of its next turn.

Know Alignment (3/Day). The azmyth can use its action to examine a creature it can see within 30 feet. It will know that creature's alignment, if it has one. This trait lasts for 1 minute, and the azmyth can examine a different creature on each of its turns for the duration.

Bonus Actions

Invisibility. The azmyth magically turns invisible, along with any equipment carried. This invisibility ends if the azmyth makes an attack, falls unconscious, or dismisses the effect.

Combat

The azmyth turns invisible and then flees, using its tail to attack only if corner. If fighting alongside an ally, it strikes repeatedly with its Tail attack and turns invisible between attacks.

Variant: Familiar

An azmyth convinced to serve a spellcaster as a familiar. As a familiar, it champions its master's interests but may not be completely obedient. A azmyth familiar serves voluntarily and may end its service if its master mistreats it or others. A azmyth familiar gains the following trait:

Familiar. The azmyth can communicate telepathically with its master while they are within 1 mile of each other. While the azmyth is within 10 feet of its master, its master shares its Magic Resistance trait.

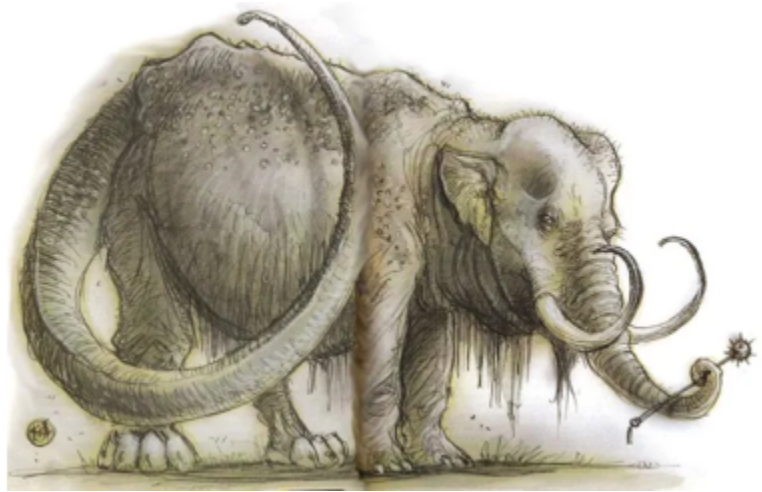
Baku

Featured Creatures, Dragon Magazine #65

Created by Gary Gygax; art by Tony DiTerlizzi

Baku resemble small elephants with short trunks, with curled tusks that are scrimshawed into intricate designs. Their backs and serpentine tails are covered in golden scales, and their legs and paws are leonine.

Urban Angels. Despite their large size and bulk, baku are remarkably agile. This suits them well, as they prefer to live in heavily populated areas, where they travel invisibly, helping to promote peace and good dreams wherever they can. Their primary purpose is to safeguard the dreams against the intrusions of night hags and other evil creatures with similar abilities.



On occasion, a baku will latch onto a humanoid whom they feel needs some extra help and remain with that person for a week or more.

Friendly Guardians. Baku are kind creatures. When they discover a creature performing evil, they will offer that creature an opportunity to repent, or at least an alternative action that doesn't cause anyone harm. They are ever-courteous and always polite.

Dark Ones. Baku devour bad dreams, but on rare occasions, the baku becomes gluttonous, desiring to eat more and more bad dreams to eat until the phrase "you are what you eat" becomes all too literal for them. These baku are known as Dark Ones and roam the worlds, inflicting nightmares wherever they go. More than that: they seek to remove hope and creativity from their victims.

Climate/Terrain: any climate; Astral, Ethereal, Feywild, grassland, settlement

Legends and Lore

With an Arcana or Religion check, the characters can learn the following:

DC 15. Baku are elephantine celestials that protect dreamers.

DC 20. Baku are intelligent, kindly shapechanging celestial beings who travel freely among humanoid settlements, protecting and aiding those who are suffering from nightmares. Some unscrupulous buyers are willing to pay a great deal of money for their tusks. A rare few baku, however, fall and consume hope instead of nightmares.

Baku Encounters

CR 5-10 1 baku; 1 baku and 1 minstrel or priest

Signs

1. The sound of distant trumpeting. It strikes a note of fear in the heart of everyone who hears it.
2. A person telling others about the wonderful dream they just had.
3. In a crowded marketplace, people unconsciously moving out of the way of an invisible baku.
4. An ivory merchant who has recently suffered from a mysterious attack.
5. A character with two or more levels of strife falls takes a long rest outside of a haven. Upon waking up, they've removed a level of strife.
6. An artist who has been suffering from terrible nightmares and a loss of creativity.

Behavior

1. Hot on the trail of a coven of night hags; may ask the party for help finding them.
2. In the form of a bull with a golden hide, whom the locals revere as a sign of special favor from the gods.
3. In humanoid form, acting as a therapist for people who need to talk about their problems.
4. In humanoid form, battling a malcubus who is also in humanoid form.
5. In humanoid form, inquiring about people's dreams; looking for a renegade Dark One.
6. Appearing in an adventurer's dream with a message.

Names

Ahlam, Bhranti, Cimon, Eidniuet, Hulum, Imena, Menalli, Svajone

Baku

Large celestial (shapechanger); Challenge 6 (2,300 XP)

AC 15 (natural armor)

HP 102 (12d8+48)

Speed 50 ft., fly 50 ft.

STR 21 (+5) **DEX** 12 (+1) **CON** 19 (+4) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 18 (+4)

Proficiency +3; **Maneuver DC** 16

Saving Throws Int +7, Wis +6, Cha +7

Skills Insight +6 (*detecting emotions* +1d4), Perception +6, Persuasion +7, Stealth +4

Condition Immunities charmed, paralyzed, poisoned

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

Languages Celestial, Common, Sylvan, telepathy 100 ft.

Celestial Nature. The baku doesn't require air or sleep, and feeds harmlessly off the dreams of mortals.

Etherealness. The baku magically travels to the Ethereal Plane. While on the Ethereal Plane, the baku can see and hear into the Material Plane and can choose to make itself audible and hazily visible to creatures on the Material Plane. If a humanoid on the Material Plane invites the baku to do so, the baku can use an action to magically travel from the Ethereal Plane to the Material Plane.

Good. The baku radiates a Good aura.

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

At Will: *detect evil and good*

3/day each: *calm emotions, cure wounds, lesser restoration, protection from evil and good*

Magic Resistance. The baku has advantage on saving throws against spells and other magical effects.

Dream-Eater (3/Day). While on the Ethereal Plane, the baku magically touches a sleeping humanoid that is not protected by a *magic circle* or *protection from evil and good* spell or similar magic. While the touch persists, the baku appears in the creature's dreams and can manipulate them, as per the *dream* spell. The creature can end the dream at any time. If the dream lasts for 1 hour, the target removes a level of strife. This is in addition to any levels of strife that are removed by completing a long rest. Upon waking up, the creature gains an expertise die on the next check they make that day with the Performance skill or with an artisan tool kit.

Additionally, for the next 8 hours, the creature can't be affected by nightmares, whether magical in origin, such as those created by the *dream* spell or by a night hag's Nightmare Haunting, or purely mundane.

Actions

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage. If the baku moves at least 20 feet straight towards a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Trumpet (Recharge 5-6, True Form Only). The baku emits a powerful trumpeting. Each creature within 60 ft. of the baku that can hear it must make a DC 15 Wisdom saving throw. A creature with the Evil alignment has disadvantage on this save. On a failure, the creature takes 21 (6d6) psychic damage and is frightened for 1 minute. On each of its turns, the frightened creature must take the Dash action and move away from the baku by the safest and shortest available route, unless there is nowhere to move. On a success, the creature takes half damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The baku can choose any number of creatures it can see to be immune to the trumpet.

Change Shape. The baku magically takes the shape of a Medium humanoid or a Large beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form. In the new form, the baku's stats are unchanged except for its size. In beast form, it can only use its Claw and Gore attacks.

Invisibility. The baku magically turns invisible until its concentration ends (as if concentrating on a spell) or it uses a bonus action to become visible. Any equipment the baku wears or carries is invisible with it.

Bonus Actions

Trample Underfoot. The baku makes a claw attack against a prone creature.

Combat

Normally shy and peaceful, baku are determined combatants against creatures that prey on the hopes and dreams of others. They typically prefer to start a fight by trumpeting and then engaging in melee combat while invisible. If bloodied and fighting a mundane foe, they retreat into the ethereal. If fighting a foe such as a night hag or malcubus, or are fighting to protect a chosen mortal, they fight to the death.

Variant: Useful Trunk

Baku trunks are short but fully prehensile and quite agile. It's not uncommon for a baku to wield a weapon in their trunks, particularly if it's a magical weapon. These baku are proficient in simple and martial weapons that don't have the Heavy or Two-Handed trait, and gain the following trait:

Elephant Strength. A melee weapon deals one extra die of damage when the baku hits with it (included in the attack).

The baku also gains an attack such as this one:

Morningstar +1. +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+6) bludgeoning damage. If a fiend comes within 30 feet of the baku while it is wielding this morningstar, the weapon's head glows red. Once per day, upon inflicting damage to a fiend, the baku can use its reaction to cause the morningstar to inflict an additional 11 (2d10) radiant damage to that fiend.

Variant: Dark Ones

Only a tiny percentage of baku fall from grace, but those that do are implacable in their desire to undo the good their cousins perform. These baku lose the Dream-Eater and Good traits, when they use their Trumpet attack, creatures with the Good alignment, not Evil, have disadvantage on their save, and they gain the following traits:

Evil. The dark one radiates an Evil aura.

Dreams Must Die (1/Day). While on the Ethereal Plane, the dark one magically touches a sleeping humanoid that is not protected by a *magic circle* or *protection from evil and good* spell or similar magic. While the touch persists, the dark one appears in the creature's dreams and can manipulate them, as per the *dream* spell. The creature can end the dream at any time. If the dream lasts for 1 hour, the target gains a level of strife and gains no benefit from the rest, and is rattled for 24 hours.

Behir Variants

The Ecology of the Behir, Dragon Magazine #156
Created by Tony Jones

Like most creatures, behir produce young that are smaller and weaker than it—but that are still subjected to their natural drive to eliminate dragons.

Additionally, not all behir live in caverns. Some live above the ground, in deserts and jungles.

Behir Encounters

CR 5-10 Juvenile behir.

Treasure: 280 gp, tattered book of dragon-lore (worth 100 gp), *spell scroll of beacon of hope*, +1 crossbow bolts

CR 11-16 2 juvenile behirs

Treasure: 120 pp, 500 gp, 6 ambers carved into animal shapes (150 gp each), *potion of gaseous form*, *potion of stone giant shape*

CR 17-22 Elder behir

Treasure: 5,000 gp, flawless ruby (5,000 gp), suit of half-plate armor with gold filigree and gold dragon emblem on it that has been damaged (1,000 gp if repaired), *barbed devil's bracelet*

Juvenile Behir

Large monstrosity; Challenge 6 (2,300 XP)

AC 14 (natural armor)

HP 102 (12d10+42; bloodied 36)

Speed 40 ft., climb 30 ft., swim 30 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)

Proficiency +3; **Maneuver DC** 15

Saving Throws Dex +6, Int +4, Stealth +6

Skills Athletics +9, Perception +7, Stealth +6

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 17

Languages Common, Draconic

Serpentine. The behir can move through a space as narrow as 3 feet wide, vertical or horizontal, at full speed, without squeezing.

Spider Climb. The behir can use its climb speed even on difficult surfaces and upside down on ceilings

Actions

Multiattack. The behir makes a bite attack and then a constrict attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12+4) piercing damage. If the target is a Small or smaller creature grappled by the behir, and the behir has not swallowed anyone else, the target is swallowed. A swallowed creature is blinded and restrained, it has total cover from attacks from outside the behir, and it takes 14 (4d6) acid damage at the start of each of the behir's turns.

If a swallowed creature deals 30 or more damage to the behir in a single turn, or if the behir dies, the behir vomits up the creature.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage. The target is grappled (escape DC 15) and restrained while grappled.

Lightning Breath (Recharge 5–6). The behir breathes a line of lightning 5 feet wide and 20 feet long. Creatures in the area make a DC 16 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save or half damage on a success

Behir Variant: Elder Behir

The elder behir is an elite monster, equivalent to two CR 11 monsters (41,000 XP). It is Huge and has 336 (32d12+128; bloodied 168) hit points. The behir has the following additional bonus actions, which it can only use while bloodied:

Elite Recovery. The elder behir ends one negative effect currently affecting it. It can use this bonus action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Rending Bite. The elder behir makes a bite attack against a creature it is constricting. On a hit, the bite inflicts an additional 26 (4d12) slashing damage and the target must make a DC 20 Constitution saving throw or be stunned until the end of its next turn.

Trample. The elder behir moves up to its speed in a straight line. It can move through the spaces of Large and smaller creatures. Each of these creatures must make a DC 20 Dexterity saving throw, taking 16 (2d10+5) slashing damage and falling prone on a failure.

The elder behir also has the following reaction, which it can only use while bloodied:

Lightning Retort. When the elder behir is hit by a melee attack by a creature within 10 feet of it, it spits lightning at that creature. That creature must make a DC 20 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much on a successful one.

Behir Variant: Desert Behir

Desert behir are yellow to orange in color, with fiery red belly scales and a breath weapon to match. It is slightly smaller and weaker than the common behir.

The desert behir is CR 9 (5,000 XP) and has 147 (14d12+56; bloodied 73) hit points. Its armor class is 17. It is immune to fire damage instead of lightning damage, and its breath weapon is a 20-foot cone that inflicts fire damage. A juvenile desert behir is CR 5 (1,800 XP) and has 85 (10d10+30; bloodied 42) hit points. Its armor class is 15.

Behir Variant: Jungle Behir

Jungle behir are larger and stronger than common behir. They are primarily emerald green, with a copper-green underbelly.

The jungle behir is CR 13 (10,000 XP) and has 199 (19d12+76; bloodied 99) hit points. Its armor class is 20. It is immune to acid and poison damage instead of lightning damage, and it is immune to the poisoned condition, and its breath weapon inflicts acid damage. A juvenile jungle behir is CR 7 (2,900 XP) and has 119 (14d10+42; bloodied 59) hit points

Bloody Bones

The Ungrateful Dead, Dragon Magazine #138

Created by Tom Moldvay; art by Jennell Jaquays

Resembling a corpse left to hang in a gibbet, the bloody bones is a particularly nasty type of skeletal undead. Shreds of muscle and sinew hang from their bones and they constantly drip blood from blood from their exposed tissue and empty eye sockets.

Dead Criminals. Nearly all bloody bones rise from corpses of vicious criminals who were executed for their crimes, especially (but not limited to) bandits, thieves, and kidnappers who murdered unnecessarily while committing lesser crimes. The bloody bones continue their crimes even after death. They lurk in dark, wet places: caves, ruins, cellars, wells, and murky ponds. From there, they terrorizing anyone who comes close, sometimes venturing out only after dark to commit more crimes and other perversions of civilized taboos. Bloody bones don't emerge every night. Many only come out at certain times, such as the anniversaries of their most famous crimes or of their death, or on the nights of the new moon—or when they hear someone invoke their name—and spend the rest of the time among their piles of stolen goods, compulsively sorting and counting it.

Unwanted Treasure. A bloody bones is compelled to steal, but the treasure itself is meaningless. Their lairs are full of stolen goods which they throw about without a care, or even purposely break. Nevertheless, they jealously guard their treasure, even as they treat it as if it were garbage. Should anyone steal from them, even the smallest trinket, they will track that individual down and destroy them.

Guilds and Groupies. A bloody bones becomes a bogeyman of sorts. Its pre-death identity is known to all, even if few refuse to speak its name, and its original crimes, no matter how severe they actually were, become blown far out of proportion. Its name is used as a warning for children: obey your elders, or the bloody bones will get you. But at the same time, a strange sort of madness will descend upon the area, and up-and-coming hoodlums often begin to draw inspiration from the bloody bones' crimes and form groups based around them. These groups often quickly come to terrible ends, either from the law or from the bloody bones' cruelties (many bloody bones despise copycats), but in a few cases, the bloody bones takes it upon itself to create something akin to a thieves' guild, particularly if the bloody bones was a thieves'



guildmaster in life). While these guilds rarely last long, they can wreak terrible havoc while they exist.

Climate/Terrain: any climate; forest, hill, ruin, settlement

Legends and Lore

With an Arcana or Religion check, the characters can learn the following:

DC 10. Bloody bones are the undead remains of executed criminals, and they are compelled to continue their criminal activity even after death.

DC 15. Although not particularly intelligence, bloody bones have a low cunning that makes them tricky foes, and their lairs are often filled with traps.

DC 20. A bloody bones can hear you if you speak its name.

Bloody Bones Encounters

CR 3-4 bloody bones; bloody bones with 1d4+1 bandits

Treasure: 160 gp, 304 sp, citrine (50 gp), tarnished silver ring with moonstones (150 gp), torn fur-trimmed cloak (25 gp, if fixed), dented masterwork dagger with onyx pommel, thieves' tools, *potion of poison*.

Signs

1. A trail of blood droplets.
2. People speak in hushed tones of a famed criminal.
3. Corpses hanging in gibbets.
4. A raven, watching the party

Behavior

1. Threatening and torturing a kidnapped victim.
2. Counting its stolen coins, then throwing them over its shoulder.
3. Destroying stolen goods.
4. Hostile; will attack on sight.

Names

Bette the Brute, Crazy-Eyes Eli, Solomon the Jester, Mad Gannon, Reaper Read

Bloody Bones

Medium undead; Challenge 5 (1,800 XP)

AC 15 (natural armor)

HP 67 (9d8+27; bloodied 33)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR 15 (+2) **DEX** 19 (+5) **CON** 16 (+3) **INT** 8 (-1) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +3; Maneuver DC 16

Saving Throws Dex +8, Int +2

Skills Perception +4, Sleight of Hand +8, Stealth +8 (+1d4)

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Blood Frenzy. The bloody bones has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Blood Trail. Attempts to track the bloody bones using Wisdom (Survival) checks are made with advantage.

Double-Jointed. The bloody bones can move through a space large enough for a Small creature without squeezing.

Sneak Attack (1/Turn). The bloody bones deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bloody bones that isn't incapacitated and the bloody bones doesn't have disadvantage on the attack roll.

Speak My Name. The bloody bones is aware if a creature within 10 miles of it uses the name it went by in life, and knows that creature's location.

Sunlight Sensitivity. While in sunlight, the bloody bones has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Undead Fortitude (1/Day). If the bloody bones is reduced to 0 hit points by damage that isn't radiant or from a critical hit, its instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

Undead Nature. The bloody bones doesn't require air, food, drink, or sleep.

Actions

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Horrifying Visage. Each non-undead creature within 60 feet and on the same plane of existence that can see the bloody bones makes a DC 14 Wisdom saving throw. On a failure, a creature is frightened for 1 minute. A frightened creature repeats 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, it is immune to this bloody bones' Horrifying Visage for 24 hours.

King of the Gibbet (1/Day). The bloody bones summons a swarm of ravens for 1 minute. On each of its turns, the bloody bones can use a bonus action to send the swarm to attack a creature within 60 feet of it. If the swarm takes damage from a creature other than the target, the swarm takes half the damage (rounded down) and the other half is dealt to the target. The swarm has 20 hit points, takes up the target's space, and is resistant to bludgeoning, piercing, and slashing damage. When the ravens are summoned, and at the start of each of the bloody bones' turns, the target must make a DC 16 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed

save, or half as much on a successful one. On a failed save, the creature is also slowed until the end of its next turn.

Bonus Actions

Cunning Action. The bloody bones takes the Dash, Disengage, or Hide action.

Rapid Attack. The bloody bones attacks with its claws.

Combat

Bloody bones attack from ambush whenever possible, using Cunning Action to disengage or hide in order to gain advantage for sneak attacks.

Variant: Ravenking

Sometimes, a bloody bones will have a raven assistant, which it will use as a spy. This raven is one that fed on the bloody bones corpse after it died but before it arose as undead. It acts as a familiar, allowing the bloody bones to use its action to use the raven's senses as its own while being blinded and deafened in regards to its own senses, and the raven's type is fiend. If the raven dies, the bloody bones can resurrect it with a 1-hour ritual that requires no material components.

Bogeyman

Creature Catalog III, Dragon Magazine #101

Created by Gregg Chamberlain; art by Marsha Kauth

Spawned in dark places where sentient beings have been frightened to death by the supernatural and unknown, bogeymen are evil fey who survive by feeding off the fear they create in others. Shrouded in darkness, they are tall, shadowy figures with indistinct forms, glowing eyes, and long, dark claws... at least until the darkness is dispelled and their true forms are visible. In reality, they are short, pathetic creatures with misshapen heads, bulging fish-eyes, and dead-white skin, far too weak to do any physical harm to anyone.



Fear-Makers. Bogeyman are capable of sifting through the mind of their victims, drawing upon their worst fears. They shape these fears into complex illusions in order to terrifying their victims nearly to death. These illusions exist entirely in the minds of their targets, often leading others to think that the victims are hallucinating in some way. While usually solitary, bogeyman sometimes gather in groups, working together to maximize the fear of their victims.

Bogeymen can also produce smaller illusions and mimic voices, and they often use these abilities to scare people as well. Some even prefer to frighten people through these abilities instead, believing that it makes the meal taste better.

Shadow-Shrouded. When they hunt, they swathe themselves in magical dark shadows. They can shape these shrouds to make them appear as another creature, such as a humanoid, gargoyle, or ghost, although their shadows remain indistinct and featureless. They often use their illusory magic to give their shadow form a few details. Some bogeymen have favored shapes, while others change their shadow's appearance to fit their prey's fears.

Urban Predators. Bogeymen derive their sustenance from the fear they engender in others, and their favorite prey is children. As such, are nearly always found in urban environments. Not only are there plenty of people to scare, but also plenty of places to hide away. They will sometimes near paths that pass through old forests and prey on travelers as well.

Bogeymen hunt alone but sometimes live in small groups, where they swap stories of their most interesting prey and share new ideas for scaring people. Although their powers give them the ability to easily kill most of the people they come across, few bogeymen actually try to kill. Many will only do so if they feel their reputation in their territory is starting to take a hit.

Climate/Terrain: any climate; forest, settlement

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Bogeymen lurk under beds, in closets, in dark alleys, and in sewer drains.

DC 15. Bogeymen have the ability to create terrifying phantasms. They feed on the fear they create in people's minds.

DC 20. Bogeymen are a type of fey sometimes created when a person dies of fright. Their true form is always masked by shadows, and they shun the light.

Bogeyman Encounters

CR 0-1 Bogeyman

Signs

- 1-2. Children tell tales of a monster who snatches up little kids who wander into the wrong place.
3. The corpse of a traveler who, judging by the look on their face, has died of fright.
4. A person who is suffering from a long-term mental stress effect. All they can talk about is the horrible things they saw.

Behavior

- 1-2. Lurking in a dark corner.
3. Terrifying a creature.
4. Studying a creature, reading its thoughts and studying it in order to find the best way to frighten it.

Bogeyman Shroud Appearances

1. A very tall, faceless humanoid wearing all black, with a big black hat, carrying a sack.
2. A very large wolf. The bogeyman uses *minor illusion* to create the appearance of glowing yellow eyes and grinning jaws.
3. A gaunt figure with backwards-facing feet.
4. A squat, potbellied, pig-like humanoid with enormous tusks. The bogeyman uses *minor illusion* to add a hint of color to the "skin" and "clothes".
5. A hulking creature somewhere between a bugbear and troll in appearance. The bogeyman uses *minor illusion* to create the appearance of glowing red eyes.
6. A very big spider.

Names

Agar, Bisma, Egil, Enna, Jerual, Ove,

Bogeyman

Small fey (fiend) Challenge 1/2 (50 XP)

AC 13

HP 14 (4d6)

Speed 30 ft., climb 30 ft.

STR 5 (-3) **DEX** 16 (+3) **CON** 10 (+0) **INT** 9 (-1) **WIS** 10 (+0) **CHA** 17 (+3)

Proficiency +2

Maneuver DC 13

Skills Deception +5, Insight +3 (*reading emotions* +1d4), Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Evil. The bogeyman radiates an Evil aura.

Dark Sight. Magical darkness doesn't impede the bogeyman's darkvision.

Fiendish Nature. A bogeyman can't attack or use Darkest Fears on a creature protected by a *bless*, *protection from evil or good*, or similar effect.

Light Sensitivity. While in bright light, the bogeyman has disadvantage on attack rolls and on Perception checks that rely on sight.

Mimicry. The bogeyman can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Insight check.

Shroud of Darkness. The bogeyman surrounds itself with an aura of magical darkness with a radius of up to 5 feet. While not incapacitated and this trait is active, attack rolls against the bogeyman have disadvantage. When a creature hits the bogeyman with an attack, this trait stops working until the end of the bogeyman's next turn. A *dispel magic* or light created by a spell of 3rd-level or higher will also end the shroud, and the bogeyman can't create a new shroud for 1 minute.

Slither Through The Cracks. The bogeyman can move through a space as narrow as 6 inches wide without squeezing.

Spellcasting (At Will). The bogeyman can cast *minor illusion*. Its spellcasting attribute for this trait is Charisma.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Darkest Fears (1/Day). The bogeyman targets a giant, humanoid, or monstrosity it can see within 30 feet. That creature must make a DC 13 Wisdom saving throw or be frightened. While frightened, the affected creature sees terrifying phantasmal images, drawn from its own subconscious and modified by the bogeyman, in a 15-foot-radius sphere centered on the target. The phantasm includes sound, temperature, and other stimuli but exists only in the creature's mind.

The bogeyman must concentrate on this effect, as if concentrating on a spell. The effect also ends if the creature is no longer frightened, or if the creature starts its turn in a brightly-lit area. It

may make a new saving throw at the end of each of its turns, ending the effect on a success. This saving throw is made at disadvantage if the target is alone, and at advantage if another creature is attempting to help the target to realize that what they're seeing isn't real. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the bogeyman's Darkest Fears for the next 24 hours.

At the start of each of the bogeyman's turns, it can choose to have the phantasm harm the target and inflict its choice of 1 psychic damage or 8 (2d4+3) psychic damage to the target. If this damage reduces the creature to 0 hp, the bogeyman may choose whether this kills the target or causes them to be stable but unconscious for 1 hour.

Each time the bogeyman inflicts psychic damage on a target, it regains hit points equal to that amount. Any hit points gained in excess of its normal hit point maximum become temporary hit points.

Should a frightened creature critically fail any of its saving throws against this effect, it takes one level of strife.

Read Mind. The bogeyman can force a creature it can see within 30 feet of it to make a DC 13 Wisdom saving throw. If the creature fails, then the bogeyman can read the creature's surface thoughts.

Bonus Actions

Shadow Sneak. If its Shroud of Darkness is in effect, the bogeyman takes the Hide action even if obscured only by dim light or darkness.

Reactions

Douse. The bogeyman extinguishes a nonmagical torch, lamp, or candle, or a light created by a cantrip or 1st-level spell, that is within 60 feet of it.

Combat

Bogeymen flee at the first sign of danger.

Calygraunt (Feystag)

Creature Catalog, Dragon Magazine #89

Created by Ed Greenwood; art by Roger Raupp

Also called feystags, calygraunt resemble cat-like hares, or possibly hare-like cats. They stand on two legs, although they can easily drop to all fours to run quickly. They have a pair of antlers and are often confused for jackalopes.

They're larger and *far* more intelligent than those creatures, however. Not counting their ears, calygraunts can reach four feet in height. Mostly vegetarian, they prefer herbs (especially mint), moss, and mistletoe, although they will sometimes eat insects or cooked meats other creatures prepare for them.

Magic-Born. Calygraunts are created when a spellcaster's desire to learn and control great and greater magic grows to obsessive levels. As a result, they can be frequently found near the lair of liches. Most calygraunts stay in such an area for long—they either quickly get as far away as they can or they get killed by the lich. Before they do so, though, they can cause a lot of havoc because of their singular ability to recognize and control magic items from afar and their love of stealing these items.

Magic-Lovers. Calygraunts are completely fascinated by magic items. It doesn't matter the type of item or its level of power. To them, the simplest magical trinkets are as important and as amazing as the most powerful of magic items. They collect magic items and are often willing to trade away older ones they've used a lot for newer ones they've never seen before.

Solitary Wanderers. Most calygraunt constantly wander, calling no place home. They love nothing more than discovery and are always seeking out new places to explore. They love their solitude, although rarely one will find a romantic partner to travel with (who may or may not be another calygraunt). In these cases, they mate for life; if their partner has children, they often will adopt those children as their own. While they do enjoy parties—a calygraunt is often a welcome guest of a satyr revelry—and being social, they very quickly get tired of other people. So much do these creatures otherwise love their solitude that they often leave traps behind them to discourage followers.

Putting Down Roots. On rare occasions, a calygraunt loses the desire to wander. These are often individuals who have suffered from some great injury or trauma, have lost their partner, or have suffered a curse from one of the magic items they stole. They often dwell in the borderlands between the Feywild and the mortal world, and commonly set up shop as magic dealers, sages, and hedge mages for hire.

Climate/Terrain: arctic, subarctic, temperate; Feywild, forest, hills, laboratory, settlement



Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Calygraunts are also known as feystags. They are animal-like fey that have a passion of magic items of all types.

DC 15. Calygraunts have the ability to control other people's magic items from afar.

DC 20. As they are highly knowledgeable about magic items, calygraunts are often willing to sell information about items brought to them.

Monster Encounters

CR 1-2 1 calygraunt; 1 calygraunt and its mate: another calygraunt, a dryad, satyr, or forest gnome scout.

Treasure: amber wings, bag of holding, chime of opening, skeleton key

CR 3-4 1 calygraunt hedge mage; 1 calygraunt and its mate: a centaur, minstrel, or druid.

Treasure: feather token (tree), hat of disguise, pipes of haunting, wand of magic missiles

Signs

1. One of the character's magic items suddenly activates.
2. When the characters wake up, they realize one common magic item they own is missing. In its place is another common magic item that is functional but clearly well-used.
3. A posted sign offering to buy magic items, along with the location of the buyer.
4. A spellcaster's minions approaches the party, asking if they've seen the calygraunt. They offer a substantial bounty for the calygraunt's head and the return of the items it stole.

Behavior

- 1-2. Sketching or painting the scenery.
3. Playing with a minor magic item.
4. Taking a nap under a tree.
5. Stalking the characters and learning about their magic.
6. On the run from a spellcaster's minions.

Names

Analup, Bruxo, Galdur, Jadu, Kiama, Ramil, Zinta

Calygraunt (Feystag)

Medium fey; Challenge 1 (200 XP)

AC 13

HP 22 (4d8+4)

Speed 40 ft.

STR 9 (-1) **DEX** 16 (+3) **CON** 13 (+1) **INT** 15 (+2) **WIS** 12 (+1) **CHA** 15 (+3)

Proficiency +2; **Maneuver DC** 13

Skills Arcana +4 (+1d6), Perception +3, Sleight of Hand +5, Stealth +5 (+1d4)

Saving Throws Int +4, Wis +3, Cha +4

Condition Immunities charmed, frightened, rattled

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

Languages Common, Sylvan

Magic Resistance. The calygraunt has advantage on saving throws against spells and other magical effects.

Magically Shielded. The calygraunt can't be targeted by any divination magic or perceived through magical scrying sensors.

Actions

Multiattack. The calygraunt makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

Fey Walker. The calygraunt magically shifts from the Material Plane to the Feywild or vice versa. It can bring up to one willing creature with it.

Take Over (Recharge 5-6). The calygraunt attempts to take control of a ring, rod, staff, wand, or wondrous item that it can see within 30 feet of it that it has previously identified using its Identify Item trait. The item must have to be activated to be used. The calygraunt must make a DC 10 Charisma check, versus the owner's Charisma if the owner is attuned to the item.

If the calygraunt succeeds, it can immediately use the item. If the item requires attunement, the attunement to the original owner ends and the calygraunt becomes instantly attuned. It can be attuned to any number of magic items and can use items regardless of attunement requirements of heritage or class. On a failure, the calygraunt can't try to control the object again for 24 hours.

Use Magic Item. The calygraunt uses an item to which it is attuned, as long as it is within 30 feet of the item, by using a mental command; this uses up the appropriate number of uses per day or charges. The calygraunt can use any of the item's functions, but unless it is using or holding the item the way it is intended to be used, it can't aim the effects. For instance, a wand will randomly target a creature, including the calygraunt, within its range. If the item has multiple abilities, the function that is activated will be chosen randomly unless the calygraunt is holding or wearing the item.

Bonus Actions

Identify Item. The calygraunt chooses an item it can see within 30 feet of it. The calygraunt immediately knows if the item is magical or not. It can then make an Arcana check. The DC is as

follows: common item: DC 10; uncommon item: DC 12; rare item: DC 14; very rare item: DC 16; legendary item: DC 18. If another creature is attuned to the item, the calygraunt has disadvantage on this roll.

On a success, the calygraunt learns the item's magical properties, how to use them, whether it requires attunement and is currently attuned, how many charges it has, and what spells were used to create it. The calygraunt can't detect or identify artifacts in this manner. On a failure, the calygraunt can't try to identify the object again for 24 hours.

Runner. If the calygraunt drops to all fours, it can take the Dash action as a bonus action. It can't carry any objects in its hands while using this ability

Reactions

Retaliative Spark of Magic. If the calygraunt takes damage from a weapon or spell attack that originated within 30 feet of it, and if the calygraunt is attuned to at least one magic item that is also within 30 feet of it, then magic sparks from the attuned magic item and strikes the creature who inflicted the damage on it. That creature must make a DC 13 Dexterity check or take 7 (2d6) force damage.

At the Narrator's discretion, if the item inflicts a different type of damage, such as a *wand of fireballs* that inflicts fire damage, then the damage is of that different type and not force damage.

Combat

Calygraunts try to remain in hiding and activate magic items they see, and then escape in the confusion.

Variant: Calygraunt Hedge Mage

Some calygraunts truly study the magic that makes up the items they covet and end up learning a handful of spells. Like wizards and clerics, they can choose to prepare different spells each day and use spell slots to cast them. Unlike any type of humanoid spellcasters, they aren't limited to a single class's spell list. The Narrator can assign a calygraunt any spell they wish, and each one may also have one or more rare spells as well. The calygraunt has no spellbook; instead, it learns their spells from the items they have owned over the years, and can switch out which spells they have prepared through meditation.

The feystag hedge mage is CR 3 (750 XP) and has 55 (10d8+10; bloodied 28) hit points. Its Intelligence is 16 (+3) and its Charisma is 18 (+4). It has the following new trait and action:

Spellcasting. The feystag hedge mage is a 5th level spellcaster. Its spellcasting trait is Charisma (spell save DC 14, +6 to hit with spell attacks.). It has the following spells prepared:

Cantrips (At Will): *dancing lights, druidcraft, prestidigitation, vicious mockery*

1st-level (4 slots): *animal friendship, augury, magic missile*

2nd-level (3 slots): *detect thoughts, fly*

3rd level (2 slots): *major image*

Magic Missile (1st-Level; V, S). Three glowing arrows fly from the mage simultaneously, unerringly hitting up to 3 creatures within 120 feet. Each arrow deals 3 (1d4+1) force damage.

Cantobele

Creature Catalog, Dragon Magazine #89
Created by Ed Greenwood; art by ?

Cantobeles are said to be the creations of powerful and evil hags, who gave them voices they had stolen from youths they had kidnapped. They are sleekly-muscled beasts that resemble a great cat mixed with a wolf-like muzzle and fur that changes from tawny to gray to black, depending on the season, but their startlingly human eyes and six legs immediately reveal them to be no mere animal.

Voice of an Angel. Cantobeles are intelligent creatures who can speak several languages, and their human-like voices are startlingly beautiful in comparison to their beastly forms. Powerful hunters, they use a combination of their ability to read minds with their melodic voices to lure people into the underbrush, at which point they strike.

Devoted Parents. Although they find a mate rarely and reproduce rarely, they produce large litters, numbering on average 10 cubs. Both parents are dedicated to their young, with the male doing much of the rearing while the female hunts, until the young are old enough to learn how. Cubs stay with their parents for several years perfecting their skills. When they are able to manifest their mind-reading abilities, they are considered mature enough to head out on their own. At that point, the parents part, never to mate again.

Land of Illusions and Misdirections. Some cantobele, particularly those who are allied with a coven of hags, have the ability to encircle their lair with powerful divination-thwarting illusions. Whenever a divination spell of 5th level or lower is cast within a half-mile radius of the cantobele's lair, the Narrator should roll a d4. On a 1, the spell returns false information. In order to activate this power, the cantobele must make perform a daily ritual in which they patrol a circuit one mile in diameter centered on the lair. Failure to do so causes the illusion to end.

Climate/Terrain: temperate, subtropical; forests, hills, mountains, swamp

Legends and Lore

With a Nature or Arcana check, the characters can learn the following:

DC 10. Cantobele are six-legged, cat-like creatures with melodic voices.

DC 15. Cantobeles have the ability to read minds and use that to help them lure intelligent prey in.



DC 20. Sages believe that cantobeles may be the creation of evil hags. Whether or not this is true, they often make alliances with them.

Cantobele Encounters

CR 5-10 cantobele; cantobele and green hag

Treasure: 85 gp, silver dagger with storage compartment and electrum pommel in the shape of a hawk (75 gp), *oil of slipperiness*, one *waystone*.

CR 11-16 2 cantobeles; cantobele and 3 cantobele cubs; cantobele and 2 green hags or 1 coven green hag; cantobele and winter hag

Treasure: 160 gp, 3 carved jade chess pieces (125 gp each), a pair of gold earrings (150 gp) and matching necklace (250 gp), a unicorn's horn, *+1 mace* made of black stone with silver decorations, *cord of spirit stealing*

CR 17-22 1 cantobele and 5 cantobele cubs

Treasure: 80 pp, 250 gp, a wizard's diary with notes that leads to the discovery of a rare 5th-level spell, a chest of 50 silver ingots (5 gp each), a golden crown set with rubies and sapphires (2,500 gp), *ring of spell storing* with *lightning bolt* currently stored in it, *gem of seeing*.

Signs

1. A bell-like ringing in the distance. A DC 17 Insight check reveals that the sound doesn't originate from an actual bell.
2. Piles of melting snow and a chunks of a corpse that has been frozen solid.
3. A set of feline-like tracks from an animal with six legs.
4. After casting a divination spell, and with an Arcana check (DC equals 14 + the spell's level), the party realizes that the spell gave the wrong information.

Behavior

1. Lurking in the undergrowth, offering promises to anyone who follows its voice.
2. Discussing current events with an allied hag.
3. Performing its ritual encircling of its lair.
4. Sleeping off its last meal.
5. Singing a sweet-sounding song of its own creation.
6. Teaching its young how to hunt.

Names

Inbal, Kampan, Nikanta, Reisu, Shijan

Cantobele

Large monstrosity; Challenge 7 (2,900 XP)

AC 15 (natural armor)

HP 105 (14d10+28; bloodied 52)

Speed 40 ft., climb 30 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 14 (+2) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +3; **Maneuver DC** 14

Skills Deception +4 (*mimicry* +1d6), Perception +3, Performance +4 (+1d4), Stealth +5 (+1d4)

Saving Throws Dex +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, and three others

Keen Smell. The cantobele has advantage on Wisdom (Perception) checks that rely on smell.

Magically Shielded. The cantobele can't be targeted by any divination magic or perceived through magical scrying sensors.

Pounce. If the cantobele moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Protected Eyes. The cantobele has advantage on saving throws to avoid being blinded.

Spellcasting (3/Day). The cantobele can cast *detect thoughts* without any components. Its spellcasting ability for this trait is Charisma (spell save DC 12).

Sure-Footed. The cantobele has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The cantobele makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) slashing damage.

Cold Breath (Recharge 6). The cantobele exhales a 30-foot cone of freezing wind and snow. Each creature in that area must make a DC 13 Constitution saving throw, taking 36 (8d8) cold damage on failed save, or half as much damage on a success. A creature killed by this damage becomes a frozen statue until it thaws.

Bonus Actions

Opportune Bite. The cantobele makes a bite attack against a prone creature.

Combat

A cantobele prefers to lure a single traveler into ambush, then attacking with bite and claws.

Against a large group, it starts out with its cold breath first. If bloodied, it will either flee, only to

begin tracking the targets again and waiting for a better time to strike, or will attempt to bribe the targets with an item from its horde.

Cantobele Cub

Medium monstrosity Challenge 3 (700 XP)

AC 15 (natural armor)

HP 55 (10d8+10)

Speed 40 ft., climb 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 12 (+1) **INT** 9 (-1) **WIS** 12 (+1) **CHA** 11 (+0)

Proficiency +2 **Maneuver DC** 12

Skills Deception +2, Perception +3, Performance +2, Stealth +4

Saving Throws Dex +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Keen Smell. The cantobele has advantage on Wisdom (Perception) checks that rely on smell.

Magically Shielded. The cantobele can't be targeted by any divination magic or perceived through magical scrying sensors.

Pounce. If the cantobele moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

Protected Eyes. The cantobele has advantage on saving throws to avoid being blinded.

Sure-Footed. The cantobele has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The cantobele makes five attacks: one with its bite and four with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Cold Breath (Recharge 6). The cantobele exhales a 30-foot cone of freezing wind and snow. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on failed save, or half as much damage on a success. A creature killed by this damage becomes a frozen statue until it thaws.

Bonus Actions

Opportune Bite. The cantobele makes a bite attack against a prone creature.

Catwere (Tibbet)

The Dragon's Bestiary, Dragon Magazine #135
Created by Scott Bennie; art by Valerie Valusek

Also called tibbets, catweres came into being long ago when a fey-touched cat mated with a wizard's cat familiar. A small number of those kittens were shapeshifters, and they went on to breed, and thus the catwere species was born.

In their true form, catweres resemble large (15-25 pound) cats with luxurious fur—often black, but potentially any solid color—and luminous blue or green eyes. They can change their shape to resemble a halfling, gnome, or other Small humanoid; they keep their eye and hair color in their humanoid form. Perhaps because of their unusual origins, a catwere's eyes can see all manner of things, including, to a limited degree, the future. And more, they can grant other people visions of the future as well—including deliberately *wrong* images, an “ability” they use to punish those they don't like.

A Great Comfort. Catweres have a tendency to latch onto certain people and serve as protectors and companions. They usually don't let those people know that they are catweres, and all they ask for in return is pampering and affection. A crazy cat person may unknowingly “own” one or more of these fey creatures. Others are content to be “neighborhood cats” and patrol a few streets, befriend the inhabitants, protecting them all in return for pets and treats. A rare few will allow themselves to be employed by a spellcaster as a “familiar”—really, just a companion and occasional assistant and advisor—who will usually be allowed to know of the catwere's true nature. Although they are by nature chaotic beings, they take their self-imposed duties quite seriously. They just can't stand for anyone else to try to make them do anything.

The Mind of a Cat. Catweres have natural psychic abilities, although it's not necessarily obvious, since they use their abilities while doing normal cat things. They have the power to heal wounds, and do so by licking an injured spot or sitting on it and purring. They can tell the future primarily by knocking things off of high shelves and examining the way they fell on the ground like it was tea leaves or tossed divination stones. They can even go so far as to remove magical enchantments, which they do by hissing and batting at the magical object in question. To most outsiders, even their greatest magical abilities seem perfectly normal.

Cat Toys. Catweres prefer comfort and luxury—although their tastes run towards things that proper cats like, such as boxes, toy mice, comfy cushions, and fancy collars (which they actually like, rather than merely tolerate), rather than what most humanoids would consider luxurious. They do tend to be picky eaters, however, and quickly let their “owners” know what sort of foods they like.

Thieves in the Night. Although they would consider themselves to be collectors rather than thieves, catweres are inherently sneaky and tend to have a sticky fingers (or paws). They enjoy breaking into places, more for the challenge of it rather than out of maliciousness, and they like taking interesting things for themselves (or sometimes, to give to their chosen person). Again,



their tastes are more catlike than anything else, so they are as likely to simply steal tiny trinkets, spare gloves, and other minor items as they are to steal anything valuable.

Climate/Terrain: subarctic, temperate, subtropical; Feywild, settlement

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Catweres are fey cats that can transform into small humanoids.

DC 15. Catweres prefer their feline form and will often act as a pet cat to a person they feel deserves one.

DC 20. Catweres have some minor precognitive abilities, and can even share those abilities with other people—for good or for ill, because they can also make people see false visions of the future.

Werecat Encounters

CR 1-2 1-3 catweres

Treasure silver collar with moonstone tag (worth 100 gp)

Signs

1. Catlike footprints where no cat should have gone.
2. Fangmarks in the lid of a container, and the contents missing.
3. A cat watching the party wherever it goes.
4. A person with far too many cats.

Behavior (in Cat Form)

- 1-3. Sleeping, preferably in a beam of sunlight or in a box.
4. Hunting a mouse or other small vermin.
5. Playing with a cat toy.
6. Lounging around, knowing it looks amazing.
7. Calculating the best way to knock something off a shelf.
8. Protecting some normal kittens who had been abandoned by their mother.

Behavior (in Humanoid Form)

- 1-2. Engaging in some cat burglary or pickpocketing.
3. Gambling with some humanoid friends.
4. Telling a story to a group of cats.
5. Playing somewhat malicious tricks on an ailurophobe.
6. Tracking down a creature who hurt its friend in order to get bloody revenge.

Catwere (Tibbet)

Tiny fey (beast, shapechanger); Challenge 1/2 (50 XP)

AC 14

HP 14 (4d4+4; bloodied 7)

Speed 40 ft., climb 30 ft.

STR 8 (-1) **DEX** 18 (+4) **CON** 12 (+1) **INT** 13 (+1) **WIS** 15 (+2) **CHA** 17 (+3)

Proficiency +2; **Maneuver DC** 14

Saves Dex +6

Skills Deception +5, Perception +4, Persuasion +5, Sleight of Hand +6 (+1d4), Stealth +6 (+1d4)

Damage Resistances damage from nonmagical, nonsilvered weapons

Condition Immunities charmed, confused

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

Languages Common, Sylvan

Always Lands on Their Feet. A catwere is immune to falling damage.

Chaotic. The catwere radiates an aura of Chaos. Some catweres also radiate Good auras.

Evasion. If the catwere is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the catwere instead takes no damage if it succeeds on the save, and only half damage if it fails.

Jumper. The catwere can jump up to 15 feet horizontally and 10 feet vertically without a running start.

Innate Spellcasting (Psionics). The catwere's spellcasting trait is Intelligence (spell save DC 11). It can innately cast the following spells, requiring only Seen components:

1/day: *augury*, *detect thoughts*, *dispel magic*, *cure wounds* (as with 3rd-level slot), *mirror image*, *misty step*

Keen Hearing and Smell. The catwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Precognitive (Recharges After a Short or Long Rest) The catwere glimpses the future and gains advantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Speak With Cats. The catwere can communicate with felines of any type.

Actions

Claws (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

Dagger (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

A Cat May Look At A King (Gaze; Recharges After a Short or Long Rest). The catwere targets a creature within 30 feet and one of the following effects occur:

- The creature is granted a brief image of the future and gains a d4 expertise die on one attack roll, ability check, or saving throw of its choice that it makes within the next minute.
- The creature gains true seeing to 10 feet until the end of its next turn.
- The creature is granted a twisted and incorrect image of the future, unless it succeeds on a DC 13 Wisdom saving throw. Until the end of its next turn, it rolls a d4 and must subtract it from every attack roll, ability check, or saving throw it makes.

Bonus Actions

Feline Agility. The catwere can take the Dash, Disengage, or Hide action.

Shapeshift. The catwere magically changes its form, along with its equipment, to that of a specific Small humanoid or its true form, which is a Tiny cat. While shapeshifted, its statistics are otherwise unchanged. It reverts to its true form if it dies.

Combat

Catweres do not engage in combat unless they have no other choice, in which case they start with A Cat May Look At A King against the fiercest or more powerful-looking foe, then cast *misty step* to help them flee.

Cave Harvester

The Dragon's Bestiary, Dragon Magazine 118

Created by Ed Greenwood

Cave harvesters superficially resemble their smaller harvestmen kin, but are far larger—each of their eight limbs can be up to 16 feet in length. They have mottled, lichen-gray bodies and thin, striped legs. They wander constantly, looking for food. As omnivores, much of what they eat is fresh or decayed vegetation and fungi, but they also eat carrion and, when they can catch it, any living prey. Despite their long legs, they carry their bodies low to the ground.

Magically Altered. Ages ago, cave harvesters were magically created, altered from their original, tiny form by an arachnid Unseelie archfey to serve as hunting hounds and shepherding dogs. The natural ability of the daddy long legs to squirt out a stinking liquid to deter predators was also altered, allowing them to spray out foul acid. Likewise, where harvestmen often lived in large groups, the cave harvesters were changed to have a true pack mentality. Since then, they spread out into the wild, and as they mate and reproduce often, they have spread throughout the worlds. But even now, some fey continue to use these creatures to hunt.

Climate/Terrain: temperate, subtropical; caverns, Feywild, forests, ruins, Shadowfell

Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. These creatures are enormous versions of the more common daddy long legs.

DC 15. Cave harvesters will eat nearly anything and are attracted to light. They typically hunt in packs.

DC 20. Cave harvesters were magically created by an archfey to be a hunting and shepherding beasts.

Cave Harvester Encounters

CR 1-2 1-2 cave harvesters

CR 3-4 3-4 cave harvesters

CR 5-10 1d4+4 cave harvesters

Signs

1-2. A high-pitched chittering noise in the distance.

3. A recently-severed cave harvester leg, still twitching.

4. A half-eaten corpse. A DC 13 Nature or Survival check will reveal that the toothmarks indicated that wasn't eaten by a mammal, reptile, or bird.

Behavior

1-2. Hiding in a dark corner; will ambush anything that passes by.

3. Devouring rotten plants.
4. Wandering in a pack and hunting; will attack on sight.

Cave Harvester

Large monstrosity; Challenge 1 (200 XP)

AC 14 (natural armor)

HP 30 (4d10+8; bloodied 15)

Speed 40 ft., climb 20 ft.

STR 17 (+3) **DEX** 16 (+3) **CON** 14 (+2) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 6 (-2)

Proficiency +2; **Maneuver DC** 13

Saving Throws Dex +5

Skills Stealth +5

Condition Immunities paralysis, stunned

Senses tremorsense 60 ft., passive Perception 10

Languages —

Communal. A cave harvester cannot be compelled, even magically, to attack another cave harvester.

Pack Tactics. The cave harvester has advantage on attack rolls against a creature if at least one of the harvester's allies is within 5 feet of the creature and not incapacitated.

Spider Climb. The cave harvester can climb even on difficult surfaces and upside down on ceilings.

Stench. A creature that starts its turn within 5 feet of the cave harvester must make a DC 12 Constitution saving throw. On a failure, it is poisoned until the start of its next turn. On a success, it is immune to any cave harvester's Stench for 24 hours.

Web Walker. The cave harvester ignores movement restrictions imposed by webs.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) piercing damage.

Leap (Recharge 5-6). The cave harvester leaps up to half its Speed horizontally and half its speed vertically without provoking opportunity attacks, and can land in a space containing one or more creatures. Each creature in its space when it lands must make a DC 13 Dexterity saving throw, taking 10 (2d6+3) bludgeoning damage and being knocked prone on a failure. On a success, the creature takes half damage and is pushed 5 feet to a space of its choice. If that space is occupied, the creature is knocked prone.

Bonus Actions

Acid Spray (1/Day, when Bloodied). The cave harvester emits burning acid in a 5 feet wide, 15 feet long line. Each creature in that area must make a DC 12 Dexterity saving throw, taking 5 (1d10) acid damage and 5 (1d10) fire damage on a failed save, or half as much on a successful one. In addition, a creature in that area is doused in the cave harvester's stench. Until it has been

cleaned off, other creatures have advantage on Perception checks made to locate the affected creature by smell.

Opportune Bite. The cave harvester makes a bite attack against a prone creature.

Reactions

Autotomy. The cave harvester can remove one of its own legs without suffering any ill effects or change to its Speed.

Frenzy (1/Day). When attacked by a creature it can see within 20 feet, it moves up to half its speed and makes a bite attack against that creature.

Combat

Cave harvesters typically start by leaping onto a target, then biting it. It attacks whoever damaged it most recently. When bloodied, it uses Acid Spray and then retreats.

Cessirid

The Dragon's Bestiary, Dragon Magazine #150

Created by Stephen Inniss; art by Tom Baxa

Roughly canid in form, cessirid are hideous pack hunters of the caverns below. Their slimy skin is an unpleasant pale gray, a ridge of spikes run down their spines, and their heads are a mass of tentacles and barbed beaks dominated by oversized, glowing eyes. Their beaks hide inner pharyngeal jaws that scissor prey's flesh while injecting toxic, acidic secretions into the wound. Cessirids are utterly quiet, never deliberately making any sort of sound.

Intelligent Beasts. Cessirid are as smart as most humanoids, but that fact is obvious only from the tactics they use when they hunt. They think like cruel, rabid animals, caring only for the thrill of the hunt. They enjoy sending gruesome images to their prey in order to disturb and confuse it. Cessirid live together in tightly-knit packs, working together silently and efficiently to bring down prey of any sort. They prefer intelligent prey—the smarter the better—both to eat and to deposit larva in.

Single-Minded. Although they care for little beyond food and reproduction, there is one other thing that perks a cessirid's interests, and that is other creatures with psionic powers. Such creatures are always seen in one of two ways: they are either creatures to avoid, or creatures to kill and devour. There is no in-between there. The choice they make doesn't seem dependent on the psionist's strength or power level, but based on myths and ancient grudges. Against truly powerful foes, such as gem dragons, multiple packs may choose to band together.

Climate/Terrain: any climate; caverns, dungeons



Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Vicious pack hunters, cessirids are intelligent beings who can scent thinking minds and can teleport between dimensions.

DC 15. The bite of a cessirid injects a corrosive venom that causes muscle weakness.

DC 20. Cessirid reproduce by laying larvae in fresh corpses to feed until they metamorphize into adults. A side-effect of the enzymes the larvae secrete causes the corpse to not otherwise decay. Some larvae grow into extra-large adults that have powers of levitation and invisibility.

Cessirid Encounters

CR 3-4 3-4 cessirids; kigrd

CR 5-10 2d4+2 cessirids; 1-2 kigrd and revilock.

Treasure: vial of medicinal salve, tome written in grimlock writing, *ring of psychic resistance*

Signs

1. Sudden flash of horrific imagery.
2. An acid-burned corpse.
3. A severed facial tentacle, still twitching.
4. A sour-yogurt sort of smell.

Behavior

1. Silently pursuing a terrified humanoid.
2. Guarding a larva-filled corpse.
3. Playing cat-and-mouse with a creature they have no intention of actually eating.
4. In battle with a wyrmling gem dragon.

Cessirid

Small aberration; Challenge 1 (200 XP)

AC 14 (natural armor)

HP 45 (10d6+10; bloodied 22)

Speed 30 ft., swim 30 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 9 (-1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3, Stealth +4

Condition Immunities charmed, confused, frightened, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 120 ft. (can transmit but not receive thoughts and images)

Flexible Bones. The cessirid can pass through an opening large enough for a Tiny creature without squeezing.

Keen Hearing and Smell. The cessirid has advantage on Perception checks that rely on hearing and smell.

Mindsense. The cessirid can smell the mind of creatures that have Int 5 or higher and are able to understand at least one language within 500 feet.

Pack Tactics. The cessirid has advantage on attack rolls against a creature if at least one of the cessirid allies is within 5 feet of the creature and not incapacitated .

Psionic Spellcasting (At Will). The cessirid can innately cast *dimension door*, requiring no components. Its spellcasting trait is Intelligence.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage plus 7 (2d6) acid damage, and the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute. A poisoned creature falls prone, and it requires the creature's entire movement to stand up. At the end of each of its turns, it may make a new Constitution saving throw, ending the poisoned condition on a success.

Combat

Cessirids hunt much like wolves do, harrying prey

Variant: Kigrid

Sometimes, one or more larvae in a batch produce kigrids, large mutant cessirids. They are larger and bulkier, with glistening, tar-black hide and oversized claws. A pack of cessirids will drive a matured cessirid away and a pack may choose to kill one they come across, and kigrids themselves battle fiercely amongst whenever they meet. Kigrids rarely tolerate each other long enough to reproduce, and when they do, most of their offspring are cessirids.

Strangely, unlike cessirids who have a flight-or-fight mentality when it comes to other psionics, kigrids are more often willing to ally themselves with psychics such as revilocks. While doing so, they also manage to suppress their other antisocial tendencies, and a revilock may have a small pack of kigrid allies.

A kigrid is Medium and is CR 3. It has 55 (10d8+10; bloodied 27) hit points. Its armor class is 15 (natural armor), it loses the Pack Tactics trait, gains the following new trait, and its Psionic Spellcasting trait has been altered:

Long Jump. The kigrid can long jump up to 25 feet.

Psionic Spellcasting. The kigrid can innately cast the following spells, requiring no components:

At Will: *mage hand* (the hand is invisible), *dimension door*

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

The kigrid gains the following new attack:

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+2) slashing damage. If the kigrid moves at least 20 feet straight towards the target before the attack, the target makes a DC 12 Strength saving throw, falling prone on a failure.

Additionally, it gains the following new bonus action:

Opportune Bite. The kigrid makes a bite attack against a prone creature.

Cooshee

Featured Creatures, Dragon Magazine #67
Created by Gary Gygax; art by Terry Dykstra

Also called elven dogs, cooshee are large fey canines, often employed by faerie hunters. They have a build similar to that of a short-furred malamute, but their fur is green with brownish markings, which gives them excellent camouflage in a forest. Their paws have huge, curved nails, which allow them to get better traction when running. Much like their otherworldly owners, cooshee are long-lived; they can easily live to be 100 years old.

Well-Trained Hunters. It is said that cooshee were created by archfey to be the perfect hunting beast. Most fey believe that, even if they can't agree which archfey is responsible. They are also quite intelligent and can be taught very complicated tricks. They will continue to track their prey until called off, and will use exactly as much force when attacking prey as they are ordered to. However, they have no interest in creatures that aren't of fey heritage, and even magical attempts to befriend one usually fails.

Loyalty. Cooshee are incredibly loyal to their masters and to a lesser extent, fey and elves in general. A chooshee without a master doesn't go feral. Even if they never find a new master—which is rare, because they are highly prized and often in demand—they always remember their training. Cooshee are also loyal to each other. They mate for life and should one die, the other will usually pine away out of grief. They are also *very* protective of their pups. The only time they will disregard their master's orders is when their mate or pups are in danger.

Climate/Terrain: arctic, subarctic, temperate, subtropical; Feywild, forest, grassland



Legends and Lore

With a Nature check, the characters can learn the following:

DC 10. Cooshee are powerful hunting dogs used by the fey and some elves. They tend to dislike dogs that were bred by other humanoids.

DC 15. Cooshee have a penetratingly loud bark, but only bark to warn their masters or packmates of danger. They are otherwise silent.

Cooshee Encounters

CR 1-2 2-3 cooshee

CR 3-4 6-7 cooshee and 1 wood elf scout.

Treasure: 50 gp, 20 silver arrows, *potion of healing*.

CR 5-10 3d4+2 cooshee and 1 fey knight.

Treasure: gold-buckled dog collars studded with tiny quartz gems (one for each cooshee, worth 50 gp each), pair of mithral daggers, *elven chain*.

Signs

- 1-2. Three very loud barks; it's impossible to tell how far away the dog actually is.
3. With a DC 17 Survival check, the footprints of a large dog.
4. With a DC 15 Perception check, a hank of green dog fur caught on a thorny bush.

Behavior

1. In a pack, hunting prey.
2. Pinning a humanoid down while waiting for its master to catch up.
3. Being trained by a faery knight.
4. Rolling in the dirt.

Cooshee

Medium beast (fey); Challenge 1/2 (100 XP)

AC 13

HP 22 (4d8+4; bloodied 11)

Speed 40 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 13 (+1)

INT 4 (-3) **WIS** 12 (+1) **CHA** 7 (-2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception

Languages understands Sylvan but can't speak

Borker. The cooshee's bark can be heard up to 1 mile away.

Camo-Furred. The cooshee has advantage on Stealth checks made while in a forest.

Fey Ancestry. The cooshee gains a d4 expertise die on saving throws against being charmed or put to sleep.

Keen Hearing and Smell. The cooshee has advantage on Perception checks that rely on hearing and smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

Bonus Actions

Prey-Chaser. The cooshee takes the Dash action.

Worry. The cooshee can make one bite attack against a prone creature. Instead of doing damage, it can choose to grapple the target (escape DC 13). While grappling a creature in this manner, the cooshee can't bite another creature, but has advantage on bite attacks made against the grappled creature.

Combat

Cooshees obey the directives of fey and elven masters only and will fight to the death, if ordered to. They prefer to pull prey down with a bite and then keep them down, often with their teeth on their target's neck.

Curst

Dragon's Bestiary, Dragon Magazine #30
Created by Ed Greenwood; art by ?

Cursts are unfortunate humanoids cursed to never die. They look much like wights: gaunt and pallid, with thin skin stretched tightly over jutting bones and sunken, glittering eyes are filled with anger. They favor dark clothes and hooded cloaks, although some cling to the clothing they wore when they were initially cursed. They rarely speak, and when they do so they speak with a dry, rasping voice.

Transformed Mortals. A curst is created by using a *wish* to inflict a terrible curse on a person. Once changed, the curst's mind shatters, driving it mad and making it prone to erratic behaviors. Although it retains many of the memories of its former life, it loses many of its skills and all of its magical abilities. Cursts do not immediately know the nature of their curse, but those who find out usually begin to long for the release of death. Some throw themselves into battle, hoping that they will one day come across an opponent capable of slaying them. Others seek to destroy the individual who placed the curse, believing—rightly or wrongly—that the caster will remove the curse in order to save their own life.

Not Undead. Curst are not undead, although it would be an easy mistake to make. Although they can heal from any damage, their wounds often don't close properly and look raw, and are frequently infested with insects and worse. It often comes as a surprise when they completely ignore attempts to turn them.

Climate/Terrain: any land



Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Cursts were the subject of fell magics and are cursed to never die. The curse drives them mad. They can regenerate from any injury, even when burned to ash.

DC 15. Despite their appearance, cursts are not undead.

DC 20. Cursts can be permanently slain only with powerful magic: a *remove curse*, cast with a 7th-level or higher spell slot, and only when the curst has been reduced to 0 hit points.

Curst Encounters

CR 4-5: 1 curst, curst with temporary cutthroat ally.

Treasure. A ring bearing the curst's coat of arms (worth 150 gp), a map to location of the wizard who cursed them, a *cloak of protection* (adjust the curst's AC to reflect this), masterwork cold iron sword (worth 250 gp)

CR 5-15: 2 or 3 cursts, curst with 1d4 hired knight allies.

Treasure. 500 gp, a warhorse for each knight, two *potions of superior healing*, a sword +1 called Spellstrike; if it inflicts damage to a creature who is concentrating on a spell, that creature has disadvantage on its concentration saving throw.

Signs

1. Graffiti that is a random mixture of hate-filled slurs and happy, childish imagery, all clearly created by the same hand. Careful examination reveals the name of the spellcaster who created the curst.
3. The sound of singing in the distance.
4. A wanted poster for the high-level spellcaster who created the curst. The poster may be so old that the spellcaster is long-dead—or has become a lich.
5. The husks of dead rot grubs.

Behavior

1. Singing terribly off-key while dancing.
2. Hostile; it immediately attacks the characters.
3. Staring off into space and seemingly unaware of its surroundings.
4. Approaches the characters and begs for their help in either ending the curse against them or getting revenge against the spellcaster who cursed them.
5. Engaging in battle with creatures who remind it of an ancient foe.
6. Acting like a normal human traveler, seemingly unaware of its appearance.

Names

Aeron, Amrit, Briar, Huet, Jolon, Keres, Nerezza, Sidero, Tuma, Ubel

Curst

Medium aberration (humanoid); Challenge 4 (1,100 XP)

AC 15 (leather brigandine)

HP (10d8+20)

Speed 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 14 (+2) **INT** 8 (-1) **WIS** 12 (+11) **CHA** 6 (-2)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3 and 1d4 others

Damage Immunities cold, fire, necrotic

Condition Immunities charmed, frightened, petrified, stunned

Senses darkvision 90 feet., passive Perception 13

Languages Common and 1d4 others

Addled. At the start of each of its turns, the curst rolls a d20. On a 1, the curst is confused until the start of its next turn.

Asnomia. The curst has no sense of smell.

Chaotic. The curst radiates a Chaotic aura.

Magic Resistance. The curst has advantage on saving throws against spells and other magical effects.

Regeneration. The curst regains 1 hit point at the start of its turn. It dies only if it is reduced to 0 hit points and *remove curse*, cast with a 5th-level or higher spell slot, is cast on it. The curst can regrow lost body parts, including its head, in this manner. If the curst is reduced to 0 hit points, it will remain paralyzed for 24 hours.

Unusual Nature. The curst doesn't require air, sustenance, or sleep, and doesn't age. If slain, the curst crumbles into dust, leaving only its equipment and anything it was wearing, and can't be brought back to life by any means short of a *true resurrection*.

Parry (1/turn). While wielding its bastard sword, once each round it can add an expertise die to its armor class. The curst can't use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

Actions

Multiattack. The curst makes three attacks with its sword.

Bastard Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if wielded in two hands.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Bonus Actions

Maddened Whirlwind (1/day, while bloodied). The curst makes an attack with its sword against up to two creatures within 5 feet of it.

Combat

Cursts attack randomly and, once they begin to fight, they fight for as long as they can. If a curst becomes addled, there is a 25% chance that, on its next turn, it will decide to stop fighting unless it is attacked.

Variant: Curst Rogue

While many curst were once warriors of one kind or another, others lead a sneakier life. Curst rogues can only make one attack per turn and a shortsword (1d6+3 piercing damage) instead of a bastard sword. They also lose the Parry and Maddened Whirlwind abilities. However, they gain the following trait instead:

Sneak Attack (1/Turn). The curst deals an additional 14 (4d6) piercing damage when it hits with a weapon attack while it has advantage on the attack, or when its target is within 5 feet of an ally of the curst while the curst doesn't have disadvantage on the attack.

Variant: Infested Curst

Some curst are infested with Rot Grubs (described in *Trials & Treasures* page 145). The infested curst is a CR 5 (1,800 XP) monster. It has the following additional trait.

Infested. Once during a combat, the rot grubs will leap out onto all targets within 10 feet of the curst (no action required by the curst). Each creature in that area must make a DC 14 Dexterity saving throw or be hit by 1d4 rot grubs, which deal 3 (1d6) ongoing damage each until removed. Destroying the rot grubs requires either digging them out, which causes the target to suffer an additional 1d6 piercing or slashing damage per rot grub, or burning them by inflicting at least 10 fire damage to the target.

Death Sheep

Not Necessarily The Monstrous Compendium, Dragon Magazine #156
Created by Sharon Jenkins; art by Mark Nelson

Death sheep look like normal wild sheep, like a bighorn or mouflon, albeit dirty, scraggly-furred ones. But a creature that gets too close to one is likely to become intimately acquainted with the rows of sharp black fangs that fill its venom-drooling mouths, and with the sheep's unending hunger. They eat any meat they come across, fresh or rotten. They have a particular fondness for wolf meat.

Disease-Bearing. These ferocious, fearless carnivores are deadly enough as it is, but their bite also carries a noxious disease that turns victims into unhinged, murderous cannibals and worse yet, causes them to rise as zombies.

Strange Origins. One legend tells that death sheep were created by a wizard who was experimenting with a magical form of rabies. Another legend says that the first death sheep was infected with werewolf lycanthropy, and while animals normally aren't affected by lycanthropy, this one managed to grow fangs and become a violent carnivore. Either way, the traits were passed down

Climate/Terrain: subarctic, temperate, subtropical; grasslands, hills, mountains



Legends and Lore

With a Nature check, the characters can learn the following:

DC 10. Death sheep are vicious, bloodthirsty carnivores that travel in herds, eating everything they come across.

DC 15. The bite of a death sheep inflicts a cursed disease that causes the victim to become violent and hungry for fresh meat. Curing the disease requires both *remove curse* and *lesser restoration*.

DC 20. Spellcasters who use death sheep wool as a material component for spells such as *silent image* report that the illusions take on horrific qualities.

Death Sheep Encounters

CR 3-4 1d4+4 death sheep

CR 5-10 2d4+4 death sheep with 1 death sheep herd leader and 2d4 zombies with the Vigor Mortis trait.

Signs

- 1-2. Mangled carcasses.
3. Sinister-sounding bleating.
4. Tufts of wool blood-stained snagged on branches.

Behavior

- 1-2. Eating freshly-killed meat; will attack if disturbed.
- 3-4. Hostile; will attack on sight.

Death Sheep

Medium beast; Challenge 1/2 (100 XP)

AC 12 (natural armor)

HP 13 (2d8+4; bloodied 6)

Speed 40 ft.

STR 14 (+2) **DEX** 11 (+0) **CON** 15 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 6 (-3)

Proficiency +2; **Maneuver** DC 12

Skills Athletics +2

Condition Immunities charmed, frightened, paralyzed, stunned

Senses passive Perception 11

Languages —

Frenzy. The sheep makes all attacks with advantage and all attacks made against them are made with advantage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage plus 2 (1d4) poison damage, and if the target is a humanoid or a normal sheep, it must make a DC 12 Constitution saving throw be cursed with Mad Sheep Disease. The disease takes 1d4 hours to fully manifest, and symptoms include mania, bloodthirst, aggression, and a desire to eat fresh, raw meat. The target grows long fangs and gains a bite attack that inflicts piercing damage equal to 1d6 plus its Strength modifier. It has disadvantage on Intelligence and Wisdom ability checks. Each time the diseased creature finishes a long rest, its hit point maximum is reduced by 1d4. The creature dies when its hit point maximum becomes 0. Curing this disease requires targeting the creature with both a *remove curse* and a *lesser restoration* spell, or with a *greater restoration*.

A humanoid or mundane sheep that dies of Mad Sheep disease rises the following night as a zombie with the Vigor Mortis trait.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage. If the target is a creature and the sheep moves at least 20 feet straight towards the target

before the attack, the target takes an extra 2 (1d4) bludgeoning damage and makes a DC 12 Strength saving throw, falling prone on a failure.

Bonus Actions

Opportune Bite. The sheep makes a bite attack against a prone creature.

Combat

A death sheep will use its Ram attack, then relentlessly attack the prone creature. They fight until slain.

Variant: Death Sheep Herd Leader

The leader of a death sheep herd is whichever one manages to eat the most food, as that makes the sheep grow larger and stronger. Typically, only large herds have a herd leader. Herd leaders have four impressive, spiraling horns.

A death sheep herd leader is CR 1 (200 XP) and has 32 (5d8+10; bloodied 16) hit points. Its ram attack does 7 (2d4+2) bludgeoning damage, and an extra 5 (2d4) bludgeoning damage if the sheep moves at least 20 feet towards the target.

Demon

Chemosit

Out of Africa, Dragon Magazine #122

Created by Charles R. Saunders and Roger Moore; art by Jannell Jaquays

Chemosits are minor demons of bizarre appearance. They resemble human-vulture hybrids and stand over seven feet tall. They have a single leg and feathered arms, not wings. They carry an iron spear, which is both weapon and cane for them. This spear has a wickedly barbed point and spreads disease. Perhaps strangest of all, their insides are filled with hellish light which spills out when their beaks are open. From a distance and at night, they often look like lanterns in the darkness.

They are often summoned by spellcasters as messengers or saboteurs. Greater demons often exploit their uncannily good vision, or use them as living lamps. On their own, a chemosit's favorite thing to do is to sing merry songs in the night—and then eat up anyone who comes to investigate.

Climate/Terrain: Any climate; Abyss, forest, grassland, settlement



Chemosit Encounters

CR 3-4 chemosit

CR 5-10 1-2 chemosits, 1-2 chemosits and 1-2 giant hyenas

Treasure: Iron and ruby necklace (500 gp), *cord of spirit stealing*

Chemosit

Medium fiend (demon); Challenge 3 (750 XP)

AC 14 (natural armor)

HP 52 (8d8+16; bloodied 26)

Speed 30 ft.

STR 14 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 7 (-2) **WIS** 11 (+0) **CHA** 12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Deception +3 (+1d6 mimicry), Perception +2, Perform +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 12

Languages Abyssal, Common

Chaotic Evil. The chemosit radiates a Chaotic and Evil aura.

Glowing Gullet. When the chemosit's beak is open, it sheds bright light in a 60-foot cone and dim light for an additional 60 feet.

Great Leaps. The chemosit's can jump up to 30 feet horizontally and 15 feet vertically without a running start.

Keen Vision. The chemosit has advantage on Perception checks that rely on vision.

Actions

Multiattack. The chemosit makes one attack with its spear and one with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 7 (2d6) radiant damage.

Iron Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8+2) piercing damage, or 7 (1d10+2) piercing damage if wielded in two hands, and the target must make a DC 13 Constitution saving throw or contract a disease of the lungs. While diseased, is rattled and has disadvantage on Dexterity ability checks, Dexterity attack rolls, and Dexterity saving throws, and on checks made to avoid taking fatigue. The target must make a new saving throw at the end of each of its turns. After 3 failures, the target stops making saving throws and the disease lasts for 7 days. After three successes, the effect ends.

Vaulting Leap. The chemosit jumps up to its Speed horizontally and half its Speed vertically without provoking opportunity attacks. If it's within 5 feet of a creature at the end of this movement, it may make a melee spear attack against that creature with advantage.

Combat

Chemosits rely on their Great Leaps and Vaulting Leap to move in and out of combat. It uses its Iron Spear on multiple targets in order to weaken them, then concentrates all the attacks on the opponents who seem the weakest. It fights until it feels too outmatched, then bounds away.

Item: Chemosit's Spear

At the Narrator's discretion, the chemosit's spear remains when the chemosit is killed or banished. This spear has the Heavy trait and inflicts 1d8 damage, or 1d10 damage if when wielded in two hands. On a critical hit, the target must make a DC 13 Constitution save or contract the disease as described in the chemosit's Spear attack. However, if the wielder is not a fiend, then it must also make a Constitution save when that occurs or contract the disease as well. Resistance or immunity to disease does not protect a non-fiendish wielder unless the wielder is specifically resistant or immune to fiendish diseases. If the wielder has the Chaotic or Evil alignment and dies while diseased, its soul will become a chemosit.

Viltch

Creature Catalog II, Dragon Magazine #94

Created by Stephen Innis; art by Roger Raupp

Viltches are hateful creatures from the Abyss. They resemble human-sized mandrills with disheveled, blue-gray fur and burning yellow eyes. They have only three limbs: two arms and a single leg. Unlike most demons, they are not dedicated to the cause of Evil. Their goal is the vandalism and destruction of all that is beautiful so they can dance in the ruin.

Demons of Destruction. Viltches enjoy spreading destruction and disorder by destroying whatever objects they come across. The more beautiful, pristine, orderly, or beloved the objected is, the more they enjoy vandalizing it. The destruction of property is more important to them than anything else. They are never found alone, and each viltch urges its comrades into greater and greater acts of vandalism.

A viltch's touch causes objects to magically warp as if they were made of soft clay. The love nothing more than to cause a beautiful object to melt like gooey cheese or be twisted into an obscene shape. Even without using this magical touch, they are skilled vandals. They will spoil any food they come across, rip apart clothes, and break tools. They carry nothing with them; they can't stand to have anything around them that's intact for too long.

Cowardly Fighters. Although they are capable of fighting, viltches rarely do so. They disdain fighting and are afraid of injury. Should they come across a weak creature, they may choose to torment it with deliberately minor scratches and nips—but their bite inflicts an agonizing poison. Viltches also have no interest in joining the ever-present battles of other demons, or in any sort of demonic politics. They can sometimes be forced into using their object-warping abilities on the behalf of a much more powerful demon but they must be strictly controlled—an unwatched viltch will destroy its master's belongings as readily as the objects they are supposed to destroy. As such, few demon lords or balors feel that using a viltch is worth it.

Climate/Terrain: Abyss, any land



Viltch Encounters

CR 3-4 1-2 viltches.

CR 5-10 3-4 viltches

CR 11-16 5-8 viltches

Viltch

Medium fiend (demon); Challenge 2 (450 XP)

AC 15 (natural armor)

HP 37 (5d8+15; bloodied 18)

Speed 60 ft., climb 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 9 (-1) **CHA** 13 (+1)

Proficiency +2; **Maneuver DC** +4

Skills Perception +1 (+1d4), Sleight of Hand +4 (+1d6), Stealth +4

Saving Throws Dex +4

Damage Resistances cold, fire, thunder; damage from nonmagical weapons

Damage Immunities lighting, poison, psychic

Senses darkvision 60 ft.,

Languages Abyssal, telepathy 100 feet.

Aligned. The viltch radiates a Chaotic aura. Many, but not all, viltch also radiate an Evil aura.

Demonic Vision. Magical darkness doesn't impede the viltch's darkvision.

Magic Resistance. The viltch has advantage on saving throws against spells or other magical effects.

Preternatural Speed. The viltch has advantage on Initiative rolls.

Actions

Multiattack. The viltch attacks twice with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must make a DC 13 Constitution saving throw or be poisoned. A creature may make a new saving throw at the end of each of its turns, ending the effect on a success. While poisoned, a creature's speed is reduced by 10 feet. If the poisoned creature attempts to cast a spell, it must first succeed on a Constitution saving throw. On a failure, the spellcaster is overwhelmed with pain and can't cast the spell. The spell slot is not wasted, unless the caster critically fails the save.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Warp. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Large or smaller inanimate, nonmagical object that is not held or worn. *Hit:* 11 (2d8+2) force damage. If the object is reduced to 0 hit points, is warped, twisted, or otherwise ruined. (see Objects in the *Adventurer's Guide* to determine an object's armor class and hit points.)

Teleport (Recharge 4-6). The viltch magically teleports to a space within 60 feet that it can see.

Bonus Actions

Snatch. If the viltch succeeds on a claw attack against a creature, it can make a Sleight of Hand check against it as well.

Reactions

Trip Up. If a creature makes a melee weapon attack against the viltch and misses, the viltch attempts to trip it. The creature must make a DC 12 Strength or Dexterity saving throw or fall prone.

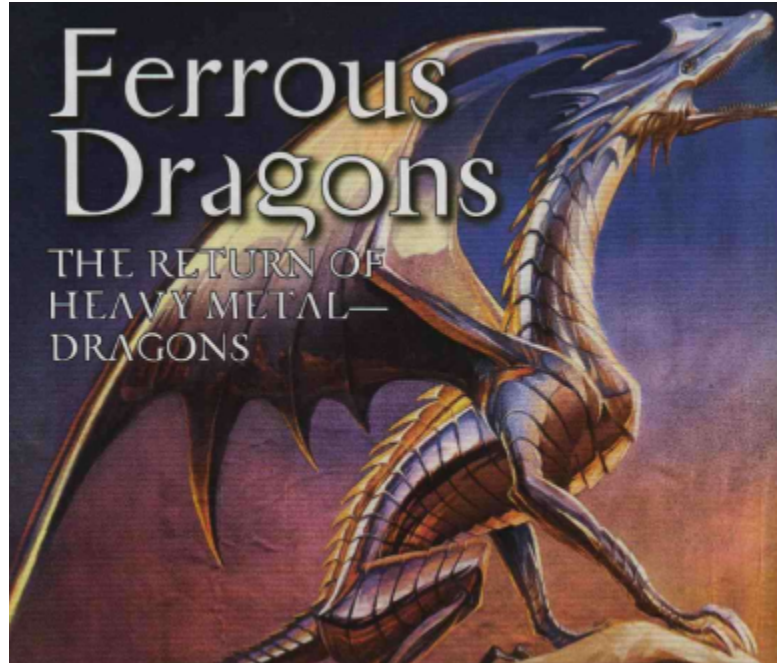
Combat

Viltches attack from hiding, using their bite and claws, then teleport away. They prefer hit-and-run attacks to straight-out combat.

Dragon, Chromium (Ferrous)

The Dragon's Bestiary, Dragon Magazine #170; and Ferrous Dragons, Dragon Magazine #356
Created by Jason M. Walker, Kevin Baase, and Eric Jansing

Chromium, or chrome, dragons are matched only by red dragons in their greed and lust for treasure. They are similar in appearance to silver dragons but have a line of spikes and mane of shining quill-like horns instead of a frill down their necks and backs. Upon hatching, a chrome dragon's scales look like tarnished silver, but as the dragon ages, its scales lighten and brighten until they look like the purist silver. Upon reaching adulthood, the dragon's scales begin to grow shinier until they become as reflective as a mirror. Their eyes, however, remain pure black their entire lives. Chromium dragons have two breath weapons.



The first is a line of disgorged chunks of ice that are as hard as they are cold. The second is a blast of air that is so cold it freezes victims in their tracks.

Cat and Mouse. Chrome dragons enjoy watching other creatures writhe in pain and will play with their victims. When attacking, they take to the air immediately, then hide in the clouds or let the sun bounce off their shining hides to blind and disorient their foes. They like to let their prey almost get away before pouncing. They also like to pose as silver dragons, “helping” travelers until it’s too late and enjoying the shock of betrayal they cause.

Collector of Minions. Dwellers of the most frigid places, chrome dragons keep their hordes in areas inaccessible to most creatures, but they are always afraid that it will be discovered and stolen. As a result, whenever they see a stranger, they carefully watch it to determine its strengths and weaknesses, then attack. Their goal is to either destroy possible thieves immediately or to enslave them. Chrome dragons like to keep many servitors around, and they love little more than crushing a slave’s willpower through torture and cruel mind games. They rarely use these servitors in serious battle, at most using them as a distraction while they escape from adventurers that are unexpectedly powerful.

They especially like enslaving other dragons. While the dragons they meet most often—silver and white dragons—are immune to their cold breath, they aren’t immune to the crushing ice that comes with it. Should a chrome dragon find a wyrmling or young dragon, they will usually try to capture it and raise it as a slave, or better yet, find some way to turn the silver or white dragon against their own kind.

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Chromium, or chrome dragons, live in the arctic. They can exhale chunks of crushing ice or gales of numbingly-cold air.

DC 15. Chrome dragons are notoriously greedy and egotistical. They refuse to let anyone get the better of them and love tormenting anyone who thinks that they're as worthwhile as the dragon.

DC 20. Many chrome dragons have armies of disposable minions at their command who are far too afraid of the dragon to try to escape. The most powerful of these dragons can transform a person into an icy statue, and their lairs are often surrounded by their petrified minions who dared to try to stand up to the dragon.

Monster Encounters

Terrain: Arctic; caverns, ice plains

CR 5-10 chrome dragon wyrmling with 1d6+2 dragonbound warriors, kobold dragon servitors, or ice mephits

Treasure: 80 pp, 800 gp, 500 sp, 7 jaspers (50 gp each), 3 masterwork fur cloaks (25 gp each), *air charm*, +1 *leather brigandine*, *potions of greater healing* and *clairvoyance*

CR 11-16 young chrome dragon with 2-3 cave ogres or giant elks; young chrome dragon with 2 winter wolves

Treasure: 790 pp, 6 ambers (100 gp each), 3 aquamarines (500 gp each), 7 jets (100 gp each), +2 *cloth brigandine armor*, *dagger of venom*, *potions of climbing* and *resistance*, *ring of x-ray vision*; *survivor's cloak*

CR 17-22 adult chrome dragon; adult chrome dragon with 2 abominable snowmen

Treasure: 600 pp, 3,300 gp, black pearl nose ring (750 gp), emerald (1,000 gp), 4 sapphires (1,000 gp each), masterwork play written by one of the dragon's captives, a long-lost famed playwright (2,500 gp), *marble of direction*, *restorative ointment*, *schooled weapon (bastard sword of Razor's Edge)*

CR 23-30 ancient chrome dragon; adult chrome dragon with winter hag; adult chrome dragon with 1-2 werebears

Treasure: 1,400 pp, 6,000 gp, 4 opals (1,000 gp each) diamond (5,000 gp), engraved platinum orb (2,500 gp), gem-studded gold goblet (2,500 gp), silver and topaz crown (2,500 gp), *bag of beans*, *figurine of wondrous power (ivory goats)*, *potion of invisibility*, *spell scroll of arcane eye*

CR 31+ chrome great wyrm; ancient chrome dragon with frost giant or young white dragon

Treasure: 3,000 pp, 5,250 gp, 9 jacinth (5,000 gp), gold idol of an human god (2,500 gp), ruby and platinum ring (7,500 gp), +2 *greatsword* with gem-studded hilt once used by a famed king, sapphire earrings (2,500 gp), *ioun stone (greater absorption)*, *mace of smiting*, *marvelous pigments*, *potion of storm giant strength*, *spell scrolls of greater invisibility*, *mislead*, and *teleportation circle*.

Signs

1. Statues made of ice surround the dragon's lair. These are actually petrified creatures.
2. Blinding snowstorms.
3. Fanciful pillars and shapes made of transparent ice.
4. Icy air so cold it burns.
5. Bloodstains and the remains of a creature on the ice; it's clear it was killed here but there are no tracks but the creature's own.
6. Blindingly bright light reflected off the snow.

Behavior

1. Enraged; will attack on sight.
2. Flying overhead.
3. In battle with another arctic-dwelling dragon.
4. Sleeping on the treasure in its lair.
5. Devouring a corpse.
6. Tormenting its captives.

Chromium Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features.

1. Any creature that dies in the lair turns into an ice sculpture and will melt into water if the temperature rises above freezing. Any effect that reverses petrification will reverse this effect as well.
2. If the dragon makes a tail attack against the lair's wall, a tremendous icicle falls, striking a creature within 30 feet of the dragon unless it succeeds on a Dexterity saving throw. On a failure, the creature takes 11 (2d10) piercing damage and is pinned to the ground and restrained. It can use its action to make an Athletics check to escape, but on a failure, it takes an additional 5 (1d10) piercing damage. If the dragon uses this ability more than three times each day, the lair begins to collapse.
3. All floors are slippery ice. Anyone moving more than half their speed in a single turn must make a Dexterity saving throw or fall prone, ending their movement.
4. The air in the dragon's lair is dangerously cold. On first entering the lair and every hour afterwards, a creature without cold resistance or immunity must make a Constitution saving throw, taking a level of fatigue on a failure.

Names

Hymyss, Icemirror, Luster, Nerdarem, Xylreorth

Variant: Chromium Dragon Spellcasters

Some chrome dragons develop the ability to innately cast spells. A cobalt dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *mirror image*, *shape stone* (shapes snow and ice instead of stone)

Adult (save DC 15): 3/day each: *daylight*, *ice storm*,

Ancient (save DC 18): 1/day each: *control weather*, *wall of ice*

Great Wurm (save DC 18): 1/day: *flesh to stone* (transmutes target to ice)

Ancient Chromium Dragon

Legendary gargantuan dragon; Challenge 23 (50,000 XP)

AC 22 (natural armor)

HP 388 (21d20+168; bloodied 194)

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

STR 28 (+9) DEX 12 (+1) CON 26 (+8) INT 17 (+3) WIS 15 (+2) CHA 22 (+6)

Proficiency +7; Maneuver DC 24

Saving Throws Dex +8, Con +15, Wis +9, Cha +13

Skills Perception +9 (+1d6), Stealth +8

Damage Immunities cold

Condition Immunities blinded

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

Languages Common, Draconic, two more

Blinding Hide. If the dragon takes radiant damage, each creature within 60 feet of the dragon must succeed on a DC 23 Constitution saving throw or be blinded until the end of its next turn.

Ice Walk. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms, and it doesn't leave tracks on snow or ice.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales turn into ice crystals, easily broken with a blow from a weapon. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Actions

Multiattack. The dragon attacks with its bite and claws. In place of its bite, it can use Spit Ice.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) piercing damage plus 9 (2d8) cold damage

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8+9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (2d8+9) bludgeoning damage and the dragon pushes the target 10 feet away.

Spit Ice. The dragon targets a creature within 60 feet. The target must make a DC 23 Constitution saving throw or take 11 (2d10) bludgeoning damage and 11 (2d10) cold damage on a failed save, or half as much on a successful one. On a failure, the creature is also knocked prone.

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

- **Icicle Breath.** The dragon exhales chunks of solid ice in a 10-foot wide, 90-foot long line. Each creature in that area must make a DC 23 Dexterity saving throw, taking 42 (12d6) bludgeoning damage and 42 (12d6) cold damage on a failed save, or half as much damage on a successful one.
- **Numbing Breath.** The dragon exhales freezing ice crystals in a 90-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw or be slowed for 1 minute on a failed save or until the end of its next turn on a success. A creature that is resistant to cold damage has advantage on this save, and a creature that is immune to cold damage automatically succeeds. A creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is 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. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet must make a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone, and the dragon can then fly up to half its speed.

Snowstorm (Costs 3 Actions). The dragon beats its wings and snow and ice crystals spring up around the dragon in a 15-foot radius. The area is heavily obscured difficult terrain. A creature that starts its turn in the snowstorm must make a DC 23 Constitution saving throw, taking 11 (2dd10) cold damage on a failure. The snowstorm lasts until the start of the dragon's next turn.

Ancient Chrome Dragon Variant: Chrome Great Wyrn

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 776 (42d20+336; bloodied 388) hit points and the following trait:

Snowblind. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Additionally, the damage from the dragon's Snowstorm is doubled and if the dragon is in bright light, its mirrored hide glows with utter brilliance. All creatures within 30 feet of the dragon that can see it have disadvantage on weapon attack rolls made until the end of the dragon's next turn. A creature with blindsight or true sight is not affected.

The dragon has the following legendary actions which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Squall (Costs 2 Actions). The dragon recharges its breath weapon.

Iceball (Costs 3 Actions). The dragon spits solid ice at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual. On a failed save, the creature is knocked prone and buried under the ice, and must use all of its movement to stand up.

Adult Chromium Dragon

Legendary huge dragon; Challenge 17 (18,000 XP)

AC 20 (natural armor)

HP 275 (22d12+132; bloodied 137)

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

STR 24 (+7) **DEX** 12 (+1) **CON** 22 (+6) **INT** 15 (+2) **WIS** 13 (+1) **CHA** 19 (+4)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +7, Con +12, Wis +7, Cha +10

Skills Perception +7 (+1d6), Stealth +7

Damage Immunities cold

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages Common, Draconic, one more

Blinding Hide. If the dragon takes radiant damage, each creature within 60 feet of the dragon must succeed on a DC 18 Constitution saving throw or be blinded until the end of its next turn.

Ice Walk. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms, and it doesn't leave tracks on snow or ice.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales turn into ice crystals, easily broken with a blow from a weapon. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Actions

Multiattack. The dragon attacks with its bite and claws. In place of its bite, it can use Spit Ice.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage plus 4 (1d8) cold damage

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (3d8+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 21 (2d8+7) bludgeoning damage and the dragon pushes the target 10 feet away.

Spit Ice. The dragon targets a creature within 60 feet. The target must make a DC 20 Constitution saving throw or take 11 (2d10) bludgeoning damage and 5 (1d10) cold damage on a failed save, or half as much on a successful one. On a failure, the creature is also knocked prone.

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

- **Icicle Breath.** The dragon exhales chunks of solid ice in a 5-foot wide, 60-foot long line. Each creature in that area must make a DC 20 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

- **Numbing Breath.** The dragon exhales freezing ice crystals in a 60-foot cone. Each creature in that area must succeed on a DC 20 Strength saving throw or be slowed for 1 minute on a failed save or until the end of its next turn on a success. A creature that is resistant to cold damage has advantage on this save, and a creature that is immune to cold damage automatically succeeds. A creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is 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. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet must make a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone, and the dragon can then fly up to half its speed.

Snowstorm (Costs 3 Actions). The dragon beats its wings and snow and ice crystals spring up around the dragon in a 15-foot radius. The area is heavily obscured difficult terrain. A creature

that starts its turn in the snowstorm must make a DC 20 Constitution saving throw, taking 11 (2dd10) cold damage on a failure. The snowstorm lasts until the start of the dragon's next turn.

Young Chromium Dragon

Large dragon; Challenge 9 (5,000 XP)

AC 18 (natural armor)

HP 142 (15d10+60; bloodied 71)

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

STR 20 (+5) **DEX** 12 (+1) **CON** 18 (+4) **INT** 13 (+1) **WIS** 11 (+0) **CHA** 16 (+3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +5, Con +8, Wis +4, Cha +7

Skills Perception +4 (+1d6), Stealth +5

Damage Immunities cold

Condition Immunities blinded

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

Languages Common, Draconic, one more

Blinding Hide. If the dragon takes radiant damage, each creature within 60 feet of the dragon must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

Ice Walk. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms, and it doesn't leave tracks on snow or ice.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Actions

Multiattack. The dragon attacks with its bite and claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 4 (1d8) cold damage

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

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

- **Icicle Breath.** The dragon exhales chunks of solid ice in a 5-foot wide, 30-foot long line. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

- **Numbing Breath.** The dragon exhales freezing ice crystals in a 30-foot cone. Each creature in that area must succeed on a DC 16 Strength saving throw or be slowed for 1 minute on a failed save or until the end of its next turn on a success. A creature that is resistant to cold damage has advantage on this save, and a creature that is immune to cold damage automatically succeeds. A creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Chromium Dragon Wyrmling

Medium dragon; Challenge 4 (1,800 XP)

AC 16 (natural armor)

HP 75 (10d8+30; bloodied 37)

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

STR 17 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 14 (+2)

Proficiency +2; **Maneuver DC** 17

Saving Throws Dex +3, Con +5, Wis +2, Cha +4

Skills Perception +2, Stealth +3

Damage Immunities cold

Condition Immunities blinded

Senses blindsight 10 ft., darkvision 60 ft., tremorsense 30 ft., passive Perception 12

Languages Common, Draconic, one more

Ice Walk. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms, and it doesn't leave tracks on snow or ice.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 19 (3d10+4) piercing damage plus 3 (1d6) cold damage

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

- **Icicle Breath.** The dragon exhales chunks of solid ice in a 5-foot wide, 15-foot long line. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.
- **Numbing Breath.** The dragon exhales freezing ice crystals in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or be slowed for 1 minute on a failed save or until the end of its next turn on a success. A creature that is resistant to cold damage has advantage on this save, and a creature that is immune to cold damage automatically succeeds. A creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Dragon, Cobalt (Ferrous)

The Dragon's Bestiary, Dragon Magazine #170; and Ferrous Dragons, Dragon Magazine #356
Created by Jason M. Walker, Kevin Baase, and Eric Jansing; art by James Zhang

Cobalt dragons have deep blue scales with random patches and splotches of lighter and darker blue. They have thin, fleshy horns and large, fanlike “ears.” Their scales become shinier as they age and the splotches become larger, but their coloration remains the same.

Forest-Dwellers. Cobalt dragons dwell in thickly-forested areas, especially rainy ones—they are equally comfortable in tropical and temperate rainforests. They usually make their lairs in cave openings and arrange for the opening to be covered in foliage and then surrounded by carefully-made traps and plenty of places for ambushes. They are highly charismatic and deviously charming, and creatures of all sorts flock to their lands and act as minions and bodyguards for the dragons. The dragons love little more than lording it over these minions, but are clever enough not to be *overtly* abusive to them.

Cobalt and green dragons often find themselves claiming the same territories. A few manage to work out a deal, but most of the time, they become sworn enemies. The resultant battles are often won by the cobalts; cobalt dragons are slightly weaker than green dragons but resistant to their toxins.

Family Dragons. Cobalt dragons make devoted mates and parents. Two adults will work hard to raise their wyrmlings the “right” way—that is, instilling them with the notion that their parents are infallible and should be obeyed in all things. Usually by the time a young cobalt dragon is ready to leave the nest, it has figured out its parents aren’t the gods it had been taught—but that doesn’t stop it from trying to get its own young to believe the same thing about it.

Trapmasters. These dragons are expert engineers and trap-makers, and a large part of a cobalt’s upbringing is learning about how to understand and build machines. If they can’t build a particular device (as their claws are not necessarily that dexterous), they are good enough at creating schematics so that their minions can put them together. As such, their lairs and the lands surrounding it are usually filled with traps.

Electromagnetic. Cobalt dragons have an unusual breath weapon—a pulse of lightning-sparking magically magnetic force that not only damages its victims, but pushes them



away if they are wearing armor. They can also control the magnetic charge in metallic objects near to them, drawing victims towards them. The constant pushing and pulling seriously disorients the targets and makes them easy pickings for the dragon.

Climate/Terrain: temperate, subtropical, tropical; forest, jungle

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Known to be both viciously cruel and terribly charming at the same time, cobalt dragons live in the deepest of forests.

DC 15. A cobalt dragon's breath weapon is pure electromagnetism and is more dangerous to beings in metal armor. They are also excellent trapsmiths.

DC 20. Cobalt dragons are usually surrounded by willing servants who are often willing to die for their master, and their lairs are filled with very dangerous traps.

Monster Encounters

CR 5-10 young cobalt dragon; cobalt dragon wyrmling with 1d6+2 kobold dragon servitors, dragonbound warriors, or bandits; cobalt dragon wyrmling with 1d4+2 goblins, boggards, or blink dogs; 2 cobalt dragon wyrmlings

Treasure: 550 gp, 1,000 sp, 3 onyxes (50 gp each), gold-hilted sword (250 gp), statuette of a faerie carved out of moonstone (150 gp), *dust of disappearance*, *shoulder dragon brooch*, *tailored suit of armor*

CR 11-16 young cobalt dragon with 1d4+2 faerie dragons or harpies; young cobalt dragon with 2-3 centaurs or ettercaps; adult cobalt dragon

Treasure: 750 gp, 2,250 sp, 6 amethysts (100 gp each), pearl earrings (750 gp), half plate armor embossed with gold-leaf dragons (750 gp), *helm of telepathy*, *philter of love*, *potion of climbing*, *quiver of the hunt*

CR 17-22 adult cobalt dragon with 2-3 dragon cultists or druids; adult cobalt dragon with 1-2 werewolves

Treasure: 800 pp, 1,500 gp, 2 sapphires (1,000 gp each), 3 spinels (500 gp each), masterpiece painting of the dragon (750 gp), gold armlet (250 gp), treasure map which leads to the discovery of a rare spell of at least 2nd level (250 gp), *elemental gem (emerald)*, *handy haversack*, *necklace of hunger*, *potions of animal friendship* and *water breathing*

CR 23-30 ancient cobalt dragon with warrior band and fey knight; ancient cobalt dragon with troll or corrupted unicorn

Treasure: 4,000 pp, 6,500 gp, jacinth (5,000 gp), gold jewelry box (2,500 gp), chess set made out of gold, platinum, and marble (2,500 gp), gem-studded gold goblet (2,500 gp), *candle of invocation*, *charcoal stick of aversion*, *figurine of wondrous power (obsidian steed)*, *instant fortress*, *sovereign glue*

CR 31+ cobalt great wyrm; ancient cobalt dragon with 3 green coven hags

Treasure: 3,700 pp, 20,000 gp, 3 rubies and 9 diamonds (5,000 gp each), tome of magical theory which leads to the discovery of a rare spell of at least 5th-level, +2 *arrows, eye of elsewhere*, *mace of disruption*, *potions of flying* and *storm giant strength*, +3 *tower shield*

Signs

1. Compasses start going berserk.
2. Metal objects, even those being worn, quiver and hum with energy.
3. Brilliant auroras in the sky, even in areas far too warm for auroras to form.
4. A village of many different heritages, all of which are either too welcoming to or extremely hostile to outsiders.
5. Rocks with streaks of blue in them.
6. Unusually lush and tangled plants.

Behavior

1. Receiving a report from one of its underlings.
2. Attacks on sight.
3. Flying overhead; hunting.
4. Building a trap.
5. In its lair, sleeping.
6. Ranting and raging at its minions.

Cobalt Dragon Lair Features

A cobalt dragon's lair will have numerous traps. The constructed traps in *Dungeon Delver's Guide* are a good representative of the types of traps that can be found. A young cobalt dragon's lair will usually have tier 1 and 2 traps, an adult cobalt's lair will have tier 2 and 3 traps, and an ancient cobalt's or great wyrm's lair will have tier 3 and 4 traps. The traps' save DC is either the DC listed for the trap or the lair feature save DC (13 + the dragon's proficiency modifier), whichever is higher. Choose or roll one or more of the following lair features in addition to any traps found there:

1. As a legendary action, the dragon causes a trap to go off, affecting any creatures that it would normally affect, but not harming the dragon.
2. Magnetic fields act strangely in the lair. Its area is difficult terrain to anyone who is wearing metal armor or is carrying an unsheathed metal weapon. At the end of every hour, a creature in metal armor must succeed on a Strength saving throw or take a level of fatigue.
3. The dragon uses a legendary action to trigger a trap. The trap affects only the adventurers, not the dragon or any of its minions unless they are grappling an adventurer.
4. The air is filled with toxic fumes. Whenever a creature that needs to breathe takes damage, it must make a Constitution saving throw. On a failure, it is poisoned until the start of its next turn. On a success, it is immune to this effect for 24 hours.

Names

Bizmazuul, Blueblood, Coenzalmin, Stormfang, Viorekara

Variant: Cobalt Dragon Spellcasters

Some cobalt dragons develop the ability to innately cast spells. A cobalt dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *entangle, major image*

Adult (save DC 15): 3/day each: *mirror image, programmed illusion*

Ancient (save DC 18): 1/day each: *creation, plant growth*

Great Wurm (save DC 18): 1/day: *phantasmal killer*

Ancient Cobalt Dragon

Legendary gargantuan dragon; Challenge 23 (50,000 XP)

AC 21 (natural armor)

HP 396 (24d20+168; bloodied 198)

Speed 40 ft., fly 80 ft.

STR 25 (+8) **DEX** 10 (+0) **CON** 23 (+6) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +7, Con +13, Wis +10, Cha +11

Skills Deception +11, Engineering +11 (+1d6), Perception +10 (+1d6), Persuasion +11, Stealth +7

Damage Resistances poison

Damage Immunities force, lightning

Condition Immunities poison

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

Languages Common, Draconic, three more

Adhere (While Bloodied). The first time each turn a creature hits the dragon with a melee attack made by a metal weapon

Forest-Walker. The dragon isn't hindered by natural difficult terrain in a forested area.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales crumble into powder. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of a bite attack, it can use Push/Pull.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) piercing damage plus 9 (2d8) lightning damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Electromagnetic Breath (Recharge 5-6). The dragon exhales magnetic force in a 10-foot wide, 120-foot long line. Each creature in that area must make a DC 22 Dexterity saving throw, taking 40 (9d8) force damage and 40 (9d8) lightning damage on a failed save or a success. If the creature is wearing metal armor and fails its save, it is also stunned until the start of its next turn.

Push/Pull. The dragon targets a Huge or smaller creature within 60 feet. That creature must make a DC 22 Strength saving throw. On a failure, the creature takes 22 (4d10) force damage and is either pushed backwards or pulled forwards 10 feet (dragon's choice), or 30 feet if it is wearing metal armor. On a success, the creature takes half damage and is pushed back or pulled forward 5 feet, or 15 feet if it is wearing metal armor.

Inspiring Call. The dragon urges its minions to stand fast against adversity. It chooses a creature that it can see and can hear the dragon. That creature gains an expertise die on its next attack roll or saving throw.

Reactions

Sacrifice Minion. When the dragon takes damage from a creature it can see and an ally of the dragon is within 10 feet of the dragon, the dragon interposes the minion between itself and the source of the damage. The dragon takes half of the damage and the minion takes the other half.

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Inspiring Call. The dragon uses Inspiring Call.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is 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. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet must make a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone, and the dragon can then fly up to half its speed.

Ancient Cobalt Dragon Variant: Cobalt Great Wyrms

The dragon is an elite monster, equivalent to two CR 24 monsters (124,000 XP). It has 840 (48d20+336; bloodied 420) hit points and the following trait:

Force of Nature. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, lightning crackles from its body in a 15-foot radius around it. When a creature enters this area for the first time on a turn makes a DC 22 Strength saving throw. On a failure, it takes 11 (2d10) lightning damage, and a creature in metal armor or wielding metal weapons are incapacitated and have their speed reduced to 0 until the start of its next turn, as the magnetism locks it in place.

The dragon has the following legendary actions which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Magnetic Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Pulse (Costs 3 Actions). The dragon spits a beam of pure electromagnetic energy at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Adult Cobalt Dragon

Legendary Huge dragon; Challenge 16 (15,000 XP)

AC 19 (natural armor)

HP 252 (24d12+96; bloodied 126)

Speed 40 ft., fly 80 ft.

STR 21 (+6) **DEX** 10 (+0) **CON** 19 (+4) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 17 (+3)

Proficiency +5; **Maneuver DC** 21

Saving Throws Dex +5, Con +9, Wis +7, Cha +8

Skills Deception +8, Engineering +8 (+1d6), Perception +7 (+1d6), Persuasion +8, Stealth +5

Damage Resistances poison

Damage Immunities force, lightning

Condition Immunities poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, two more

Adhere (While Bloodied). The first time each turn a creature hits the dragon with a melee attack made by a metal weapon

Forest-Walker. The dragon isn't hindered by natural difficult terrain in a forested area.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales crumble into powder. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of a bite attack, it can use Push/Pull.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage plus 9 (2d8) lightning damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 155 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Electromagnetic Breath (Recharge 5-6). The dragon exhales magnetic force in a 5-foot wide, 90-foot long line. Each creature in that area must make a DC 17 Dexterity saving throw, taking 31 (7d8) force damage and 31 (7d8) lightning damage on a failed save or a success. If the creature is wearing metal armor and fails its save, it is also stunned until the start of its next turn.

Push/Pull. The dragon targets a Large or smaller creature within 30 feet. That creature must make a DC 17 Strength saving throw. On a failure, the creature takes 22 (4d10) force damage and is either pushed backwards or pulled forwards 10 feet (dragon's choice), or 30 feet if it is wearing metal armor. On a success, the creature takes half damage and is pushed back or pulled forward 5 feet, or 15 feet if it is wearing metal armor.

Inspiring Call. The dragon urges its minions to stand fast against adversity. It chooses a creature that it can see and can hear the dragon. That creature gains an expertise die on its next attack roll or saving throw.

Reactions

Sacrifice Minion. When the dragon takes damage from a creature it can see and an ally of the dragon is within 10 feet of the dragon, the dragon interposes the minion between itself and the source of the damage. The dragon takes half of the damage and the minion takes the other half.

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Inspiring Call. The dragon uses Inspiring Call.

Roar. Each creature of the dragon's choice within 90 feet that can hear it makes a DC 16 Charisma saving throw. On a failure, it is 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. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet must make a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone, and the dragon can then fly up to half its speed.

Young Cobalt Dragon

Large dragon; Challenge 10 (5,900 XP)

AC 17 (natural armor)

HP 170 (20d10+60; bloodied 85)

Speed 40 ft., fly 80 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 15 (+2) **WIS** 13 (+1) **CHA** 15 (+2)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +5, Con +9, Wis +7, Cha +8

Skills Deception +6, Engineering +6 (+1d6), Perception +5 (+1d6), Persuasion +6, Stealth +4

Damage Resistances poison

Damage Immunities force, lightning

Condition Immunities poison

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

Languages Common, Draconic

Adhere (While Bloodied). The first time each turn a creature hits the dragon with a melee attack made by a metal weapon

Forest-Walker. The dragon isn't hindered by natural difficult terrain in a forested area.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) lightning damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

Electromagnetic Breath (Recharge 5-6). The dragon exhales magnetic force in a 5-foot wide, 60-foot long line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (5d8) force damage and 22 (5d8) lightning damage on a failed save or a success. If the creature is wearing metal armor and fails its save, it is also stunned until the start of its next turn.

Cobalt Dragon Wyrmling

Medium dragon; Challenge 4 (1,100 XP)

AC 14 (natural armor)

HP 71 (11d8+22; bloodied 35)

Speed 40 ft., fly 80 ft.

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

Proficiency +2; **Maneuver DC** 12

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

Skills Deception +4, Engineering +4, Perception +3, Stealth +2

Damage Resistances poison

Damage Immunities force, lightning

Condition Immunities poison

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

Languages Draconic

Adhere (While Bloodied). The first time each turn a creature hits the dragon with a melee attack made by a metal weapon

Forest-Walker. The dragon isn't hindered by natural difficult terrain in a forested area.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d10+2) piercing damage.

Electromagnetic Breath (Recharge 5-6). The dragon exhales magnetic force in a 5-foot wide, 30-foot long line. Each creature in that area must make a DC 12 Dexterity saving throw, taking 9 (2d8) force damage and 9 (2d8) lightning damage on a failed save or a success. If the creature is wearing metal armor and fails its save, it is also stunned until the start of its next turn.

Dragon, Cobra (Essence)

The Dragon's Bestiary, Dragon Magazine #146

Created by Randy Johns; art by Tom Baxa

Cobra dragons are the patrons of poison and rot. They are foul, vain, paranoid creatures who revel in the despair and slow death of their enemies. Some cobra dragons begin life as other types of dragons who changed when their lands were irreparably polluted through the actions of mortals, or where gods of poisons and serpents are venerated above all, but many are born naturally in lands where toxic fumes seep up from deep vents, where snakes slither unchecked, and where every plant and fungus drips with poison. It is even said that the oldest and strongest cobras transform into cobra dragons once they reach a certain age.

Cobra dragons resemble tremendous, winged, fat-bodied hooded cobras, with glossy black scales that get only more lustrous as they age and brilliant flame-colored underbellies. The scales in their hoods resemble arsenic-gray skulls. They have a pair of small forelimbs but no hind legs. They breathe fire and deadly smoke, and even their scales are covered with a film of poison. Cobra dragons prefer living underground in hot areas, such as jungles and deserts. They make little effort to disguise their lairs—they couldn't, as everything around them becomes poisoned and withered.



Darkness and Desolation. The lair of a cobra dragon is dark and shadowed, humid with contaminated water that drips from the toxic plants and fungi that adorns the walls and ceilings, and the air is hazy with the stinking smoke that streams from their nostrils. They hate bright light and cheery surroundings, and their lairs have an oppressive feel in them. Cobra dragons don't live alone, however. Their cunning minds and raw animal magnetism cause all manner of creatures to flock to their sides, each of which has as toxic a mindset as the dragons. These beings ally themselves to the dragon for their own benefit at first, but are ultimately utterly dominated by its greater power.

Skull Collectors. A favorite pastime for these dragons is collecting skulls; the larger, more interesting (due to having horns or an odd shape), and rarer the creature it belonged to, the better. They prefer to collect the skulls themselves, by killing the original creature, but will accept interesting skulls as gifts or bribes. Over time, the skull-pattern in their hood shifts to resemble the most interesting skull in their collection.

Powerful cobra dragons can briefly animate these skulls, but even without that ability, cobra dragons frequently talk to these skulls—they are too paranoid to trust their minions and lieutenants, but will engage in long, one-sided discussions with their favorite pieces.

Climate/Terrain: subtropical, tropical; badlands, caverns, jungles, volcanoes

Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Cobra dragons are the embodiment of venom and rot, and the lands they are tied to are rife with poisonous creatures and plants.

DC 15. Cobra dragons breathe toxic flames so powerful that even creatures that are normally immune to poisons can be sickened by them. Even merely touching one of these dragons can kill.

DC 20. The oldest cobra dragons can produce poisons so virulent as to wither flesh away

Cobra Dragon Encounters

CR 5-10 Cobra dragon wyrmling; cobra dragon wyrmling with 1d4+2 giant poisonous snakes; cobra dragon wyrmling with 1-2 dire centipedes or swarms of poisonous snakes.

Treasure: 150 gp, 1,000 sp, vial of shadow poison, 5 striped toadstools, 4 tourmalines (worth 100 gp each), serpentine arm band (worth 250 gp), 4 antidotes, 2 *potions of poison*, *pumpkin bomb*.

CR 11-16 Young cobra dragon with 2d4+4 dragonbound warriors; young cobra dragon with gargoyle; young cobra dragon with 2d4 zombies with Vile Discharge trait; young cobra dragon with dire centipede

Treasure: 120 pp, 500 gp, pair of cups carved out of agate (worth 100 gp each), statues of writhing serpents carved out of black jade (worth 500 gp), 3 vials of belladonna, 2 vials of serpent venom, *oil of etherealness*, *figurine of wondrous power (silver raven)*, *cloak of protection* embroidered with snakes.

CR 17-22 Young cobra dragon with fire elemental, young cobra dragon with 2-3 gargoyles; young cobra dragon with chuul; young cobra dragon with 2-3 swarms of poisonous snakes and 2d4 dragonbound warriors; adult cobra dragon.

Treasure: 500 pp, 6,000 gp, black pearl nose ring and earring, connected by a silver chain (worth 1,000 gp), 3 vial of arsenic, 1 vial of green dragon breath, *skull liqueur*, collection of strange reagents and notes that lead to the discovery of a rare 2nd-level spell with a poison theme, *staff of the python*, *necklace of prayer beads* with symbols of a snake god on them.

CR 23-30 Adult cobra dragon and alchemist; adult cobra dragon and sewer chimera; adult cobra dragon and giant fire elemental; adult cobra dragon and 1 cobra dragon wyrmling; ancient cobra dragon

Treasure: 1,500 pp, 3,300 gp, 2 fire opals (worth 1,000 gp each), 5 topazes (worth 500 each), jacinth (worth 5,000 gp), 1 vial of powdered fiendhorn, 2 vials of oil of taggit, 2 vials of wyvern poison (worth 2,500 gp each), golden idol depicting a multi-tailed and multi-headed snake god (worth 2,500 gp), suit of +1 *full plate* with indelible pockmarks on it from drips of poison, *flicker dagger*.

CR 31+ 1-2 young cobra dragons; adult cobra dragon with 3-4 chuuls, 2d8+4 dragon cultists, and 2 cult fanatics; ancient cobra dragon and 2 cobra dragon wyrmlings; great wyrm cobra dragon

Treasure: 4,800 pp, 35,000 gp, a gold waterfall necklace with rubies, topazes, and yellow diamonds (25,000 gp), 4 vials of chuul ichor, 2 vials of pale tincture, vial of purple worm poison, 1 vial of walking death, a fist-sized meteorite made of rare, toxic metals (a creature that remains within 10 feet of the meteorite for 8 or more hours is poisoned until it is subjected to a *lesser restoration*; the metals can be used to make a *dagger of venom* or similar item), *spell scroll of firestorm*, *carpet of flying* (5 ft. × 7 ft.).

Signs

1. Thick, foul-smelling smoke everywhere; after each hour of travel, a character must succeed on a DC 12 Constitution saving throw or gain a level of fatigue. Even strong winds don't disperse the smoke for more than a minute or two at a time.
2. An abundance of hostile snakes and plants with poisonous berries and toxin-dripping thorns.
3. Smoking magma vents.
4. Several humanoid skulls, lashed to a post.
5. An incongruous cave, surrounded by dead plants and the corpses and skeletons of creatures that died from venom.
6. A corpse, bloated from poison.

Behavior

1. Hostile; attacks on sight.
2. Having an animated conversation with its skulls.
3. Preaching about a snake god to devoted followers; it claims to be that god's messiah and the cultists are about to sacrifice someone to it.
4. Spying through the skulls it has placed around its domain.
5. Ripping the flesh off of captives' heads to examine their skulls.
6. Alchemically creating new poisons.

Cobra Dragon Lair Features

The save DC for the following effects is 13 + the dragons' proficiency modifier. Choose or roll one or more of the following lair features:

1. The dragon's domain is filled with venomous serpents, toxic plants, and other such creatures, which are unusually aggressive.
2. Stakes have been driven into the ground throughout the domain, and multiple skulls hang from each stake. The dragon can see through a skull, as if it had cast *clairvoyance* and the skull was the sensor.
3. The lair is filled with thick, noxious smoke, as per the Choking Smoke exploration challenge (*Trials & Treasures*).

4. No animal, plant, or source of water in the area is safe to eat without first being purified, and each day, there is a chance (a roll of 1 on a d20) that any particular Supply has been contaminated.

Names

Hemlock, Rafflesia, Serpentes, Spite, Viridis

Variant: Cobra Dragon Spellcaster

Some dragons develop the ability to innately cast spells. An earth dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC X): 3/day each: *enthrall*, *protection from poison*

Adult (save DC X): 3/day each: *contagion*, *insect plague*

Ancient (save DC 23): 1/day each: *inescapable malady*, *mass suggestion* (when the dragon casts *inescapable malady*, it inflicts poison damage instead of necrotic damage).

Ancient Cobra Dragon

Gargantuan legendary dragon; Challenge 28 (120,000 XP)

AC 22 (natural armor)

HP 507 (26d20+234; bloodied 266)

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

STR 30 (+10) **DEX** 14 (+2) **CON** 29 (+9) **INT** 19 (+4) **WIS** 17 (+3) **CHA** 25 (+7)

Proficiency +8; **Maneuver** DC 26

Saving Throws Str +18, Dex +10, Con +17, Int +12

Skills Perception +11 (+1d6), Persuasion +15, Stealth +10

Damage Resistances acid

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, it momentarily stops excreting toxins. Until the end of its next turn, its Venomous Slime trait doesn't function.

Venomous Slime. The first time each turn a creature hits the dragon with a melee attack while within 10 feet of it, that creature takes 10 (3d6) poison damage.

Vicious Toxins. Poison damage inflicted by the dragon ignores resistance to poison damage, and creatures that are immune to poison damage take half damage instead.

Actions

Multiattack. The dragon attacks once with its bite, once with its claws, and once with its tail. In place of its bite attack, it can use Spit Venom.

Bite. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. *Hit:* 32 (4d10+10) piercing damage plus 22 (4d10) poison damage, and the target must succeed on a DC 23 Constitution saving throw or be poisoned for 1 hour. The poisoned creature may make a new save at the end of each of its turns, ending the effect on itself on a success. While poisoned, the creature can't consume any foods or liquids and will vomit them back up. If the creature rolls a critical failure on a saving throw, it falls unconscious and can't be awoken until it is no longer poisoned.

Claws. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. *Hit:* 17 (2d6+10) slashing damage.

Tail. Melee Weapon Attack: +18 to hit, reach 25 ft., one target. *Hit:* 32 (4d10+10) bludgeoning damage. And the target is grappled (escape DC 26). Until this grapple ends, the creature is restrained and the dragon can't attack another creature with its tail.

Foul Flame Breath (Recharge 5-6). The dragon exhales poisonous, smoky-purple flames in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 44 (8d10) fire damage and 44 (8d10) poison damage on a failed save, or half as much damage on a success. Additionally, the area is heavily obscured for 1 minute by thick, choking clouds or until it is dispersed by a moderate or greater wind. This cloud doesn't impede the dragon's vision. Each creature that starts its turn in that area must make a DC 23 Constitution saving throw against poison. On a failed save, the creature also spends its action retching and reeling, and if the save fails by 5 or more, the creature takes 1 level of fatigue. Creatures that don't need to breathe or are immune to poison automatically succeed. Levels of fatigue taken from this breath weapon are removed after completing a short or long rest.

Spit Venom. The dragon spits venom at a creature it can see within 90 feet. That creature must make a DC 23 Dexterity saving throw, taking 22 (4d10) poison damage on a failed save or half as much on a successful one. A creature that failed its save is also poisoned for 1 minute, and while poisoned, is blinded and can't regain hit points. It may make a new save at the end of each of its turns, ending the effect on a success.

Bonus Actions

Animate Skull. The dragon causes a skull within 120 feet of it to animate and leap forward to attack a creature within 10 feet of the skull. That creature must make a DC 23 Dexterity saving throw or take 10 (3d6) piercing damage. The skull then de-animates.

Legendary Actions

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

Animate Skull. The dragon uses Animate Skull.

Constrict (Costs 2 Actions). The dragon constricts a creature it is currently grappling. That creature must make a DC 24 Strength saving throw, taking 32 (4d10+10) bludgeoning damage on a failed save or half as much on a successful one.

Necrotoxin (While Blooded; Costs 3 Actions). The dragon targets a creature it can see within 60 feet of it that is poisoned, and the poison begins to burn. The creature must make a DC 23 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save or half as much on a successful one, the target takes 1 fatigue, and the target's hit point maximum is reduced by a number equal to half the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Adult Cobra Dragon

Huge legendary dragon; Challenge 22 (41,000 XP)

AC 20 (natural armor)

HP 351 (26d12+182; bloodied 175)

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

STR 27 (+8) **DEX** 14 (+2) **CON** 25 (+7) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 23 (+6)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +15, Dex +9, Con +14, Int +10

Skills Perception +9 (+1d6), Persuasion +13, Stealth +9

Damage Resistances acid

Damage Immunities fire, poison

Condition Immunities poisoned

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

Languages Common, Draconic, one more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, it momentarily stops excreting toxins. Until the end of its next turn, its Venomous Slime trait doesn't function.

Venomous Slime. The first time each turn a creature hits the dragon with a melee attack while within 10 feet of it, that creature takes 7 (2d6) poison damage.

Vicious Toxins. Poison damage inflicted by the dragon ignores resistance to poison damage, and creatures that are immune to poison damage take half damage instead.

Actions

Multiattack. The dragon attacks once with its bite, once with its claws, and once with its tail. In place of its bite attack, it can use Spit Venom.

Bite. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. **Hit:** 24 (3d10+8) piercing damage plus 16 (3d10) poison damage, and the target must succeed on a DC 22 Constitution saving throw or be poisoned for 1 hour. The poisoned creature may make a new save at the end of each of its turns, ending the effect on itself on a success. While poisoned, the creature can't consume any foods or liquids and will vomit them back up. If the creature rolls a critical failure on a saving throw, it falls unconscious and can't be awoken until it is no longer poisoned.

Claws. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 24 (3d10+8) bludgeoning damage, and the target is grappled (escape DC 23). Until this grapple ends, the creature is restrained and the dragon can't attack another creature with its tail.

Foul Flame Breath (Recharge 5-6). The dragon exhales poisonous, smoky-purple flames in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 33 (6d10) fire damage and 33 (6d10) poison damage on a failed save, or half as much damage on a success. Additionally, the area is heavily obscured for 1 minute by thick, choking clouds or until it is dispersed by a moderate or greater wind. This cloud doesn't impede the dragon's vision. Each creature that starts its turn in that area must make a DC 22 Constitution saving throw against poison. On a failed save, the creature also spends its action retching and reeling, and if the save fails by 5 or more, the creature takes 1 level of fatigue. Creatures that don't need to breathe or are immune to poison automatically succeed. Levels of fatigue taken from this breath weapon are removed after completing a short or long rest.

Spit Venom. The dragon spits venom at a creature it can see within 90 feet. That creature must make a DC 22 Dexterity saving throw, taking 16 (3d10) poison damage on a failed save or half as much on a successful one. A creature that failed its save is also poisoned for 1 minute, and while poisoned, is blinded and can't regain hit points. It may make a new save at the end of each of its turns, ending the effect on a success.

Bonus Actions

Animate Skull. The dragon causes a skull within 60 feet of it to animate and leap forward to attack a creature within 10 feet of the skull. That creature must make a DC 21 Dexterity saving throw or take 10 (3d6) piercing damage. The skull then de-animates.

Legendary Actions

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

Animate Skull. The dragon uses Animate Skull.

Constrict (Costs 2 Actions). The dragon constricts a creature it is currently grappling. That creature must make a DC 23 Strength saving throw, taking 24 (3d10+8) bludgeoning damage on a failed save or half as much on a successful one.

Necrotoxin (While Blooded; Costs 3 Actions). The dragon targets a creature it can see within 60 feet of it that is poisoned, and the poison begins to burn. The creature must make a DC 23 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save or half as much on a successful one, and the target takes 1 fatigue,

Young Cobra Dragon

Large dragon; Challenge 13 (10,000 XP)

AC 20 (natural armor)

HP 207 (18d10+120; bloodied 103)

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

STR 24 (+7) **DEX** 14 (+2) **CON** 23 (+6) **INT** 15 (+2) **WIS** 14 (+2) **CHA** 21 (+5)

Proficiency +5; **Maneuver DC** 20

Saving Throws Str +12, Dex +7, Con +11, Int +7

Skills Perception +7 (+1d6), Persuasion +10, Stealth +7

Damage Resistances acid

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Common, Draconic

Venomous Slime. The first time each turn a creature hits the dragon with a melee attack while within 10 feet of it, that creature takes 5 (1d10) poison damage.

Vicious Toxins. Poison damage inflicted by the dragon ignores resistance to poison damage, and creatures that are immune to poison damage take half damage instead.

Actions

Multiattack. The dragon attacks once with its bite and once with its tail.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage plus 11 (2d10) poison damage, and the target must succeed on a DC 22 Constitution saving throw or be poisoned for 10 minutes. The poisoned creature may make a new save at the end of each of its turns, ending the effect on itself on a success.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends, the creature is restrained and the dragon can't attack another creature with its tail.

Foul Flame Breath (Recharge 5-6). The dragon exhales poisonous, smoky-purple flames in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 27 (5d10) fire damage and 27 (5d10) poison damage on a failed save, or half as much damage on a success. Additionally, the area is heavily obscured for 1 minute by thick, choking clouds or until it is dispersed by a moderate or greater wind. This cloud doesn't impede the dragon's vision. Each creature that starts its turn in that area must make a DC 19 Constitution saving throw against poison. On a failed save, the creature also spends its action retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed.

Cobra Dragon Wyrmling

Large dragon; Challenge 5 (1,800 XP)

AC 17 (natural armor)

HP 76 (8d10+32; bloodied 38)

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

STR 20 (+5) **DEX** 14 (+2) **CON** 19 (+4) **INT** 13 (+2) **WIS** 12 (+1) **CHA** 17 (+3)

Proficiency +3; **Maneuver DC** 16

Saving Throws Str +12, Dex +7, Con +11, Int +7

Skills Perception +7 (+1d6), Persuasion +10, Stealth +7

Damage Resistances acid

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Common, Draconic

Vicious Toxins. Poison damage inflicted by the dragon ignores resistance to poison damage, and creatures that are immune to poison damage take half damage instead.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage plus 11 (2d10) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The poisoned creature may make a new save at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and the dragon can't attack another creature with its tail.

Foul Flame Breath (Recharge 5-6). The dragon exhales poisonous, smoky-purple flames in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 17 (3d10) fire damage and 17 (3d10) poison damage on a failed save, or half as much damage on a success. Additionally, the area is heavily obscured for 1 minute by thick, choking clouds or until it is dispersed by a moderate or greater wind. This cloud doesn't impede the dragon's vision.

Dragon, Fang (Essence)

The Dragon's Bestiary, Dragon Magazine #134

Created by Ed Greenwood; art by Jim Holloway

Essence dragons embody the land, but sometimes humanoids change the land through their actions. In places where great wars have been fought—not mere skirmishes or simple battles, but the type of wars that last for decades or longer and reshape the politics of an entire continent—fang dragons rule.

Fang dragons has scales that look like metal plates, steely gray and dotted with red-brown rust, and their heads resembles bestial horned helmets, with oversized jaws filled with far too many teeth. Every part of their body is covered in barbed bone spurs and their tails split into two, each of which ends a scythe blades, heralding the death they bring. Their wings are too small for flight, but allow them to make prodigious leaps.



God of War. The land of a fang dragon is often a dreary place, where the threat or actuality of war always hangs over the heads of every citizen. Mud-splattered refugees, mercenaries, soldiers alike crowd the settlements while press-gangs search for likely new candidates for the front lines. Tensions run high and sides are chosen, with little or no trust between the sides, and diplomacy is shunned. And the dragon watches, and approves, and encourages it all. If peace seems to threaten, the dragon will work to break that peace, sending servitors in the guise of one side or another to stage attacks, or to infiltrate one side or the other—or both—as an advisor to the ruler. Fang dragons care nothing about politics; it only loves war.

Some people make offerings to the gods as they pray for victory in war, or respite from it. The dragon greedily takes those offerings. What it can't use itself, it generously lends to its lieutenants. In some places, the fang dragon itself is seen as a war god, and it revels in that belief.

Climate/Terrain: subarctic, temperate; hills, mountains, ruins

Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Fang dragons are spiritually linked to places of important battles or incessant warfare. A fang dragon's lair is usually a very strong fortress with dozens or scores of soldiers within.

DC 15. Although they lack a breath weapon, their bite can permanently drain a person's health. Fang dragons love magic items and will use any it owns intelligently and to great effect.

DC 20. Despite their bellicose nature, they are able and willing to converse in many languages, and seem to enjoy verbal battles as much as physical ones. They will also never (directly) harm one another—the only note of peace these dragons care about.

Fang Dragon Encounters

CR 3-4 fang dragon wyrmling

Treasure: 150 gp, 100 sp, onyx (worth 50 gp), *necklace of fireballs*.

CR 5-10 fang dragon wyrmling with 1d4 dragonbound warriors, kobolds, or soldiers; young fang dragon.

Treasure: 250 pp, 200 gp, iron crown set with bloodstones (300 gp), rare book on ancient wars (250 gp), brass censor etched with draconic scales (100 gp), *iron bands of binding*, *potion of mind reading*, *dust of dryness*.

CR 11-16 young fang dragon with veteran and 1d4+2 soldiers; young fang dragon with soldier squad.

Treasure: 1,000 gp, 1,200 sp, emerald (1,000 gp), steel scepter engraved with dwarven faces and axeheads (1,000 gp), quiver made from red dragon hide with 10 +1 arrows, *luckstone*, *ring of jumping*.

CR 17-22 adult fang dragon; adult fang dragon with blackguard or holy knight; young fang dragon with 2 soldier squads; ancient fang dragon.

Treasure: 750 pp, 8,500 gp, 10,000 sp, 3 sapphires (1,000 gp each), a hostage (young member of the royal family) from a nearby kingdom, 2 *elemental gems*, *manual of gainful exercise*, single-edged +2 *greatsword* named Cleaver of Tyrants with permanently bloodstained blade.

CR 23-30 ancient fang dragon with 2 wights; adult fang dragon with wraith lord or knight captain.

Treasure: 1,500 pp, 10,000 gp, suit of ceremonial gold-etched full plate armor (2,500 gp), gold pendant studded with an enormous diamond (7,500 gp), chess set made from marble, gold, and platinum (5,000 gp), 4 *potions of superior healing*, *ioun stone (absorption)*, 2 *oils of sharpness*, *rod of rulership*.

CR 31+ ancient fang dragon with knight captain and two soldier squads; ancient fang dragon with 2d4+2 wights; adult fang dragon with wraith lord and 3-4 wights

Treasure: 4,000 pp, 18,000 gp, a dozen sapphires (1,000 gp each), perfect ruby the size of a chicken's egg (10,000 gp), *candle of invocation*, *cubic gate*, *efreeti bottle*, *wand of lightning bolts*.

Signs

1. A battlefield, littered with fresh corpses.
2. A strangely-shaped, undecorated iron shield without a grip but with a spike for a shield boss; a DC 15 Nature check is required to realize this is a dragon's scale.
3. Corpses of soldiers, strung up in a way to show humiliation and defeat.
4. The smell of blood in the air.
5. A notice looking for mercenaries.
6. The weather is always dreary and oppressive, like a thunderstorm is on its way.

Behavior

- 1-2. Enjoying a leisurely hunt alone.
3. Polishing a collection of weapons and armor collected from defeated foes.
4. Along with its warriors, completely destroying a town.
5. Overseeing the construction of a monument to honor a decisive battle.
6. Leading an army from the front into a massive battle.
7. Engaging in a discussion of tactics with its advisors.
8. Raging and demanding tribute.

Fang Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following features:

1. The dragon's lair is in a well-constructed fortress which is heavily patrolled by the dragon's many soldiers. Journeys to the dragon's lair trigger twice as many encounters as normal. Additionally, at the beginning of each round of combat, roll a d6. On a 5-4, 1d4 soldiers arrive to defend the dragon. The soldiers fight until killed or until the dragon instructs them to stop.
2. The lair is in the middle of a haunted battlefield. Zombies, skeletons, specters, and warlord's ghosts roam freely, as do brigands and grave-robbers. Journeys to the dragon's lair trigger twice as many encounters as normal. Additionally, a mist hangs over the entire land, reducing visibility by half.
3. The rocks and trees branches are particularly sharp. Whenever one of the dragon's attacks or abilities cause a creature to impact a solid object, increase the damage that creature takes by 9 (2d8).
4. Buzzing, biting, disease-bearing carrion flies are everywhere. The first time a creature takes damage in the lair, and after every hour when not at full hit points, the creature must make a Constitution saving throw or catch sewer plague from the flies (see Diseases in Chapter 7: *Maladies in Trials & Treasures*).

Names

Agnarcadel the Fierce, Bladeclaw, Bloodshedder, Koamalou Deathbringer, Tumult

Variant: Fang Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A fang dragon spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *detect magic, shield*

Adult (save DC 17): 3/day each: *counterspell, spike growth*

Ancient (save DC 19): 1/day each: *globe of invulnerability, telekinesis*

Ancient Fang Dragon

Legendary gargantuan dragon; Challenge 22 (41,000 XP)

AC 22 (natural armor)

HP 367 (21d20+147; bloodied 183)

Speed 40 ft., burrow 40 ft.

STR 26 (+8) **DEX** 10 (+0) **CON** 24 (+7) **INT** 16 (+3) **WIS** 16 (+3) **CHA** 18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +15, Dex +7, Con +14, Int +10, Wis +10, Cha +11

Skills Deception +11, History +10, Perception +10 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, strife

Senses darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Armored Hide. If a creature targets the dragon with a melee attack using a nonmagical weapon and rolls a natural 1 on the attack roll, the weapon breaks. If the creature targets it using a magical weapon and rolls a natural 1, the weapon is damaged and provides no attack or damage bonuses for 1 hour.

Bloodied Frenzy. While the dragon is bloodied, it makes all attacks with advantage and all attacks against them are made with advantage.

Leaper. The dragon can jump up to 40 feet horizontally and 40 feet vertically without a running start.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall off and crumble into dust. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Master of The Battlefield. The dragon gains a d4 expertise die on Intelligence checks made to recall lore about war, arms and armor, and tactics. If it fails such a roll, it can use a Legendary Resistance to treat the roll as a 20.

Mimicry. The dragon can mimic voices and animal sounds. Recognizing the sounds as an imitation requires a DC 19 Insight check.

Spiked. A creature that grapples or is grappled by the dragon takes 11 (2d10) piercing damage at the start of the dragon's turn.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 41 (6d10+8) piercing damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (4d8+8) slashing damage. If the dragon scores a critical hit, one piece of the target's armor is damaged, or broken if it is already damaged.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage plus 13 (3d8) slashing damage, and dragon pushes the target 10 feet away, and the target must make a DC 23 Strength saving throw or be stunned until the end of its next turn.

Soulbite (Recharge 5-6). *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 41 (6d10+8) piercing damage, and the target must make a DC 22 Constitution saving throw. It takes 66 (12d10) necrotic damage and two levels of fatigue on a failed save, or half as much damage and one level of fatigue on a successful one. The target's hit point maximum is reduced by an amount equal to half the necrotic damage taken, and the dragon regains that many hit points. The reduction lasts until the target is subjected to a *greater restoration* spell. A humanoid reduced to 0 hit points by this attack dies. Its corpse rises as either a wight or a wraith (Narrator's choice) 1d4 nights later. It pays fealty to the dragon but is not under its direct control.

Reactions

Tail Block. When a creature attacks the dragon or a target within 20 feet of it, the dragon uses its tail to impose disadvantage on that attack.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw or be frightened for 1 minute. A creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to the Roar for 24 hours.

Tail Attack. The dragon makes an attack with its tail.

Vaulting Leap (Costs 2 Actions). The dragon leaps up to its speed horizontally and vertically without provoking opportunity attacks and can land in a space containing one or more creatures. Each creature in its space when it lands must make a DC 23 Dexterity saving throw, taking 30 (4d10+8) bludgeoning damage and being knocked prone on a failure. On a success, the creature takes half damage and is pushed 10 feet away.

Conscription (Costs 3 Actions). The dragon targets a corpse within 60 feet of it that can see. That creature rises as a **zombie** under the dragon's control.

Adult Fang Dragon

Legendary huge dragon; Challenge 17 (18,000 XP)

AC 20 (natural armor)

HP 195 (17d12+85; bloodied 97)

Speed 40 ft., burrow 30 ft.

STR 22 (+6) **DEX** 10 (+0) **CON** 20 (+5) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Str +12, Dex +6, Con +11, Int +8, Wis +8, Cha +9

Skills Deception +9, History +8, Perception +8 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, strife

Senses darkvision 60 ft., passive Perception 21

Languages Common, Draconic, two more

Armored Hide. If a creature targets the dragon with a melee attack using a nonmagical weapon and rolls a natural 1 on the attack roll, the weapon breaks. If the creature targets it using a magical weapon and rolls a natural 1, the weapon is damaged and provides no attack or damage bonuses for 1 hour.

Bloodied Frenzy. While the dragon is bloodied, it makes all attacks with advantage and all attacks against them are made with advantage.

Leaper. The dragon can jump up to 40 feet horizontally and 30 feet vertically without a running start.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall off and crumble into dust. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Master of The Battlefield. The dragon gains a d4 expertise die on Intelligence checks made to recall lore about war, arms and armor, and tactics. If it fails such a roll, it can use a Legendary Resistance to treat the roll as a 20.

Mimicry. The dragon can mimic voices and animal sounds. Recognizing the sounds as an imitation requires a DC 17 Insight check.

Spiked. A creature that grapples or is grappled by the dragon takes 11 (2d10) piercing damage at the start of the dragon's turn.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (5d10+6) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage. If the dragon scores a critical hit, one piece of the target's armor is damaged, or broken if it is already damaged.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage plus 4 (1d8) slashing damage, and dragon pushes the target 10 feet away, and the target must make a DC 20 Strength saving throw or be stunned until the end of its next turn.

Soulbite (Recharge 5-6). *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 33 (5d10+6) piercing damage, and the target must make a DC 19 Constitution saving throw. It takes 44 (8d10) necrotic damage and two levels of fatigue on a failed save, or half as much damage and one level of fatigue on a successful one. The target's hit point maximum is reduced by an amount equal to half the necrotic damage taken, and the dragon regains that many hit points. The reduction lasts until the target is subjected to a *greater restoration* spell. A humanoid reduced to 0 hit points by this attack dies. Its corpse rises as either a wight or a wraith (Narrator's choice) 1d4 nights later. It pays fealty to the dragon but is not under its direct control.

Reactions

Tail Block. When a creature attacks the dragon or a target within 20 feet of it, the dragon uses its tail to impose disadvantage on that attack.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw or be frightened for 1 minute. A creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to the Roar for 24 hours.

Tail Attack. The dragon makes an attack with its tail.

Vaulting Leap (Costs 2 Actions). The dragon leaps up to its speed horizontally and vertically without provoking opportunity attacks and can land in a space containing one or more creatures. Each creature in its space when it lands must make a DC 20 Dexterity saving throw, taking 28 (4d10+6) bludgeoning damage and being knocked prone on a failure. On a success, the creature takes half damage and is pushed 10 feet away.

Conscription (Costs 3 Actions). The dragon targets a corpse within 60 feet of it that can see. That creature rises as a **zombie** under the dragon's control.

Young Fang Dragon

Large dragon; Challenge 10 (5,900 XP)

AC 20 (natural armor)

HP 153 (18d10+54; bloodied 76)

Speed 40 ft., burrow 20 ft.

STR 19 (+4) **DEX** 10 (+0) **CON** 17 (+3) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +8, Dex +4, Con +7, Int +5, Wis +6, Cha +6

Skills Deception +6, History +6, Perception +6 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, strife

Senses darkvision 60 ft., passive Perception 19

Languages Common, Draconic

Bloodied Frenzy. While the dragon is bloodied, it makes all attacks with advantage and all attacks against them are made with advantage.

Leaper. The dragon can jump up to 30 feet horizontally and 20 feet vertically without a running start.

Mimicry. The dragon can mimic voices and animal sounds. Recognizing the sounds as an imitation requires a DC 16 Insight check.

Spiked. A creature that grapples or is grappled by the dragon takes 5 (1d10) piercing damage at the start of the dragon's turn.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 26 (4d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Soulbite (Recharge 5-6). *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d10+4) piercing damage, and the target must make a DC 15 Constitution saving throw. It takes 33 (6d10) necrotic damage and one level of fatigue on a failed save, or half as much damage and takes no fatigue on a successful one. The target's hit point maximum is reduced by an amount equal to half the necrotic damage taken, and the dragon regains that many hit points. The reduction lasts until the target is subjected to a *greater restoration* spell. A humanoid reduced to 0 hit points by this attack dies. Its corpse rises as either a wight or a wraith (Narrator's choice) 1d4 nights later. It pays fealty to the dragon but is not under its direct control.

Reactions

Tail Block (Recharge 5-6). When a creature attacks the dragon or a target within 20 feet of it, the dragon uses its tail to impose disadvantage on that attack.

Fang Dragon Wyrmling

Medium dragon; Challenge 4 (1,100 XP)

AC 20 (natural armor)

HP 65 (10d8+20; bloodied 32)

Speed 30 ft., burrow 15 ft.

STR 16 (+3) **DEX** 10 (+0) **CON** 14 (+2) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 12 (+1)

Proficiency +2; **Maneuver** DC 13

Saving Throws Str +5, Dex +2, Con +4, Int +2, Wis +3, Cha +3

Skills Deception +5, Perception +3 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, strife

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Bloodied Frenzy. While the dragon is bloodied, it makes all attacks with advantage and all attacks against them are made with advantage.

Leaper. The dragon can jump up to 20 feet horizontally and 10 feet vertically without a running start.

Mimicry. The dragon can mimic voices and animal sounds. Recognizing the sounds as an imitation requires a DC 16 Insight check.

Spiked. A creature that grapples or is grappled by the dragon takes 3 (1d6) piercing damage at the start of the dragon's turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10+3) piercing damage.

Soulbite (Recharge 5-6). *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d10+4) piercing damage, and the target must make a DC 15 Constitution saving throw. It takes 22 (4d10) necrotic damage and one level of fatigue on a failed save, or half as much damage and takes no fatigue on a successful one. The target's hit point maximum is reduced by an amount equal to half the necrotic damage taken, and the dragon regains that many hit points. The reduction lasts until the target completes a long rest.

Dragon, Iron (Ferrous)

The Dragon's Bestiary, Dragon Magazine #170; and Ferrous Dragons, Dragon Magazine #356
Created by Jason M. Walker, Kevin Baase, and Eric Jansing; art by James Zhang

Iron dragons are among the most powerful of all dragons and are certainly the most powerful ferrous dragon. They are sturdily built, with short limbs and wide wings, and a heavy, shovel-shaped head. They have large plates, almost like shark fins or ax blades, on their heads and running down their necks and backs. When first hatched, their scales are matte black, but as they age, they become shinier and more metallic. The gleam turns into silver highlights until eventually the dragon's scales look like moonlight reflecting on a rippling pool. Ancient iron dragons



begin to get dark reddish splotches and streaks on their wings, as if they were rusting. As they age, their pupils fade until they look like glowing orange pools of molten metal.

Iron dragons represent the strength and durability of iron and are immovably stubborn. Once an iron dragon makes up its mind, very little, besides the most strongly compelling evidence, will change it.

Knowledge-Seekers. Much like metallic dragons, iron dragons are shapeshifters. In humanoid form, they often take the form of scholar-knights—traveling warriors and sages. They travel more than nearly any other type of dragon, seeking to learn more about humanoid cultures. While this is partially to fill their insatiable curiosity, their travels have another purpose: iron dragons believe that dragons (of any and all breeds) are supposed to be the true rulers of the world, and also that they need to learn more about the world and the power and lifestyle of humanoids in order for dragons to be able to take their rightful place as rulers. A humanoid or other intelligent creature that enters an iron dragon's lair is usually captured rather than killed, so that the dragon can interrogate it and learn what it knows. It may let the humanoid go afterwards, or it may eat it, depending on how useful the humanoid was, how it treated the dragon (they aren't above letting people flatter them), and how hungry the dragon is.

Mountains and Mines. Iron dragons enjoy eating raw iron and prefer it to any other form of food. They scrape what ore they can out of their mountain and underground lairs, and are fiercely competitive with dwarfs and other mining creatures. They are content to bully them miners of their iron ore rather than kill them and take it from their corpses.

Iron dragons and red dragons nearly always attack each other on sight. Iron dragons usually get the best of these fights. The two breeds are matched evenly in physical combat, but iron dragons are immune to the red dragons' breath weapon, while the super-heated sparks that make up the irons' breath are both fire and lightning, and red dragons are not invulnerable to lightning.

Terrain: hill, mountains

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Iron dragons are creatures of both fire and lightning and breathe spark-filled flame. The most powerful of them can turn a person into an iron statue with but a glance.

DC 15. While iron dragons lair in mountains, they are rarely found there. They prefer to travel in a humanoid guise and learn about other cultures.

DC 20. These dragons believe that *all* dragons are naturally superior to all other creatures and deserve to be the true rulers of the world.

Monster Encounters

CR 5-10 iron dragon wyrmling with minstrel; 2 iron dragon wyrmlings

Treasure: 5,000 sp, bloodstone (50 gp), map of a distant land (100 gp), *bag of holding*, *eyes of charming*, *scrolls of animate dead* and *nondetection*

CR 11-16 young iron dragon; young iron dragon with knight, priest, or mountain dwarf defender

Treasure: 200 gp, 800 ep, 4,000 sp, amber (100 gp), emerald (1,000 gp), book which leads to the discovery of a rare 2nd-level spell, masterpiece portrait of a long-dead queen, *potion of animal friendship*, *spells scrolls of rope trick* and *water breathing*

CR 17-22 adult iron dragon; adult iron dragon with knight or priest

Treasure: 700 pp, 5,000 gp, 3 emeralds (1,000 gp), yellow sapphire earrings (2,500 gp), gem-studded gold goblet that once belonged to a dwarf king (2,500), gold idol of a god of history (2,500 gp), +2 *bastard sword*, *brazier of commanding fire elementals*, 2 *potions of greater healing*, *spell scroll of geas*

CR 23-30 ancient iron dragon; adult iron dragon with flame-spitting statue; adult iron dragon with stone colossus

Treasure: 1,100 pp, 8,000 gp, diamond (5,000 gp), jacinth (5,000 gp), deed to a local fort, tome of magical theory which leads to the discovery of a rare 5th-level spell, chess set made from crystal and gold (7,500 gp), vial of purple worm poison, +3 *breastplate*, *cloak of the bat*, *figurine of wondrous power (onyx dog)*, *marvelous pigments*

CR 31+ iron great wyrm; ancient iron dragon with iron guardian or 2 shield guardians

Treasure: 1,750 pp, 9,000 gp, 7 diamonds (5,000 gp each), ancient history tome stolen ages ago from the royal elven library (7,500 gp), gem-studded gold crown (7,500 gp), tome of magical theory that leads to the discovery of a rare 6th-level spell, *how to make fiends and influence people*, 2 *liquid lucks*, *potion of speed*, *scrap of forbidden text*,

Signs

1. Compass needles swing wildly.

2. Huge chunks of a stone wall have been torn out; with a DC 15 Intelligence check, someone knowledgeable in mining or metallurgy will realize that the stone had once had a vein of iron or in it.
3. Locals tell of a mysterious figure who watches them but never speaks to anyone.
4. Extremely rich veins of pure iron.
5. Miners delivering tribute.
6. A chunk of iron. With a DC 15 Engineering or Nature check: it's actually a scale.

Behavior

1. In humanoid form, interviewing people in a village in order to write an ethnography.
2. Approaches the party; demands to interview them.
3. Watching from a distance; gathering information.
4. Subtly manipulating a major event (a war or peace talks) so that one side comes out ahead.
5. Angered; will attack on sight.
6. Traveling; uninterested in talking to anyone and will attack if bothered.

Iron Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. The lair is filled with thick smoke, like the air in a forge, which lightly obscures the entire lair. The dragon's vision is not hindered by the smoke.
2. The walls of the dragon's lair are jagged stone. Any time the dragon hits a creature within 5 feet of a wall with a tail attack, the creature takes an additional 5 (1d10) piercing damage.
3. The air in the dragon's lair is filled with burning cinders. On first entering the lair and every hour thereafter, a creature without fire resistance or immunity must make a Constitution saving throw, gaining a level of fatigue on a failure.
4. The lair is home to guardian statues with *magic mouths* on them that ask riddles or demand information. Creatures who don't answer are attacked.

Names

Dialiolth, Isambard, Pyrite, Qaashild, Silvershale

Variant: Iron Dragon Spellcasters

Some chrome dragons develop the ability to innately cast spells. A cobalt dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *heat metal*, *stone shape*

Adult (save DC 15): 3/day each: *detect thoughts*, *wall of fire*

Ancient (save DC 18): 1/day each: *legend lore*, *wall of stone*

Great Wurm (save DC 18): 1/day: *meteor storm*

Ancient Iron Dragon

Legendary Gargantuan Dragon; Challenge 26 (90,000 XP)

AC 22 (natural armor)

HP 448 (23d20+207; bloodied 224)

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

STR 30 (+10) **DEX** 14 (+2) **CON** 28 (+9) **INT** 19 (+4) **WIS** 19 (+4) **CHA** 21 (+5)

Proficiency +8; **Maneuver DC** 26

Saving Throws Dex +10, Con +17, Wis +12, Cha +13

Skills Culture +12 (+1d6), Deception +13, History +12 (+1d6), Perception +12 (+1d6), Persuasion +13, Stealth +12

Damage Immunities fire, lightning

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

Languages Common, Draconic, three more

Dull Blade. A nonmagical weapon made of metal that successfully hits the dragon, or a magical weapon made of metal that rolls a critical failure when attacking the dragon, dents on the dragon's iron scales and takes a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, a nonmagical weapon is destroyed and a magical weapon becomes nonmagical until it is fixed. Metal nonmagical ammunition is destroyed after dealing damage.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales rust and flake away. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Spark. A creature that hits the dragon with a melee weapon attack using a metal weapon for the first time on its turn takes 14 (4d6) lightning damage.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Slag.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8+10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8+10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Bastard Sword (Humanoid Form Only). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+8) slashing damage, or 13 (1d10+8) if wielded in two hands.

Spit Slag. The dragon targets one creature within 60 feet, forcing it to make a DC 25 Dexterity saving throw. The creature takes 11 (2d10) bludgeoning damage and 11 (2d10) fire damage on a failed save, or half as much on a success. Molten iron pools in a 5-foot square occupied by the creature and remains hot for 1 round. The creature takes 22 (4d10) fire damage. If it is still in that space at the start of its next turn, it is grappled (escape DC 26).

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

- **Iron Sparks.** The dragon exhales super-heated sparks of electricity in a 90-foot cone. Each creature in the area must make a DC 25 Dexterity saving throw, taking 40 (9d8) fire damage and 40 (9d8) lightning damage on a failed save or half damage on a success. A creature that fails its save also takes 9 (2d8) ongoing fire damage. A creature can use an action to end the ongoing damage.

- **Sleep Breath.** The dragon exhales sleep gas in a 90-foot cone. Each creature in the area must make a DC 25 Constitution saving throw or fall unconscious for 10 minutes, or until it takes damage or someone uses an action to wake it.

Change Shape. The dragon magically takes the shape of a humanoid or beast or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or born by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Spit Slag, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can only attack with its bastard sword.

Reactions

Parrying (Humanoid Form Only). If the dragon is wielding a melee weapon and can see its attacker, it adds 8 to its AC against one melee attack that would hit it.

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Analyze. The dragon evaluates one creature it can see within 60 feet of it. It learns the creature's culture and national origin (if any), its class, resistances, immunities, and vulnerabilities. The creature's next attack roll against the dragon is made with disadvantage.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 25 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 26 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Iron Dragon Variant: Iron Great Wyrms

The iron great wyrms are elite monsters, equivalent to two CR 26 monsters (180,000 XP). It has 896 (46d20+414; bloodied 448) hit points. It has the following trait:

Solid Iron (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon and its scales begin to glow red-hot. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 10 (3d6) fire damage.

The dragon has the following additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while it is unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet must make a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Dragon Breath (Costs 2 Actions). The dragon uses its breath weapon.

Flesh to Iron (1/Day; Gaze). The dragon targets a creature within 90 feet. If the creature can see the dragon's eyes, it must make a DC 25 Constitution saving throw. If it rolls a natural 1 on the save, it is petrified and turned into a statue made of iron. If it otherwise fails the save, it is restrained as it begins to be petrified. The creature must repeat the save at the end of its turn, ending the effect on itself on a success and becoming petrified on a failure. The petrification can be removed with *greater restoration* or similar powerful magic.

Adult Iron Dragon

Legendary Huge Dragon; Challenge 20 (25,000 XP)

AC 20 (natural armor)

HP 310 (23d12+161; bloodied 155)

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

STR 27 (+8) **DEX** 14 (+2) **CON** 26 (+7) **INT** 17 (+3) **WIS** 17 (+3) **CHA** 18 (+4)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +8, Con +13, Wis +9, Cha +10

Skills Culture +9 (+1d6), Deception +10, History +9 (+1d6), Perception +9 (+1d6), Persuasion +10, Stealth +8

Damage Immunities fire, lightning

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

Languages Common, Draconic, one more

Dull Blade. A nonmagical weapon made of metal that successfully hits the dragon, or a magical weapon made of metal that rolls a critical failure when attacking the dragon, dents on the dragon's iron scales and takes a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, a nonmagical weapon is destroyed and a magical weapon becomes nonmagical until it is fixed. Metal nonmagical ammunition is destroyed after dealing damage.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales rust and flake away. If it has no more uses of this ability, its Armor Class is reduced to 18 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Spark. A creature that hits the dragon with a melee weapon attack using a metal weapon for the first time on its turn takes 7 (2d6) lightning damage.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Slag.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10+8) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Bastard Sword (Humanoid Form Only). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+8) slashing damage, or 13 (1d10+8) if wielded in two hands.

Spit Slag. The dragon targets one creature within 60 feet, forcing it to make a DC 25 Dexterity saving throw. The creature takes 11 (2d10) bludgeoning damage and 11 (2d10) fire damage on a failed save, or half as much on a success. Molten iron pools in a 5-foot square occupied by the creature and remains hot for 1 round. The creature takes 22 (4d10) fire damage. If it is still in that space at the start of its next turn, it is grappled (escape DC 26).

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

- **Iron Sparks.** The dragon exhales super-heated sparks of electricity in a 60-foot cone. Each creature in the area must make a DC 21 Dexterity saving throw, taking 31 (7d8) fire damage and 31 (7d8) lightning damage on a failed save or half damage on a success. A creature that fails its save also takes 4 (1d8) ongoing fire damage. A creature can use an action to end the ongoing damage.

- **Sleep Breath.** The dragon exhales sleep gas in a 60-foot cone. Each creature in the area must make a DC 21 Constitution saving throw or fall unconscious for 10 minutes, or until it takes damage or someone uses an action to wake it.

Change Shape. The dragon magically takes the shape of a humanoid or beast or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or born by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Spit Slag, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can only attack with its bastard sword.

Reactions

Parrying (Humanoid Form Only). If the dragon is wielding a melee weapon and can see its attacker, it adds 6 to its AC against one melee attack that would hit it.

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Analyze. The dragon evaluates one creature it can see within 60 feet of it. It learns the creature's culture and national origin (if any), its class, resistances, immunities, and vulnerabilities. The creature's next attack roll against the dragon is made with disadvantage.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Young Iron Dragon

Large Dragon; Challenge 12 (8,400 XP)

AC 20 (natural armor)

HP 195 (17d10+102; bloodied 97)

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

STR 23 (+6) **DEX** 14 (+2) **CON** 22 (+6) **INT** 15 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +8, Con +13, Wis +9, Cha +10

Skills Culture +6 (+1d6), Deception +7, History +6 (+1d6), Perception +6 (+1d6), Persuasion +7, Stealth +6

Damage Immunities fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Dull Blade. A nonmagical weapon made of metal that successfully hits the dragon, or a magical weapon made of metal that rolls a critical failure when attacking the dragon, dents on the dragon's iron scales and takes a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, a nonmagical weapon is destroyed and a magical weapon becomes nonmagical until it is fixed. Metal nonmagical ammunition is destroyed after dealing damage.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Spark. A creature that hits the dragon with a melee weapon attack using a metal weapon for the first time on its turn takes 3 (1d6) lightning damage.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

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

- **Iron Sparks.** The dragon exhales super-heated sparks of electricity in a 30-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 18 (4d8) fire damage and 18 (4d8) lightning damage on a failed save or half damage on a success. A creature that fails its save also takes 2 (1d4) ongoing fire damage. A creature can use an action to end the ongoing damage.

- **Sleep Breath.** The dragon exhales sleep gas in a 30-foot cone. Each creature in the area must make a DC 18 Constitution saving throw or fall unconscious for 10 minutes, or until it takes damage or someone uses an action to wake it.

Iron Dragon Wyrmling

Medium Dragon; Challenge 4 (1,150 XP)

AC 18 (natural armor)

HP 102 (10d8+40; bloodied 51)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +4, Con +6, Wis +3, Cha +4

Skills, Deception +4, Perception +3, Persuasion +4, Stealth +4

Damage Immunities fire, lightning

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Dull Blade. A nonmagical weapon made of metal that successfully hits the dragon, or a magical weapon made of metal that rolls a critical failure when attacking the dragon, dents on the dragon's iron scales and takes a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, a nonmagical weapon is destroyed and a magical weapon becomes nonmagical until it is fixed. Metal nonmagical ammunition is destroyed after dealing damage.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

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

- **Iron Sparks.** The dragon exhales super-heated sparks of electricity in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 13 (3d8) fire damage and 13 (3d8) lightning damage on a failed save or half damage on a success. A creature that fails its save also takes 2 (1d4) ongoing fire damage. A creature can use an action to end the ongoing damage.

- **Sleep Breath.** The dragon exhales sleep gas in a 15-foot cone. Each creature in the area must make a DC 12 Constitution saving throw or fall unconscious for 10 minutes, or until it takes damage or someone uses an action to wake it.

Dragon, Jacinth (Gem)

That's Not in the Monstrous Compendium!, Dragon Magazine #158
Created by Aaron McGruder; art by Tony DiTerlizzi

Perhaps the rarest of all dragons, jacinth dragons dwell in caverns beneath the hottest, most desolate deserts. These small but tough dragons are extraordinarily beautiful. Their scales sparkle with oranges, yellows, and reds and shift hue and intensity with each move they make, and some of their scales seem to glow from within. They emerge from their lairs only to bask in the sunlight, not to fly off to hunt or for treasure or companionship. Their breath weapon is a blast of boiling-hot air it creates by psionically exciting the molecules within the air, and many have the ability to travel between dimensions.

Look Into My Eyes. A jacinth dragon's psionics manifest in their hypnotic ability. With a glance or a word, they can control and alter a creature's behaviors, implant suggestions, and recover memories. But even beyond their psionic abilities, they are extremely good at wheedling out knowledge and even deep-held secrets through sheer persuasiveness and charisma.

Special Diets. Jacinth dragons rarely eat. The younger of them consume what meat and succulent plants they find in their wasteland homes, but only in small amounts, but the older ones forego even that. They gain much of their energy from sunlight, but what they actually feed on is knowledge. Adult jacinth dragons gain the ability to recover memories, and a copy of each memory is stored within one of the dragon's gemstone scales, causing that scale to gently glow. They spend much of their time in meditative trances, studying these memories and consuming their energy. Sages believe that that these scales could be taken from the dragon, either while it is alive or from its corpse, and the memories trapped within could then be studied and compiled. So far, no jacinth dragon scales have ever been taken, though, so this remains speculation.

Strange Allies. Jacinth dragons are for the most part loners, but have been known to make deals with people who dwell in the desert or Underland: the occasional assistance as a guard or psychic in exchange for new memories on which to feast. These alliances are rare, as few creatures are happy with the dragon rooting through their mind.

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 15. Jacinth dragons are among the rarest of all dragons. They live to discover other creatures' forgotten memories.



DC 20. A jacinth dragon's breath weapon is psychically heated air, which is so hot that objects caught in the blast may spontaneously combust.

Jacinth Dragon Encounters

Terrain: cavern, desert

CR 5-10 young jacinth dragon; jacinth dragon wyrmling with 1d4+1 dust mephits or fire mephits

Treasure: 2,500 sp, 2 carnelians (50 gp each), 1 jasper (50 gp), tome on psychology (75 gp), *potion of superior healing*, *vicious spear*

CR 11-16 young jacinth dragon with 1 azer or 1-2 gibbering mouthers; adult jacinth dragon

Treasure: 170 pp, 500 gp, 7 bloodstones (50 gp each), fire opal (1,000 gp), *dust of sneezing and choking*, *feather token (tree)*, *ring of X-ray vision*

CR 17-22 adult jacinth dragon with salamander or cyclops; adult jacinth dragon with 1-2 intellect devourers; ancient jacinth dragon

Treasure: 500 pp, 1,200 gp, amber-studded double longsword (750 gp), 3 topazes (500 gp each), bolt of fine silk (750 gp), *elemental gem (fire)*, *lantern of revealing*, *potion of heroism*, +2 *scale mail*

CR 23-30 ancient jacinth dragon with salamander noble or cyclops myrmidon

Treasure: 1,230 pp, 10,000 gp, statuette of a dragon carved from red spinel (2,500 gp), 2 topazes (500 gp each), ruby (5,000 gp), tome on the Astral plane (250 gp), *figurine of wondrous power (elephant)*, *horn of Valhalla*,

CR 31+ ancient jacinth dragon with mummy lord, greater sphinx, guardian naga, or murmuring worm

Treasure: 2,000 pp, 19,000 gp, 8 jacinths (5,000 gp each), bloodstone and jade chess set (7,500 gp), two vials of wyvern poison (2,500 gp each), ruby and platinum ring (7,500 gp), *bead of force*, +3 *hauberk*, *ioun stones of insight and intellect*, *oil of sharpness*

Signs

1. The air is almost unbearably hot.
2. Heat mirages that resemble things the viewer has been thinking of.
2. A sandstorm.
4. When a character sleeps, its dreams are memories of long-ago events.

Behavior

1. Basking in the sunlight.
2. Meditating in a memory.
3. Unearthing a captive's hidden thoughts.

4. Demands to have a conversation, which the dragon manipulates in order to get the most information it can.

Jacinth Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features.

1. Suppressed memories intrude upon peoples' minds, making concentration difficult and leaving the individual open to manipulation. Creatures have disadvantage on saving throws to maintain Concentration, and if a creature succeeds on a saving throw to avoid being charmed or frightened while in the lair, it is instead rattled for the duration.
2. The dragon has burrowed a tunnel underneath its lair and filled it with sand, creating a reliable escape route. The tunnel opens into the surrounding desert.
3. The air in the lair is unbearably hot. On first entering the lair and every hour afterward, a creature without fire resistance must make a Constitution saving throw or take a level of fatigue.
4. Stray memories animate the sand, forming **dust mephits**, which attack at random intervals. The claws of these mephits inflict psychic damage, not slashing, and when the mephit attacks, it speaks fragments of the memory of which it is made/s

Names

Cyreliphin, Heatwave, Hyacinth, Iishen, Ivriosha

Variant: Jacinth Dragon Spellcaster

Some gem dragons develop the ability to psionically cast spells. An amethyst dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 17): 3/day each: *clairvoyance, zone of truth*

Adult (save DC 20): 3/day each: *commune, modify memory*

Ancient (save DC 23): 1/day each: *astral projection, feeblemind*

Ancient Jacinth Dragon

Legendary gargantuan dragon; Challenge 22 (41,000 XP)

AC 21 (natural armor)

HP 388 (21d20+168; bloodied 194)

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

STR 23 (+6) **DEX** 14 (+2) **CON** 26 (+8) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 28 (+9)

Proficiency +7; **Maneuver** DC 21

Saving Throws Dex +9, Con +15, Int +11, Wis +10

Skills Deception +15, History +11, Insight +10 (+1d6), Perception +10 (+1d6), Performance +15, Persuasion +15 (+1d6)

Damage Immunities fire, psychic

Senses darkvision 60 ft., passive Perception 23

Languages Common, Draconic, Terran, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its scales dull briefly, and it can't use Blind until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Blast of Hot Air.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10+6) piercing damage plus 9 (2d8) fire damage.

Claws. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Heatwave. The dragon targets a creature within 60 feet, forcing it to make a DC 23 Strength saving throw. The creature takes 22 (4d10) fire damage and is pushed back 10 feet on a failed saving throw, or takes half as much damage and is pushed back 5 feet on a success.

Molecular Agitation (Recharge 5-6). The dragon psionically causes the air in a 10-foot wide, 90-foot long line to become burning hot. Each creature in that area must make a DC 22 Constitution saving throw, taking 85 (19d8) fire damage on a failed save, or half as much on a success. The fire ignites flammable objects that aren't being worn or carried.

Remember (Gaze, 3/day). The dragon targets a creature within 60 feet who it can see and who can see the dragon, and unearths that creature's memories on a specific topic. An unwilling creature can make a DC 22 check to resist. For the next hour, the target gains an expertise die on Intelligence checks related to that topic. If the target has a memory that has been removed or altered with the *modify memory* spell or similar effect, the dragon may also make a Charisma ability check against the original effect's save DC. On a success, the dragon restores the memory.

Bonus Actions

Blind. The dragon flexes its scales and causes the light to shine blindingly off of them. A creature within 30 feet of the dragon must make a DC 22 Constitution saving throw or be blinded until the end of its next turn. This ability only works in areas that are brightly lit.

Legendary Actions

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

Hypnotic Command (Gaze). The dragon targets a creature within 90 feet it with whom it shares a language and issues a one-word command of the dragon's choosing, unless the target succeeds on a DC 23 Wisdom saving throw. Undead creatures and creatures immune to being charmed are not affected, and the ability fails if the command is immediately harmful to the target.

Riddling Talk. The dragon offers a confusing riddle or philosophical conundrum to a creature within 90 feet of that can hear it. The creature must make a DC 23 Wisdom saving throw or be

charmed by the dragon for 1 minute, or it takes damage or another creature uses an action to shake it out of its daze. While charmed, the target is Incapacitated and its Speed is reduced to 0.

Heatwave (Costs 2 Actions). The dragon uses Heatwave.

Implant Suggestion (Gaze, 1/Day, Costs 3 Actions). Each creature of the dragon's choice within 90 feet must make a DC 23 Wisdom saving throw or be charmed by the dragon for 8 hours. While charmed, the dragon may convince a creature to engage in a reasonable activity as per the *suggestion* spell, and the target will carry out the activity to the best of its ability.

Variant: Calm The Mind

Some legendary jacinth dragons have an additional ability related to their powers of hypnosis.

Calm The Mind (Gaze, 1/Day). The dragon targets a willing creature within 30 feet and spends 1 hour sorting through that creature's memories. It must then make an Intelligence check against a DC of the 8 + the creature's Charisma modifier + the creature's Proficiency Bonus. On a success, the dragon removes one mental stress effect from that creature by dulling the memories associated with the stress. The creature also permanently has disadvantage on rolls made to recall facts about the event that led to the stress. Once the dragon uses this ability on a creature, whether it succeeds or not, it can't use it on the same creature until 10 days have passed.

Adult Jacinth Dragon

Legendary huge dragon; Challenge 15 (13,000 XP)

AC 19 (natural armor)

HP 237 (19d12+114; bloodied 118)

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

STR 20 (+5) **DEX** 14 (+2) **CON** 22 (+6) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 24 (+7)

Proficiency +5; **Maneuver DC** 18

Saving Throws Dex +7, Con +11, Int +8, Wis +7

Skills Deception +12, History +8, Insight +7 (+1d6), Perception +7 (+1d6), Performance +12, Persuasion +12 (+1d6)

Damage Immunities fire, psychic

Senses darkvision 60 ft., passive Perception 20

Languages Common, Draconic, Terran, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its scales dull briefly, and it can't use Blind until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Blast of Hot Air.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

Heatwave. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Strength saving throw. The creature takes 22 (4d10) fire damage and is pushed back 10 feet on a failed saving throw, or takes half as much damage and is pushed back 5 feet on a success.

Molecular Agitation (Recharge 5-6). The dragon psionically causes the air in a 5-foot wide, 60-foot long line to become burning hot. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (14d8) fire damage on a failed save, or half as much on a success. The fire ignites flammable objects that aren't being worn or carried.

Remember (Gaze, 3/day). The dragon targets a creature within 60 feet who it can see and who can see the dragon, and unearths that creature's memories on a specific topic. An unwilling creature can make a DC 20 check to resist. For the next hour, the target gains an expertise die on Intelligence checks related to that topic. If the target has a memory that has been removed or altered with the *modify memory* spell or similar effect, the dragon may also make a Charisma ability check against the original effect's save DC. On a success, the dragon restores the memory.

Bonus Actions

Blind. The dragon flexes its scales and causes the light to shine blindingly off of them. A creature within 15 feet of the dragon must make a DC 19 Constitution saving throw or be blinded until the end of its next turn. This ability only works in areas that are brightly lit.

Legendary Actions

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

Hypnotic Command (Gaze). The dragon targets a creature within 90 feet it with whom it shares a language and issues a one-word command of the dragon's choosing, unless the target succeeds on a DC 20 Wisdom saving throw. Undead creatures and creatures immune to being charmed are not affected, and the ability fails if the command is immediately harmful to the target.

Riddling Talk. The dragon offers a confusing riddle or philosophical conundrum to a creature within 90 feet of that can hear it. The creature must make a DC 20 Wisdom saving throw or be charmed by the dragon for 1 minute, or it takes damage or another creature uses an action to shake it out of its daze. While charmed, the target is Incapacitated and its Speed is reduced to 0.

Heatwave (Costs 2 Actions). The dragon uses Heatwave.

Implant Suggestion (Gaze, 1/Day, Costs 3 Actions). Each creature of the dragon's choice within 90 feet must make a DC 20 Wisdom saving throw or be charmed by the dragon for 8 hours. While charmed, the dragon may convince a creature to engage in a reasonable activity as per the *suggestion* spell, and the target will carry out the activity to the best of its ability.

Young Jacinth Dragon

Large dragon; Challenge 10 (5,900 XP)

AC 18 (natural armor)

HP 157 (15d10+75; bloodied 78)

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

STR 18 (+4) **DEX** 14 (+2) **CON** 20 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 21 (+5)

Proficiency +4; **Maneuver DC** 16

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

Skills Deception +9, History +6, Insight +5 (+1d6), Perception +5 (+1d6), Performance +9, Persuasion +9 (+1d6)

Damage Immunities fire, psychic

Senses darkvision 60 ft., passive Perception 20

Languages Common, Draconic, Terran, telepathy 120 ft.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Blast of Hot Air.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

Molecular Agitation (Recharge 5-6). The dragon psionically causes the air in a 5-foot wide, 30-foot long line to become burning hot. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) fire damage on a failed save, or half as much on a success. The fire ignites flammable objects that aren't being worn or carried.

Remember (Gaze, 1/day). The dragon targets a creature within 60 feet who it can see and who can see the dragon, and unearths that creature's memories on a specific topic. An unwilling creature can make a DC 17 check to resist. For the next hour, the target gains an expertise die on Intelligence checks related to that topic.

Bonus Actions

Blind. The dragon flexes its scales and causes the light to shine blindingly off of them. A creature within 10 feet of the dragon must make a DC 17 Constitution saving throw or be blinded until the end of its next turn. This ability only works in areas that are brightly lit.

Jacinth Dragon Wyrmling

Medium dragon; Challenge 4 (1,100 XP)

AC 16 (natural armor)

HP 52 (7d8+21; bloodied 26)

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

STR 14 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 18 (+4)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +4, Con +5, Int +3, Wis +3

Skills Deception +6, History +3, Insight +3, Perception +3, Performance +6, Persuasion +6

Damage Immunities fire, psychic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Terran, telepathy 120 ft.

Actions

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

Molecular Agitation (Recharge 5-6). The dragon psionically causes the air in a 5-foot wide, 15-foot long line to become burning hot. Each creature in that area must make a DC 13 Constitution saving throw, taking 13 (3d8) fire damage on a failed save, or half as much on a success. The fire ignites flammable objects that aren't being worn or carried.

Dragon, Nickel (Ferrous Dragon)

The Dragon's Bestiary, Dragon Magazine #170; and Ferrous Dragons, Dragon Magazine #356
Created by Jason M. Walker, Kevin Baase, and Eric Jansing; art by James Zhang

Nickel dragons are the smallest and weakest of ferrous dragons, but they make up for this by being tenacious, vicious, and highly unpredictable. When first hatched, their scales are splotched with grey, but they become brighter and more metallic-looking as they age. An ancient nickel dragon is a pure, metallic white. They are squat and muscular, with long horns atop its crocodilian head and a frill down its neck. Like nearly all dragons, nickel dragons have hoards—but their hoards are as likely to contain random assortments of things as they are to contain gold and jewels.

Swamp Dragons. Nickel dragons live in marshes, often those along coastlines. They usually keep several lairs—one for eggs and the rest for treasure—but the dragon itself sleeps wherever it feels like, in short-term nests made of vines, tree branches, dead leaves, and mud. They frequently share territory with black and bronze dragons, both of whom find nickels to be boorish, annoying, and unnecessarily destructive. Upon meeting another dragon, a nickel is equally likely to attack as they are to talk the other dragon's ear off, try (and usually fail) to become best friends, or flirt.

On occasion, a nickel dragon will find its way into a sewer drain—generally where there's a large opening that drains into the sea. They often enjoy such fetid conditions and like to speak through drainpipes and sewer openings in an attempt to trick and confuse the residents of the city above.

Predictably Unpredictable. Nickel dragons enjoy chaos for the sake of chaos; to them, anything that stays the same for too long is incredibly boring. They don't really think about tactics and when fighting, tend to flit from foe to foe, blasting away with their breath and slicing with teeth and claws as the whim strikes, even if the attack isn't actually helpful.

Toying With Emotions. They find emotions—other creature's emotions, at least—to be the most fascinating things, because they can change so quickly. Although their preferred territories are usually far away from settlements, nickel dragons will occasionally fly long distances just to play with humanoids. Sometimes literally—nickel dragons rival coppers for being fun-loving and enjoying games—but sometimes they play more like a bored house cat, terrorizing “lesser creatures” for the thrill of watching them run around in a panic.

Poor Parents. Nickel dragons lay many eggs but tend to forget about them. They're slightly more attentive when the eggs hatch, since their hatchlings can ask for attention, but their



parenting is haphazard at best; they switch between being demanding and overprotective teachers and having a completely laissez faire attitude at the drop of a hat. As a result, few nickel dragons reach maturity, and they are as a dragon species particularly rare.

Terrain: Swamps, coastlines

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Nickel dragons live in swamps, especially salt-water swamps near coastlines.

DC 15. These dragons breathe a phosphorescent cloud of acidic vapors. Those who get caught in the cloud glow, as if they had been targeted with *faerie fire*.

DC 20. Nickel dragons are very random creatures, and their moods and interests change from moment to moment. They seem to have poor memories, except when it comes to grudges, which they can hold on to forever.

Nickel Dragon Encounters

CR 3-4 nickel dragon wyrmling with 3-4 kobolds; 2 nickel dragon wyrmlings

Treasure: 400 sp, bone medallion engraved with a labyrinth (10 gp), copper crown set with a (25 gp), scroll with a poem on it, on which is written mediocre poetry in exquisite calligraphy, *bubble wand*, *spell scroll of searing equation*

CR 5-10 young nickel dragon

Treasure: 550 gp, 1,000 sp, slightly rotted buckler shield of elven make (5 gp), electrum ewer (25 gp), masterwork greatsword with griffon pommel (125 gp), steel censor (75 gp), silver bowl (75 gp), vial of antitoxin, flask of alchemist's fire, *potion of hill giant strength*, *scroll of alarm*

CR 11-16 young nickel dragon with 2d4+4 boggards and 1d4+2 boggard bravos; young nickel dragon with 1d4+2 bugbears; young nickel dragon with bunyip

Treasure: 2,500 gp, 1,250 ep, 1 amber (100 gp), large silver mirror (50 gp), breastplate with hydra design on it, magnifying glass (25 gp), jade coffer engraved with complex maze pattern (250 gp), gold armlet (250 gp), 2 *potions of cure wounds*, *scroll of animate dead*, *seeds of necessity*

CR 17-22 adult nickel dragon; adult nickel dragon with 1d4+1 bugbears; young nickel dragon with 4 harpies

Treasure: 500 pp, 1,000 gp, 2 aquamarines (500 gp each), platinum bowl rimmed with moonstones and engraved with arcane runes (750 gp), silver medallion engraved with a dragon (500 gp), slightly gnawed upon, amber figurine of a griffon (500 gp), *bag of beads*, *defending drum*, *restorative ointment*,

CR 23-30 adult nickel dragon with sewer chimera or dread troll; ancient nickel dragon; ancient nickel dragon and ogre mage

Treasure: 1,200 pp, 2,000 gp, diamond worth 5,000 gp, an ornately-woven carpet, rolled up, a royal dress that once belonged to a queen who rules nearby (2,000 gp), jade brooch in the shape

of a flower, heavily tarnished life sized silver statue of an elf mage (7,500 gp), vial of purple worm poison, *absurdist web*, +3 *breastplate*, *impossible cube*, *staff of gravity bending*

CR 31+ Nickel great wyrm; nickel great wyrm and 2d4 awakened trees; ancient nickel dragon and ur-otyugh

Treasure 5,500 pp, 35,000 gp, agate chalice inlaid with gold (5,000 gp), vase made from extradimensional crystal (7,500 gp), large landscape painting (5,000 gp), trumpet made from a black dragon's horn (2,500 gp), gold scepter (7,500 gp), *crystal ball*, *potion of invisibility*, *transforming cloak (sylph)*, *wand of wonder*

Signs

1. Compass needles start going wild.
2. Weird giggling in the shadows.
3. Explosive bursts of swamp gas.
4. Everything is constantly waterlogged, making finding dry wood and starting fires almost impossible.

Behavior

1. Planning out a complex and dangerous prank.
2. Sleeping in a giant nest.
3. Hiding in ambush.
4. Approaches the party and demands that they hang out and talk for a while. May attack if the talk gets boring.
5. Hiding in ambush, but fidgeting and talking to itself, thus ruining the sneak attack.
6. Attacks on sight.

Nickel Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features.

1. Clouds of stinging insects fill the air, making the area lightly obscured. Up to three times per day as a legendary action, the dragon can command the insects to form 1d4 **swarms of insects**, which attack any creature other than the dragon.
2. Creepers and vines cover the lair and climb up any vertical surface. The area is difficult terrain for anyone other than the dragon and its minions, and any character that attempts to dash or sprint must make a Dexterity saving throw or fall prone as the vines wrap around the creature's legs.
3. Silty water covers the ground of the lair, covering hidden pits and traps and making travel difficult. Underwater tunnels connect parts of the lair and provide hidden boltholes. Perception checks are required to find these tunnels.

4. The air is filled with itchy allergens. Upon entering the lair, and after each hour of travel within, a creature must make a Constitution saving throw or become wracked with terrible rashes.

Names

Disme, Ieddrenyth, Kemataen, Moonshine, Vulunei

Variant: Nickel Dragon Spellcasters

Some nickel dragons develop the ability to innately cast spells. A nickel dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *entangle, heat metal*

Adult (save DC 15): 3/day each: *confusion, gaseous form*

Ancient (save DC 18): 1/day each: *insect plague, plant growth*

Great Wyrms (save DC 18): 1/day: *awaken*

Ancient Nickel Dragon

Legendary gargantuan dragon; Challenge 23 (50,000 XP)

AC 20 (natural armor)

HP 367 (21d20+147; bloodied 173)

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

STR 23 (+6) **DEX** 10 (+0) **CON** 25 (+7) **INT** 11 (+0) **WIS** 13 (+1) **CHA** 16 (+3)

Proficiency +7; **Maneuver DC** 21

Saving Throws Dex +7, Con +13, Wis +8, Cha +10

Skills Perception +8 (+1d6), Stealth +7

Damage Resistances fire

Damage Immunities acid

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

Languages Common, Draconic, one more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales corrode and flake off. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Burning Acid.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10+6) piercing damage plus 9 (2d8) fire damage, and a Huge or smaller target is grappled (escape DC 21). While grappling a creature, the dragon can't bite another target or use its breath weapon.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Burning Acid. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 11 (2d10) acid damage and 11 (2d10) fire damage on a failed save, or half as much on a success. Also on a failed save, the creature takes 5 (1d10) ongoing fire damage until it uses an action to end the effect.

Swamp Gas Breath (Recharge 5-6). The dragon exhales a vile, glowing gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 76 (17d8) acid damage on a failed save or half as much on a success. A creature that fails its save spends its next action choking and retching and is outlined in bright light until the end of its next turn. While outlined, attack rolls made against the creature are made with advantage, and the creature can't benefit from being invisible.

Bonus Actions

Rend (While Grappling a Creature). The dragon makes a bite attack against a creature it is grappling.

Reactions

Capricious Leap. After taking damage, the dragon can move up to 20 feet without provoking attacks of opportunity.

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Tail Lash. The dragon makes a tail attack.

Caustic Fog (1/Day, Bloodied Only). The dragon emits a corrosive gas that causes terrible irritation, itches, and rashes. Each creature within 40 feet of the dragon must make a DC 22 Constitution saving throw. On a failure, the creature takes 11 (2d10) acid damage, is poisoned for 1 minute and while poisoned, suffers disadvantage on all Intelligence and Charisma ability checks and saving throws. A poisoned creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Ancient Nickel Dragon Variant: Nickel Great Wyrm

The dragon is an elite monster, equivalent to two CR 22 monsters (82,000 XP). It has 693 (42d20+210; bloodied 346) hit points and the following trait:

Concentrated Acid (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon. For the next minute, the dragon's acid becomes immensely more corrosive, ignoring acid resistance and treating acid immunity as acid resistance.

The dragon has the additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Distill Acid. (Costs 2 Actions). The dragon recharges its breath weapon.

Melt (Costs 3 Actions). The dragon spits a highly concentrated blast of acid at one creature it can see within 90 feet. That creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Adult Nickel Dragon

Legendary huge dragon; Challenge 17 (18,000 XP)

AC 18 (natural armor)

HP 256 (22d12+132; bloodied 113)

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

STR 20 (+5) **DEX** 10 (+0) **CON** 23 (+6)

INT 10 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +6; **Maneuver** DC 19

Saving Throws Dex +6, Con +12, Wis +6, Cha +8

Skills Perception +7 (+1d6), Stealth +6

Damage Resistances fire

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales corrode and flake off. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Flammable Acid.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 4 (1d8) fire damage, and a Large or smaller target is grappled (escape DC 20). While grappling a creature, the dragon can't bite another target or use its breath weapon.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, and the dragon pushes the target 10 feet away.

Burning Acid. The dragon targets a creature within 60 feet, forcing it to make a DC 20 Dexterity saving throw. The creature takes 11 (2d10) acid damage and 11 (2d10) fire damage on a failed save, or half as much on a success. Also on a failed save, the creature takes 5 (1d10) ongoing fire damage until it uses an action to end the effect.

Swamp Gas Breath (Recharge 5-6). The dragon exhales a vile, glowing gas in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 54 (12d8) acid damage on a failed save or half as much on a success. A creature that fails its save spends its next action choking and retching and is outlined in bright light until the end of its next turn. While outlined, attack rolls made against the creature are made with advantage, and the creature can't benefit from being invisible.

Bonus Actions

Rend (While Grappling a Creature). The dragon makes a bite attack against a creature it is grappling.

Reactions

Capricious Leap. After taking damage, the dragon can move up to 20 feet without provoking attacks of opportunity.

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 16 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Caustic Fog (1/Day, Bloodied Only). The dragon emits a corrosive gas that causes terrible irritation, itches, and rashes. Each creature within 40 feet of the dragon must make a DC 20 Constitution saving throw. On a failure, the creature takes 11 (2d10) acid damage, is poisoned for 1 minute and while poisoned, suffers disadvantage on all Intelligence and Charisma ability checks and saving throws. A poisoned creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Young Nickel Dragon

Large dragon; Challenge 9 (5,00 XP)

AC 17 (natural armor)

HP 152 (16d10+64; bloodied 76)

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

STR 17 (+4) **DEX** 10 (+0) **CON** 19 (+4) **INT** 9 (-1) **WIS** 11 (+0) **CHA** 12 (+1)

Proficiency +4; **Maneuver** DC 15

Saving Throws Dex +4, Con +9, Wis +4, Cha +5

Skills Perception +3 (+1d6), Stealth +4

Damage Resistances fire

Damage Immunities acid

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

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d10+3) piercing damage plus 4 (1d8) fire damage, and a Medium or smaller target is grappled (escape DC 15). While grappling a creature, the dragon can't bite another target or use its breath weapon.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) piercing damage.

Swamp Gas Breath (Recharge 5-6). The dragon exhales a vile, glowing gas in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 36 (8d8) acid

damage on a failed save or half as much on a success. A creature that fails its save spends its next action choking and retching and is outlined in bright light until the end of its next turn. While outlined, attack rolls made against the creature are made with advantage, and the creature can't benefit from being invisible.

Bonus Actions

Rend (While Grappling a Creature). The dragon makes a bite attack against a creature it is grappling.

Reactions

Capricious Leap. After taking damage, the dragon can move up to 10 feet without provoking attacks of opportunity.

Nickel Dragon Wyrmling

Medium dragon; Challenge 2 (450 XP)

AC 17 (natural armor)

HP 45 (7d8+14; bloodied 22)

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

STR 14 (+2) **DEX** 10 (+0) **CON** 15 (+2) **INT** 7 (-2) **WIS** 9 (-1) **CHA** 10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +2, Con +5, Wis +1, Cha +2

Skills Perception +1, Stealth +2

Damage Resistances fire

Damage Immunities acid

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

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Smell Metal. The dragon can locate by scent coins and ores within 100 feet.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (2d10+2) piercing damage.

Swamp Gas Breath (Recharge 5-6). The dragon exhales a vile, glowing gas in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 13 (3d8) acid damage on a failed save or half as much on a success. A creature that fails its save spends its next action choking and retching and is outlined in bright light until the end of its next turn. While outlined, attack rolls made against the creature are made with advantage, and the creature can't benefit from being invisible.

Dragon, Obsidian (Gem)

The Dragon's Bestiary, Dragon Magazine #146

Created by Mark Mathis, and Scott Brocius and Mark A. Jindra; art by Tom Baxa

At a distance, an obsidian dragon might be mistaken for a silver dragon, especially when the light causes their scales to gleam. Up close, they have shining black scales flecked with clusters of white, like snowflake obsidians, and they have a “beard,” “eyebrows,” and cheek tufts made of short, sharp spikes. Their smooth scales fit closely together, making it seem almost as if they have skin instead of scales. But should a scale drop off of its body, it is easy to see that its edges are more sharply honed than even the finest of blades. Obsidian dragons prefer to lair in near to arctic volcanoes, where they can bask in a perfect balance of heat and cold, and they enjoy roaming their territories in humanoid form, seeing the land from the ground. Arctic-dwelling Stoneworthy tribes often ally themselves with these dragons, providing simple services and in return getting cast-off scales with which to make high-quality blades.

Orderly Minds. Obsidian dragons are disciplined beings. They hold themselves to high standards and expect others to do so as well. While they can be quite ruthless and egotistical, they are rarely cruel. In fact, they may be the most *good* of all gemstone dragons, although they prefer to do good by encouraging others to do the correct (that is, most logical) thing that will benefit the most people rather than actually go forth and do good themselves.

Least Of The Gems. Possibly the least psionically-powerful of all gemstone dragons, many gem dragons don't consider obsidian dragons to be a “true” gem dragon. Legends tell that the first obsidian dragon was banished from the courts of the dragon gods and its mind partially sealed to prevent it from gaining its full psychic potential. Obsidian dragons who are aware of this story claim it is nothing more than a myth, and point to their own high intelligence and powers—including the ability to shapeshift, which is otherwise unknown to gem dragons—as proof of that. Most other gem dragons view them as arrogant creatures who think themselves smarter and more capable than they actually are. The worst of them don't even consider obsidian dragons to be “true” gem dragons.

Due to their territories, obsidian dragons frequently come into contact with silver dragons, and the two are often on friendly terms. Obsidians are less people-oriented than silvers are, and silvers are less focused on their hoards than obsidians are, but they have a great deal in common and tend to enjoy each other's company, at least for brief periods of time.

Collectors. Like most dragons, obsidian dragons like to keep hoards. Unlike many, though, they prefer to come about their collections through legal (or at least *mostly* legal) means. They gladly accept gifts and tributes and will take the goods of dragonslayers that they best in combat, but they primarily obtain their goods by buying them (and are sometimes willing to trade an object for a newer, more interesting one). Obsidian dragons are no fools, however. They have



keen investigative skills and *always* check an object's provenance, and are they *very good* at haggling. Since they do most of their purchasing in humanoid form, few merchants know that they are selling to a dragon.

An obsidian dragon's collections vary wildly over time. For a while, the dragon may be obsessed with gathering examples of swords made by the finest smiths of the land or in pottery from a long-since destroyed dwarven kingdom, then develop an interest in collecting gemstones with star inclusions, magic wands, or exotic butterflies.

Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 15. A rare species of gem dragon, obsidian dragons native to arctic volcanoes. They are known to be studious and serious-minded. They breathe a sheet of black frost that freezes and burns its victims before encasing them in hardened ice.

DC 20. Obsidian dragons are shapeshifters and often prefer humanoid form. The oldest of them can steal the thoughts from someone else's mind. They enjoy hoarding things—tomes, magic items, objets d'art, and so on—rather than coins.

Obsidian Dragon Encounters

Terrain: mountain, tundra, volcanoes

CR 3-4 obsidian dragon wyrmling; obsidian dragon wyrmling with 1d4+4 dragonbound warriors or mountain dwarf soldiers

Treasure: 200 gp, 350 sp, personal collection worth 200 gp (2d4 wooden elven religious idols; 3d10 novels; or 1d4 pieces of sheet music, penned by a master bard), *potions of cold resistance* and *healing*

CR 5-10 obsidian dragon wyrmling with 1d4 berserkers; young obsidian dragon; young obsidian dragon with 2d4+8 dragonbound warriors or mountain dwarf soldiers

Treasure: 400 gp, 2,500 sp, personal collection worth 1,000 gp (1d10 rare history and culture books, 2d4 small marble statues, 2 oil paintings by a master artist, or 6 different warlock *patron tokens*), *spell scroll of conjure fey*.

CR 11-16 young obsidian dragon with yeti or ettin; young obsidian dragon with 1d4+1 berserkers

Treasure: 250 pp, 600 sp, personal collection worth 3,000 gp (collection of 6 large spinels, each a different color and carved in a different shape; collection of regalia from several historical members of royalty of a nearby kingdom; or 1d6×2 tapestries, each of which use metallic thread and describe different scenes), +1 *mithril broadsword*

CR 17-22 adult obsidian dragon; adult obsidian dragon with azer forgemaster; young obsidian dragon with salamander

Treasure: 700 pp, 2,500 gp, personal collection worth 10,000 gp (4 life-sized humanoid stone statues with gold and jade accents from a long-dead civilization; collection of magic wands: 3 *cantrip wands*, *wand of elocution*, *wand of erudition*, *wand of magic missile*, *wand of*

lightning bolts, wand of wonder; or 14 daggers and shortwords made of different extraplanar metals but all made by the same swordsmith), 2 *spell scrolls of clairvoyance*.

CR 23-30 adult obsidian dragon with obsidian dragon wyrmling and 1 warrior band; ancient obsidian dragon; ancient obsidian dragon with 1-2 warrior bands or 2-3 azer

Treasure: 900 pp, 10,000 gp, personal collection worth 30,000 gp (3d4 goblets decorated gold goblets; letters of correspondence with half the nobles of the continent, stretching back several centuries—some of which reveal scandalous details; or 3 spellbooks, one of which has 1-2 rare spells, taken from famed spellcasters; each spellbook has a total of 20 levels worth of spells, none higher than 6th level)

Signs

1. A smoking volcano that always seems on the cusp of erupting.
2. Freezing rains and blizzards.
3. Natives to the area wield weapons and bladed tools made of the finest obsidian.
4. Local humanoids work for a famed art collector and offer rewards for procuring desired pieces.
5. Patches of black ice.
6. A corpse. Close examination reveals severe brain damage and frostbite

Behavior

- 1-2. Obsessively taking care of and cataloging its hoard.
3. Asleep, telepathically aware of approaches, annoyed if disturbed.
4. Writing the latest volume of its memoirs.
5. Preparing an attack on a bandit clan.
6. Approaches the party in human form, asking about a particular item that it wishes to purchase.

Obsidian Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. Sharp shards of obsidian—consisting of both natural stone and shed scales—litter the ground and are stuck into the walls. A creature that isn't wearing Medium or Heavy armor that moves through the area takes 2 (1d4) piercing damage for every 10 feet it travels.
2. Volcanic vents spew dark clouds of smoke and plumes of magma, heavily obscuring a 20-foot-radius area. When a breathing creature starts its turn in the cloud or enters it for the first time on its turn, it must succeed on a Constitution saving throw or take 10 (3d6) fire damage and become poisoned until the start of its next turn.
3. All the floors are slippery, black ice. Anyone moving more than half their speed in a single turn must make a Dexterity saving throw or fall prone.

4. Bitterly cold strong winds roar throughout the lair. The area is difficult terrain, sounds can't travel more than 20 feet away, and unprotected flames are extinguished.

Names

Asadywan, Blackstone, Cristobalite, Tolshaverys, Vitrean

Variant: Obsidian Dragon Spellcaster

Some gem dragons develop the ability to psionically cast spells. An obsidian dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): *identify, locate object*

Adult (save DC 17): *legend lore, wall of force*

Ancient (save DC 19): *demiplane* (demiplane is a 100-foot square), *plane shift*

Ancient Obsidian Dragon

Gargantuan legendary dragon (shapechanger); Challenge 24 (62,000 XP)

AC 22

HP 388 (21d20+168; bloodied 194)

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

STR 27 (+8) **DEX** 10 (+0) **CON** 26 (+8) **INT** 24 (+7) **WIS** 21 (+5) **CHA** 19 (+4)

Proficiency +7; **Maneuver** DC 23

Saving Throws Con +15, Int +14, Wis +12, Cha +11

Skills History +14, Investigation +14, Perception +12, Persuasion +11 (+1d6 bargaining)

Damage Resistances acid, fire

Damage Immunities cold, psychic

Senses darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales soften and lose their luster. If it has no more uses of this ability, it can't use its Steal Thoughts legendary action and its Glassy Shards trait is no longer in effect until it completes a long rest.

Glassy Shards. A creature that hits the dragon with a melee attack while within 10 feet of it takes 11 (2d10) piercing damage from broken, glassy shards that fly off the dragon's scales.

Lightning Weakness. If the dragon takes lightning damage, it is rattled and its speed is reduced by 20 feet until the end of its next turn.

Master Appraiser. The dragon gains a d4 expertise die on checks made to recall lore about objects or to appraise their worth. If it fails such a roll, or it fails a Persuasion check when bargaining, it can expend on use of its Legendary Resistance trait to treat the roll as a 20.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Whitefire.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) piercing damage plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Bastard Sword (Humanoid Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+8) slashing damage, or 13 (1d10+8) slashing damage when wielded in two hands.

Black Ice (Recharge 5-6). The dragon spits a web of corrosive black ice at a creature within 60 feet. Each creature in that area must make a DC 23 Dexterity saving throw, 35 (10d6) acid damage and 35 (10d6) cold damage on a failed save, or half as much damage on a successful one, and a creature that fails its save is restrained (escape DC 23) by the black ice and can't breathe. The ice can be attacked and destroyed (AC 15, 20 hp, vulnerability to acid damage, immune to cold, poison, and psychic damage).

Whitefire. The dragon concentrates fiery thoughts on one or more creatures it can see within 20 feet. Each creature in that area is engulfed in burning-cold white flames and must make a DC 23 Wisdom saving throw, taking 11 (2d10) cold damage and 11 (2d10) psychic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Blackflame Aura. The dragon targets a creature it can see within 90 feet of it. That creature is covered in a ghostly aura of black flames. Until the end of its next turn, that creature gains a +2 bonus to its Armor Class, 20 temporary hit points, and another creature that touches it or hits it with a melee attack while within 5 feet of it takes 5 (1d10) psychic damage.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Whitefire, Breath Weapon, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its sword.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Analyze. The dragon evaluates one creature it can see within 60 feet. It learns the creature's resistances, immunities, vulnerabilities, and current and maximum hit points. That creature's next attack roll against the dragon before the start of the dragon's next turn is made with disadvantage

Whitefire (Costs 2 Actions). The dragon makes a Whitefire attack.

Steal Thoughts (Costs 3 Actions, 3/Day). The dragon targets a creature within 60 feet of it, forcing it to make a DC 18 Wisdom saving throw. On a failure, the creature takes 11 (2d10) psychic damage and the dragon psionically rips a fragmented copy of the creature's memories out of its head and stores them in one of its scales. The dragon from then on has a d4 expertise die on Charisma checks made against that character and Intelligence checks made to recall any information that the character would know about, including secret knowledge. Until the targeted creature completes a long rest or is targeted by a *greater restoration* or similar spell, it has disadvantage on all Intelligence checks, as its memories have been scrambled, and on Constitution saving throws made to maintain concentration on a spell.

Adult Obsidian Dragon

Huge legendary dragon (shapechanger); Challenge 18 (20,000 XP)

AC 20

HP 262 (21d12+126; bloodied 131)

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

STR 23 (+6) **DEX** 10 (+0) **CON** 22 (+6) **INT** 22 (+6) **WIS** 19 (+4) **CHA** 17 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Con +12, Int +12, Wis +10, Cha +9

Skills History +12, Investigation +12, Perception +10, Persuasion +9 (+1d6 *bargaining*)

Damage Resistances acid, fire

Damage Immunities cold, psychic

Senses darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales soften and lose their luster. If it has no more uses of this ability, it can't use its Steal Thoughts legendary action and its Glassy Shards trait is no longer in effect until it completes a long rest.

Glassy Shards. A creature that hits the dragon with a melee attack while within 10 feet of it takes 9 (2d8) piercing damage from broken, glassy shards that fly off the dragon's scales.

Lightning Weakness. If the dragon takes lightning damage, it is rattled and its speed is reduced by 20 feet until the end of its next turn.

Master Appraiser. The dragon gains a d4 expertise die on checks made to recall lore about objects or to appraise their worth. If it fails such a roll, or it fails a Persuasion check when bargaining, it can expend on use of its Legendary Resistance trait to treat the roll as a 20.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Whitefire.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Bastard Sword (Humanoid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage, or 11 (1d10+6) slashing damage when wielded in two hands.

Black Ice (Recharge 5-6). The dragon spits a web of corrosive black ice at a creature within 60 feet. Each creature in that area must make a DC 20 Dexterity saving throw, 28 (8d6) acid damage and 28 (8d6) cold damage on a failed save, or half as much damage on a successful one, and a creature that fails its save is restrained (escape DC 20) by the black ice and can't breathe. The ice can be attacked and destroyed (AC 15, 20 hp, vulnerability to acid damage, immune to cold, poison, and psychic damage).

Whitefire. The dragon concentrates fiery thoughts on one or more creatures it can see within 20 feet. Each creature in that area is engulfed in burning-cold white flames and must make a DC 23 Wisdom saving throw, taking 11 (2d10) cold damage and 5 (1d10) psychic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

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

Blackflame Aura. The dragon targets a creature it can see within 90 feet of it. That creature is covered in a ghostly aura of black flames. Until the end of its next turn, that creature gains a +2 bonus to its Armor Class, 10 temporary hit points, and another creature that touches it or hits it with a melee attack while within 5 feet of it takes 5 (1d10) psychic damage.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Whitefire Pulse, Breath Weapons, Tail Attack, or Wing

Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its sword.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

Analyze. The dragon evaluates one creature it can see within 60 feet. It learns the creature's resistances, immunities, vulnerabilities, and current and maximum hit points. That creature's next attack roll against the dragon before the start of the dragon's next turn is made with disadvantage

Whitefire (Costs 2 Actions). The dragon makes a Whitefire attack.

Steal Thoughts (Costs 3 Actions, 3/Day). The dragon targets a creature within 60 feet of it, forcing it to make a DC 17 Wisdom saving throw. On a failure, the creature takes 9 (2d8) psychic damage and the dragon psionically rips a fragmented copy of the creature's memories out of its head and stores them in one of its scales. The dragon from then on has a d4 expertise die on Charisma checks made against that character and Intelligence checks made to recall any information that the character would know about, including secret knowledge. Until the targeted creature completes a long rest or is targeted by a *greater restoration* or similar spell, it has disadvantage on all Intelligence checks, as its memories have been scrambled, and on Constitution saving throws made to maintain concentration on a spell.

Young Obsidian Dragon

Large dragon; Challenge 9 (5,000 XP)

AC 18

HP 152 (16d10+72; bloodied 64)

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

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

Proficiency +4; **Maneuver DC** 16

Saving Throws Con +8, Int +8, Wis +7, Cha +6

Skills History +8, Investigation +8, Perception +7, Persuasion +6 (+1d4 *bargaining*)

Damage Resistances acid, fire

Damage Immunities cold, psychic

Senses darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Undercommon, telepathy 120 ft.

Glassy Shards. A creature that hits the dragon with a melee attack while within 10 feet of it takes 5 (1d10) piercing damage from broken, glassy shards that fly off the dragon's scales.

Lightning Weakness. If the dragon takes lightning damage, it is rattled and its speed is reduced by 20 feet until the end of its next turn.

Master Appraiser. The dragon gains a d4 expertise die on checks made to recall lore about objects or to appraise their worth. If it fails such a roll, or it fails a Persuasion check when bargaining, it can expend on use of its Legendary Resistance trait to treat the roll as a 20.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Black Ice (Recharge 5-6). The dragon spits a web of corrosive black ice at a creature within 60 feet. Each creature in that area must make a DC 16 Dexterity saving throw, 18 (5d6) acid damage and 18 (5d6) cold damage on a failed save, or half as much damage on a successful one, and a creature that fails its save is restrained (escape DC 16) by the black ice and can't breathe. The ice can be attacked and destroyed (AC 15, 20 hp, vulnerability to acid damage, immune to cold, poison, and psychic damage).

Bonus Actions

Blackflame Aura. The dragon targets a creature it can see within 90 feet of it. That creature is covered in a ghostly aura of black flames. Until the end of its next turn, that creature gains a +2 bonus to its Armor Class, 5 temporary hit points, and another creature that touches it or hits it with a melee attack while within 5 feet of it takes 3 (1d6) psychic damage.

Obsidian Dragon Wyrmling

Medium dragon; Challenge 3 (750 XP)

AC 16

HP 58 (9d8+18; bloodied 29)

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

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

Proficiency +2; **Maneuver DC** 12

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

Skills History +4, Investigation +4, Perception +4, Persuasion +3

Damage Resistances acid, fire

Damage Immunities cold, psychic

Senses darkvision 120 ft., passive Perception 14

Languages Common, Draconic, Undercommon, telepathy 120 ft.

Glassy Shards. A creature that hits the dragon with a melee attack while within 10 feet of it takes 3 (1d6) piercing damage from broken, glassy shards that fly off the dragon's scales.

Lightning Weakness. If the dragon takes lightning damage, it is rattled and its speed is reduced by 20 feet until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) piercing damage plus 3 (1d6) cold damage.

Black Ice (Recharge 5-6). The dragon spits a web of corrosive black ice at a creature within 60 feet. Each creature in that area must make a DC 16 Dexterity saving throw, 10 (3d6) acid damage and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one, and a creature that fails its save is restrained (escape DC 12) by the black ice and can't breathe. The ice can be attacked and destroyed (AC 15, 20 hp, vulnerability to acid damage, immune to cold, poison, and psychic damage).

Dragon, Orange (Chromatic)

The Missing Dragons, Dragon Magazine #65 and The Return of the Missing Dragons, Dragon Magazine #248

Created by Richard Alan Lloyd; art by David Day

When an orange dragon hatches, its scales are blazing orange, but as they age, they develop metallic splotches of yellow, red, and brown. Their wings are short and tipped with green. Their physique is very alligator-like, with a long, toothy maw and splayed limbs. Their eyes are yellow-green, flecked with neon orange.

Jungle Lords. Orange dragons live in thick tropical jungles and swamps. The rainier the jungle, the better, as they love swimming and basking in the rain—and also because they love plants and the wetness helps to prevent their fiery breath from doing much harm. Amidst all the greenery, their coloration makes them resemble the brilliant tropical flowers that they love so much. Orange dragons often cultivate huge gardens that are resplendent with beautiful and exotic (and often dangerous) plants, some of which they created themselves through selective breeding and grafting. Among their gardens, they also keep dryads, mobile plants, and druids who view the dragon as a beloved, if sometimes cruel, master.

Orange dragons rarely fly, even when hunting, as they prefer the touch of the earth and of greenery against their hide.

Fierce Hunters. Orange dragons prefer eating fish, reptiles, and tropical fruits. However, they are also avid hunters and occasionally go after larger mammalian prey—including humanoids, who make for better sport. When they hunt, do so like felines, stalking their prey for long periods of time and then playing with it and letting it go again to prolong the hunt.

Orange dragons sometimes come into contact with black dragons, and view them as the greatest prey at all. The black dragon's love of decay infuriates orange dragons, who prefer vibrantly living and healthy plants.

Budding Alchemists. Some orange dragons take their love of plants one step further and become alchemists of a sort. These dragons experiment with their gardens, and they not only distill their flowers and fruits into potions, oils, perfumes, and medicines, but they also breed plants that produce magical fruits and pollen, or are actively carnivorous. An orange dragon's garden can be as deadly as the dragon itself.



Family Dragons. Unusually among dragons, orange dragons mate for life and the pair will live together in close proximity or even together, raising multiple clutches together. They also frequently foster the young of siblings or even unrelated dragons.

Climate/Terrain: subtropical, tropical; forest, swamp, freshwater

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Orange dragons live in vibrant tropical rainforests and swamps. They love flowers and plants of all kinds.

DC 15. Orange dragons spit a strange, noxious, metallic substance, which is made of pure sodium. This substance explodes shortly after coming into contact with flesh or water.

DC 20. While all orange dragons cultivate poisonous plants, the oldest dragons can channel those poisons through itself, making the air around it dangerous to breathe.

Orange Dragon Encounters

CR 5-10 orange dragon wyrmling with 2-4 dragonbound warriors (see warrior); orange dragon wyrmling with 1 dryad

Treasure: 1,000 gp, bronze armband that looks like twining vines set with orange citrine (150 gp), 4 jaspers (50 gp each), masterwork naturalist's guide to exotic plants (50 gp), herbalist's kit, *oil of etherealness*, *birdsong whistle*, *perfume vile*, *restorative ointment*.

CR 11-16 young orange dragon; young orange dragon with 1d8+4 dragonbound warriors or kobolds; young orange dragon with 2-4 lizardfolk and 1 lizardfolk druid, 1 wallflower, or 1 awakened tree.

Treasure: 190 pp, 900 gp, treasure map leading to the discovery of a rare spell of 2nd level (250 gp), jade bowl from a unknown jungle society (750 gp), 1d4 vials of medicinal salve (75 gp each), 1d4 vials of antitoxin (75 gp each), 2 *potions of greater healing*, *potion of dimunition*.

CR 17-22 adult orange dragon; young orange dragon with shambling mound and 1-2 wallflowers.

Treasure: 3,000 gp, correspondence with several botanists and alchemists across the world, 1 *potionfruit tree* (the tree produces 2d4+4 fruits that have the effects of a common or uncommon potion or oil; each tree produces the same sort of fruit, and a fruit remains fresh for two weeks after being picked; the tree grows new fruits each year), 1d4 vials of Perdita's abandon poison, *supreme potion of healing*,

CR 23-30 ancient orange dragon; ancient orange dragon with shambling mound.

Treasure: 900 pp, 7,000 gp, 1 jacinth (5,000 gp), 2d6+4 exotic bird of paradise flowers created by the dragon (500 gp each to the right collector), 3-4 *potionfruit trees* (the fruits produce the same effects of a rare potion or oil), *dancing sword*, *rose of the enchantress*.

CR 31: orange dragon great wyrm; ancient orange dragon with treant.

Treasure: 25,000 gp, golden ewer studded with carnelian and jade (7,500 gp), 3-4 *potionfruit trees* (the fruits produce the effects of a very rare potion or oil), a preserved leopard hide covered in Druidic writing that contains information leading to the discovery of a rare druid spell, *liquid luck*, *marvelous pigments*, *robe of scintillating colors*.

Signs

- 1-2. Extremely vibrant and unusually large flowers are everywhere. A DC 18 Nature check reveals subtle signs on domestication and artificial breeding.
3. A humanoid, running for their life: the current target of the dragon's hunt.
4. An unusually large number of plant creatures and dryads, working in concert.
5. An explosion in the distance.
6. With a DC 15 Nature check, evidence of explosive damage done to trees which has since healed over.

Behavior

1. Tending to a garden of exotic plants.
2. Asleep in the rain.
3. Stalking a new mammalian prey.
4. Playfully swimming or fishing in a river.

Orange Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. 1d4+2 pools of water are scattered throughout the lair. The dragon can use Spitstream on a pool within 60 feet of it. When it does, the sodium reacts to the water and causes an explosion that fills a 20-foot cube. Each creature within that area must make a Dexterity saving throw, taking 22 (4d10) force damage. This causes the pool of water to empty and remain dry for 1 week or until the next time it rains, whichever comes first.
2. Grasping, clinging semi-mobile plants fill the dragon's lair. The entire area is difficult terrain for everyone but the dragon and its minions.
3. Pollen shed by poisonous plants hangs in the air. A bloodied creature in the lair makes a Constitution saving throw at the start of each of its turns. On a failure, it has disadvantage on attack rolls until the start of its next turn. On a success, it is immune to this effect for 24 hours.
4. The air is hazy with moisture and water constantly drips in from above. Range of vision is limited to 60 feet, and Perception checks that rely on hearing are made at disadvantage, due to the constant dripping noises.

Names

Aranchi, Firebloom, Heliconias, Malpighiales, Nymphaeles, Orchid, Poales, Sziena

Variant: Orange Dragon Spellcaster

Some orange dragons develop the ability to innately cast spells. A yellow dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *freedom of movement, wall of thorns*

Adult (save DC 15): 3/day each: *control water, plant growth*

Ancient (save DC 18): 1/day each: *suggestion, wall of thorns*

Great Wyrms (save DC 18): 1/day: *control weather*

Ancient Orange Dragon

Legendary gargantuan dragon; Challenge 23 (50,000 XP)

AC 22 (natural armor)

HP 367 (21d20+147; bloodied 184)

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

STR 27 (+8) **DEX** 14 (+2) **CON** 25 (+7) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 19 (+4)

Proficiency +7; **Maneuver DC** 25

Skills Perception +9 (+1d6), Nature +9 (+1d4, plants +1d6), Stealth +7

Damage Resistances force, poison

Damage Immunities fire

Condition Immunities poisoned

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

Languages Common, Draconic, and two more

Friend To Plants. The dragon can speak with plants as if they shared a language. Additionally, the dragon ignores difficult terrain caused by plants.

Jungle Stalker. While in a forested area, the dragon has advantage on Stealth checks.

Legendary Resistance (3/Day). When the dragon fails a saving throw, some of its scales catch on fire and burn off. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

Actions

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) piercing damage plus 9 (2d8) poison damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 25), and a Huge or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Spitstream on another target.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Explosive Breath (Recharge 5-6). The dragon exhales a line of a silvery, toxic substance in a 90 foot long, 10-foot wide line. Each creature in that area must make a DC 24 Constitution saving throw or be poisoned until the end of its next turn. At the start of the dragon's next turn, the substance explodes, inflicting 35 (10d6) fire damage and 35 (10d6) force damage. Additionally, nonmagical objects in that area also take force damage.

Spitstream. The dragon targets a creature within 60 feet and spits silvery goo on it, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the save also takes 9 (2d8) ongoing fire damage. A creature can use an action to end the ongoing damage.

Awaken Forest (1/Day). The dragon animates 8 nearby trees, turning them into **awakened trees**, which immediately join the battle, using their own initiatives. The trees remain animated until slain, for 1 hour, or the dragon uses an action to cause them to return to their original state.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Vicious Pounce (Costs 2 Actions). The dragon leaps up to 30 feet and lands heavily. Each creature within 15 feet must make a DC 25 Dexterity saving throw. On a failure, it is knocked prone. The dragon can then make a claw attack at a prone creature.

Ancient Orange Dragon Variant: Orange Great Wyrn

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 735 (42d20+294; bloodied 367) hit points and the following trait:

Burning Poisons (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, the dragon draws upon plant toxicity and its every exhalation produces poisons. A creature that starts its turn within 15 feet of it for the first

time on a turn makes a DC 24 Constitution saving throw or be poisoned for 1 minute on a failed save, or until the end of its next turn on a successful one. While poisoned, the creature also takes 5 (1d10) ongoing fire damage. A creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

The dragon has the following additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Process Sodium (Costs 2 Actions). The dragon recharges its breath weapon.

Concentrated Blast (Costs 3 Actions). The dragon spits a glob of pure sodium at a creature within 90 feet of it it can see. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Adult Orange Dragon

Legendary huge dragon; Challenge 19 (20,000 XP)

AC 19 (natural armor)

HP 288 (23d12+138; bloodied 144)

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

STR 24 (+7) **DEX** 14 (+2) **CON** 22 (+6) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 17 (+3)

Proficiency +6; **Maneuver DC** 21

Skills Perception +8 (+1d6), Nature +8 (+1d4, plants +1d6), Stealth +6

Damage Resistances force, poison

Damage Immunities fire

Condition Immunities poisoned

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

Languages Common, Draconic, and one more

Friend To Plants. The dragon can speak with plants as if they shared a language. Additionally, the dragon ignores difficult terrain caused by plants.

Jungle Stalker. While in a forested area, the dragon has advantage on Stealth checks.

Legendary Resistance (3/Day). When the dragon fails a saving throw, some of its scales catch on fire and burn off. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+6) piercing damage plus 9 (2d8) poison damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 21), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Spitstream on another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8+6) bludgeoning damage.

Explosive Breath (Recharge 5-6). The dragon exhales a line of a silvery, toxic substance in a 60 foot long, 5-foot wide line. Each creature in that area must make a DC 20 Constitution saving throw or be poisoned until the end of its next turn. At the start of the dragon's next turn, the substance explodes, inflicting 28 (8d6) fire damage and 28 (8d6) force damage. Additionally, nonmagical objects in that area also take force damage.

Spitstream. The dragon targets a creature within 60 feet and spits silvery goo on it, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d8) ongoing fire damage. A creature can use an action to end the ongoing damage.

Awaken Forest (1/Day). The dragon animates 6 nearby trees, turning them into **awakened trees**, which immediately join the battle, using their own initiatives. The trees remain animated until slain, for 1 hour, or the dragon uses an action to cause them to return to their original state.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Vicious Pounce (Costs 2 Actions). The dragon leaps up to 30 feet and lands heavily. Each creature within 15 feet must make a DC 21 Dexterity saving throw. On a failure, it is knocked prone. The dragon can then make a claw attack at a prone creature.

Young Orange Dragon

Large dragon; Challenge 12 (8,400 XP)

AC 17 (natural armor)

HP 189 (18d10+90; bloodied 95)

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

STR 20 (+5) **DEX** 14 (+2) **CON** 20 (+5) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 15 (+2)

Proficiency +4; **Maneuver DC** 17

Skills Perception +6 (+1d6), Nature +6 (+1d4), Stealth +6

Damage Resistances force, poison

Damage Immunities fire

Condition Immunities poisoned

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

Languages Common, Draconic

Friend To Plants. The dragon can speak with plants as if they shared a language. Additionally, the dragon ignores difficult terrain caused by plants.

Jungle Stalker. While in a forested area, the dragon has advantage on Stealth checks.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d10+4) piercing damage plus 4 (1d8) poison damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 17), and a Medium or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Spitstream on another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Explosive Breath (Recharge 5-6). The dragon exhales a line of a silvery, toxic substance in a 40 foot long, 5-foot wide line. Each creature in that area must make a DC 16 Constitution saving throw or be poisoned until the end of its next turn. At the start of the dragon's next turn, the substance explodes, inflicting 18 (5d6) fire damage and 18 (5d6) force damage. Additionally, nonmagical objects in that area also take force damage.

Orange Dragon Wyrmling

Medium dragon; Challenge 4 (1,100 XP)

AC 14 (natural armor)

HP 75 (10d8+30; bloodied 30)

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

STR 16 (+3) **DEX** 14 (+2) **CON** 17 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 13 (+1)

Proficiency +3; **Maneuver DC** 17

Skills Perception +4 (+1d4), Nature +4 (+1d4), Stealth +5

Damage Resistances force, poison

Damage Immunities fire

Condition Immunities poisoned

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

Languages Common, Draconic

Friend To Plants. The dragon can speak with plants as if they shared a language. Additionally, the dragon ignores difficult terrain caused by plants.

Jungle Stalker. While in a forested area, the dragon has advantage on Stealth checks.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Explosive Breath (Recharge 5-6). The dragon exhales a line of a silvery, toxic substance in a 40 foot long, 5-foot wide line. Each creature in that area must make a DC 16 Constitution saving throw or be poisoned until the end of its next turn. At the start of the dragon's next turn, the substance explodes, inflicting 7 (2d6) fire damage and 7 (2d6) force damage. Additionally, nonmagical objects in that area also take force damage.

Dragon, Pearl

That's Not in the Monstrous Compendium!, Dragon Magazine #158
Created by Aaron McGruder; art by Tony DiTerlizzi

Among the smallest and weakest of dragons, pearl dragons are beautiful creatures. Their scales look as if they have thousands of pearls pushed into their skin. While a majority of them are a lustrous, creamy white color, some have rose, golden, or even black overtones. Pearl dragons lack horns but have a noticeable pelican-like gular pouch on their lower jaws that makes them instantly recognizable, even without their beautiful hides.

Beach-Dwellers. Pearl dragons live on steep, rocky coastlines, as have a deep love of salt air and open ocean, a far cry from other gem dragons who tend to leave deep underground. Their diet consists almost entirely of fish and oysters. They spend much of their time diving for pearls or tending to cultivated oyster beds. They hunt their territories to exhaustion; should a stretch of ocean run out of fish or pearls, they simply pack up and move out, carefully ensuring that every single object in their lair is moved with them. Pearl dragons and bronze dragons sometimes share territory—although bronze dragons rarely tolerate a pearl dragon's carelessly destructive behaviors for long.

Piratical. Although they have little to do with humanoids, pearl dragons have been known to attack both merchant and pirate ships—any ship that seems as if it would have valuable cargo. They are generally kind enough to request that the ship's crew to hand over the valuables before resorting to violence, though, and rarely use more violence than is needed to secure the wealth.

Pearls of Wisdom and Despair. Many myths about pearls describe them as being the tears of a god, and as such, the represent spiritual insight and bring both good and bad luck. These myths have their origins in the pearl dragon, who seek to learn the knowledge that could make a god weep. Their psionic powers open up a creature's mind to the minds of the gods, and while some affected creatures have great insights from these probings, most find themselves overcome with confusion and misery... and still other creatures find such a vision brings with it terrible luck.

Pearl dragons always seem a bit mad. There's a methodical, obsessive madness, where they seek to learn more knowledge. While they love pearls because these gems resemble their own scales, they also love pearls because they believe that they contain the knowledge of the gods, even if it is knowledge so terrible as to cause such beings sorry.

Climate/Terrain: subarctic, temperate, subtropical, tropical; coastline, Plane of Water, ocean



Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 15. A pearl dragon is great collectors of both natural pearls and of knowledge, but it gains much of their knowledge from unearthly sources. Its breath weapon is made by psychically agitating the air's molecules until they become burning hot.

DC 20. The oldest pearl dragons can blast a creature's mind with such horrific knowledge, causing it to make terrible blunders and to succumb to misery.

Pearl Dragon Encounters

CR 3-4 pearl dragon wyrmling with 3-4 merfolk; 2 pearl dragon wyrmlings

Treasure: 250 sp, 2 pearls (100 gp each), *cloak of the manta ray*

CR 5-10 young pearl dragon; young pearl dragon with 2 steam mephits or merfolk knight; young pearl dragon with 2-4 coralfish

Treasure: 120 gp, 450 sp, 9 pearls (100 gp each), 2 *midnight pearls*, *spell scroll of thunderwave*, *vial of beauty*, *pearl of power*.

CR 11-16 adult pearl dragon

Treasure: 800 gp, 3,500 sp, 21 pearls (100 gp each), pearl-studded silver cup (500 gp), +1 *breastplate*, *chime of opening*, *ring of warmth*

CR 17-22 ancient pearl dragon; adult pearl dragon with coven sea hag or chuul

Treasure: 150 pp, 4,000 gp, 55 pearls (100 gp each), dragon-shaped figurine carved out of coral (1,000 gp), history book on an ancient and forgotten tragedy that occurred in the area (500 gp), *bowl of commanding water elementals*, *pearl of power*, spell scrolls of *gust of wind* and *moonbeam*.

CR 23-30 ancient pearl dragon with giant lanternfish, merrow mage, or water elemental

Treasure: ancient tome of tales of the downfall of gods, as written by a god (2,000 gp), 87 pearls (100 gp each), egg-sized green-black pearl (1,000 gp), *arrow of slaying*, *ioun stone of absorption*, *spell scroll of control weather*.

CR 31+ ancient pearl dragon with aboleth, marid, or merclops

Treasure: 11,000 pp, 17,000 gp, 400 pearls (100 gp each), opera necklace of black pearls (10,000 gp), large coral statue of a weeping god (worth 7,500 gp), scrimshawed whalebone on which are writings that leads to the discovery of a rare 7th-level spell, *manual of stone guardians*, *potion of cloud giant strength*, *robe of stars*

Signs

1. Light fog obscures the coastlines, hiding dangerous reefs, choking sea weeds, and venomous sea life.
2. Creatures in the area have sad dreams full of longing and loss.
3. Enormous piles of empty oyster shells.

4. Pearlescent fog.
5. The sound of a sorrowful song being carried on the wind.
6. A pearl, dropped (but not forgotten) by the dragon while it was moving its hoard.

Behavior

- 1-3. Diving for pearls.
4. Carefully moving its treasure to a new lair.
5. In a trance, communing with otherworldly beings.
6. Sorting its collection of pearls by color, shape, or other criteria.

Pearl Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features: ning with otherworldly beings.

1. Pearlescent fog blankets the lair, causing the area to be lightly obscured. Within the mist are **steam mephits**, who watch an intruder's every move and telepathically report back to the dragon.
2. Strange writings that speak of mind-bending things cover the walls. If a creature other than the dragon attempts to read the writing, it must make a Wisdom saving throw against the lair's DC, taking a level of strife on a failure.
3. Bizarre architecture, combined with walls that are covered in reflective nacre, make the lair a veritable maze. When a creature tries to reach a specific location in the lair or leave it, it must make a Wisdom saving throw. On a failure the creature ends up back where it started a few minutes later.
4. The dragon employs creatures whose minds have been destroyed by its mental manipulations. Once per day, when the dragon would use Pearls of Wisdom, it can summon three creatures that have the attributes of **aboleth thralls**, except their Int, Wis, and Cha are all 7 (-2). Creatures summoned in this way fight until killed or the dragon dismisses them as a bonus action.

Names

Bearach, Ghitredel, Iridess, Pinctada, Opaline

Variant: Pearl Dragon Spellcaster

Some gem dragons develop the ability to psionically cast spells. A pearl dragon's spellcaster ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *tearful sonnet, detect thoughts*

Adult (save DC 19): 3/day each: *commune, dominate person*

Ancient (save DC 22): *contact other planes, feeblemind*

Ancient Pearl Dragon

Legendary Gargantuan Dragon; Challenge 20 (25,000 XP)

AC 21 (natural armor)

HP 315 (18d20+126; bloodied 157)

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

STR 24 (+7) **DEX** 10 (+0) **CON** 25 (+7) **INT** 17 (+3) **WIS** 19 (+4) **CHA** 26 (+8)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +6, Con +13, Int +9, Wis +10

Skills Insight +10 (+1d6), Perception +10 (+1d6), Persuasion +14, Stealth +6

Damage Immunities fire

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

Languages Aquan, Common, Deep Speech, Draconic, telepathy 120 ft.

Amphibious. The dragon can breathe air and water.

Insightful Mind (3/Day). If the dragon makes a successful Insight check against a creature, then for the next hour, that creature has disadvantage on saving throws against the dragon's Pearls of Wisdom and Tears of Despair actions.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead, and some of its scales lose their luster and fall off. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Water Vision. The dragon's blindsight only works while underwater.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Tears of Despair.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10+7) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) slashing damage.

Boil. The dragon targets a creature within 60 feet, forcing it to make a DC 21 Constitution saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one.

Steam Breath (Recharge 5-6). The dragon exhales a blast of steam in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 72 (16d8) fire damage on a failed save, or half as much on a successful one.

Reactions

Curse of Ill Luck (While Bloodied). When a creature the dragon can see damages the dragon, the dragon plants a shred of divine knowledge in the target's mind that causes the target to doubt its place in the universe. The attacker must make a DC 18 Wisdom saving throw. On a failure,

then until the end of its next turn, it has disadvantage on all ability checks, attack rolls, and saving throws it makes, and whenever the creature rolls a 1 on a d20, or if both dice roll a 5 or lower and the roll is a failure, it takes a level of strife.

Legendary Actions

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

Create Fog. The dragon exhales a cloud of steam in a 90-foot cone which lasts until the end of the dragons' next turn. The area is heavily obscured. Misty shapes, taken directly from each creature's mind, appear within the cloud, and each creature in the cloud when it appears is rattled until the start of their next turns.

Pearls of Wisdom (Costs 2 Actions). The dragon targets a creature within 60 feet, forcing it to make a DC 21 Wisdom saving throw. On a failure, the target's mind is opened to the sorrow of the divine, and the creature becomes confused. When rolling to determine its actions, treat a roll of 3-4 as a result of 5. It may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Boil (Costs 2 Actions). The dragon makes a Boil attack.

Tears of Despair (1/Day, Costs 3 Actions). The dragon psionically emits a wave of despair. Each creature within 20 feet must make a DC 21 Wisdom saving throw. On a failure, the creature takes 1 level of strife. Creatures confused by the dragon make this saving throw with disadvantage.

Adult Pearl Dragon

Legendary Huge Dragon; Challenge 14 (11,500 XP)

AC 19 (natural armor)

HP 212 (17d12+102; bloodied 106)

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

STR 20 (+5) **DEX** 10 (+0) **CON** 22 (+6) **INT** 15 (+2) **WIS** 17 (+3) **CHA** 23 (+6)

Proficiency +5

Maneuver DC 20

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

Skills Insight +8 (+1d6), Perception +8 (+1d6), Persuasion +11, Stealth +5

Damage Immunities fire

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

Languages Aquan, Common, Deep Speech, Draconic, telepathy 120 ft.

Amphibious. The dragon can breathe air and water.

Insightful Mind. If the dragon makes a successful Insight check against a creature, then for the next hour, that creature has disadvantage on saving throws against the dragon's Pearls of Wisdom and Tears of Despair actions.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead, and some of its scales lose their luster and fall off. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Water Vision. The dragon's blindsight only works while underwater.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Boil.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+5) slashing damage.

Boil. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Constitution saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one.

Steam Breath (Recharge 5-6). The dragon exhales a blast of steam in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 58 (13d8) fire damage on a failed save, or half as much on a successful one.

Reactions

Curse of Ill Luck (While Bloodied). When a creature the dragon can see damages the dragon, the dragon plants a shred of divine knowledge in the target's mind that causes the target to doubt its place in the universe. The attacker must make a DC 16 Wisdom saving throw. On a failure, then until the end of its next turn, it has disadvantage on all ability checks, attack rolls, and saving throws it makes, and whenever the creature rolls a 1 on a d20, it takes a level of strife.

Legendary Actions

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

Create Fog. The dragon exhales a cloud of steam in a 90-foot cone which lasts until the end of the dragons' next turn. The area is heavily obscured. Misty shapes, taken directly from each creature's mind, appear within the cloud, and each creature in the cloud when it appears is rattled until the start of their next turns.

Pearls of Wisdom. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Wisdom saving throw. On a failure, the target's mind is opened to the sorrow of the divine, and the creature becomes confused. When rolling to determine its actions, treat a roll of 3-4 as a

result of 5. It may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Boil (Costs 2 Actions). The dragon makes a Boil attack.

Tears of Despair (1/Day, Costs 3 Actions). The dragon psionically emits a wave of despair. Each creature within 20 feet must make a DC 19 Wisdom saving throw. On a failure, the creature takes 1 level of strife. Creatures confused by the dragon make this saving throw with disadvantage.

Young Pearl Dragon

Large Dragon; Challenge 7 (2,900 XP)

AC 19 (natural armor)

HP 114 (12d10+48; bloodied 57)

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

STR 18 (+4) **DEX** 10 (+0) **CON** 19 (+4) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 19 (+4)

Proficiency +3; **Maneuver DC** 15

Saving Throws Dex +3, Con +7, Int +5, Wis +5

Skills Insight +5, Perception +5, Persuasion +7, Stealth +3

Damage Immunities fire

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

Languages Deep Speech, Draconic, telepathy 120 ft.

Amphibious. The dragon can breathe air and water.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Water Vision. The dragon's blindsight only works while underwater.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Steam Breath (Recharge 5-6). The dragon exhales a blast of steam in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) fire damage on a failed save, or half as much on a successful one.

Reactions

Curse of Ill Luck (1 Day, While Bloodied). When a creature the dragon can see damages the dragon, the dragon lashes out with a psionic snarl that causes the target to doubt itself. The attacker must make a DC 13 Wisdom saving throw. On a failure, it has disadvantage on all ability checks, attack rolls, and saving throws it makes until the end of its next turn, all failures

on these rolls are critical failures (if appropriate to the roll), and the attack takes half the damage it inflicted on the dragon.

Pearl Dragon Wyrmling

Large Dragon; Challenge 2 (750 XP)

AC 19 (natural armor)

HP 52 (8d8+16; bloodied 26)

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

STR 15 (+2) **DEX** 10 (+0) **CON** 15 (+2) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Proficiency +2; **Maneuver DC** 12

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

Skills Insight +4, Perception +4, Stealth +2

Damage Immunities fire

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

Languages Aquan, Common, Draconic, telepathy 120 ft.

Amphibious. The dragon can breathe air and water.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

Water Vision. The dragon's blindsight only works while underwater.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+2) piercing damage.

Steam Breath (Recharge 5-6). The dragon exhales a blast of steam in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) fire damage on a failed save, or half as much on a successful one.

Dragon, Pink (Chromatic)

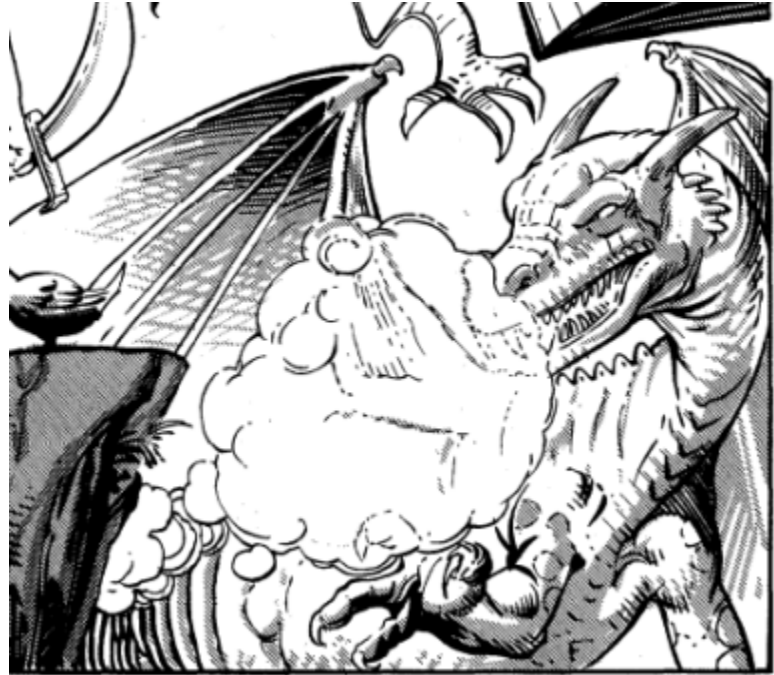
Not Necessarily The Monstrous Compendium, Dragon Magazine #156
Created by Jeanne McGuire; Art by Mark Nelson

Pink dragons have a somewhat dopey appearance, delicate pink coloration, and squeaky voices, leading many people to underestimate them—sometimes fatally. While they're not cruel creatures, and in fact are friendly and highly garrulous, they imagine themselves to be amazing jokesters... and tend to eat those who don't laugh at their jokes. Fortunately for would-be lunches, pink dragons are rarer and far weaker than most of their kin.

Natural Comedians? Pink dragons love humor and hijinks, to the point that copper dragons seem downright stolid in comparison—and while many copper dragons appreciate the pinks' sense of humor, just as many find them boorish, childish, or worse, *unfunny*. A pink dragon's thinks a fake arrow through the head is hilarious. Comedy, of course, is an art form, but not every pink dragon put in the effort to hone their comedic arts. Like most dragons, pink dragons are egotistical, but in an odd way. Most have no problem with telling self-deprecating jokes. But at the same time, they hate it when people laugh *at* them or if they feel that their audience doesn't appreciate their routine, they become incredibly hostile. Many aren't welcoming of even constructive criticism. Although normally jovial, their moods can turn on a dime.

Talkative. These creatures are as bad as brass dragons when it comes to their ability to talk. They will have conversations that last days and simply don't understand that other people don't want to talk to them. If listeners try to leave (and are polite about it), the pink dragon will follow them, nattering all the way. Even brass dragons eventually get tired of a pink's garrulousness; while brass dragons love to talk about trivia and gossip, pink dragons tend to tell very long-winded stories. These stories usually have a point to them—perhaps even a very important one—but it may take hours or even days to get to that point.

Dragon Without A Clade. Although “technically” they are chromatic dragons, most other chromatics think that pink dragons are too ridiculous to count and have no patience for their antics. Some chromatic dragons go so far as to (nastily) say pink dragons are just metallic dragons without the shininess. At the same time, only brass and copper dragons come close to accepting pink dragons, and even *they* can only take pinks in small doses. Other metallic dragons just try to smile and nod and move away.



The only dragons that fully embrace a pink dragon are the faerie dragons. In fact, many of the more light-hearted fey, such as satyrs, love pink dragons. At least part of it is because these types of fey tend to have short memories so the pink dragon's jokes never grow old to them.

Unlike most other dragons, pink dragons rarely attract the attention of kobolds and dragonbound warriors. However, some people view them as emissaries of the gods of laughter, and so clownish cultists and priests flock to their sides.

Climate/Terrain: temperate, subtropical; cavern, mountain

Legends and Lore

With an Arcana or History check, characters can learn the following:

DC 10. Incredibly rare and relatively weak, pink dragons usually lair underground. They are famed for their love of jokes.

DC 15. Pink dragons exhales blasts of soap bubbles, which are painful to the eyes at best and coat everything in corrosive lye at worse.

DC 20. Masters of illusions, all pink dragons have at least some ability with illusory magics, and many are capable of creating powerful and even dangerous illusions.

Pink Dragon Encounters

CR 3-4 Pink dragon wyrmling with faerie dragon; pink dragon wyrmling and swarm of ticklers; 2 pink dragon wyrmlings

Treasure: 100 sp, 125 cp, dogeared jokebook (worth 25 gp), *wand of prestidigitation*, 2 *fizzy lifters*, *spell scroll of silent image*

CR 5-10 young pink dragon; young pink dragon with faerie dragon; young pink dragon and 2 satyrs; young pink dragon with 2 swarms of ticklers.

Treasure: 700 gp, 5 pink quartz gems (worth 10 gp each), 1 coral gems (worth 100 gp each), *birdsong whistle*, *bottle of fizz*, *dust of sneezing and choking*, *potion of mind reading*

CR 11-16 adult pink dragon; adult pink dragon with cult fanatic and 2d4 cultists; adult pink dragon with 2-3 faerie dragons or scarecrows (dressed to look like clowns); adult pink dragon with 1d4+2 satyrs; young pink dragon with jackalope; young pink dragon with 12 pixies and 4 swarms of ticklers.

Treasure: 180 pp, 825 ep, portrait of a famed bard painted on black velvet (worth 250 gp), 5 pink pearls (worth 100 gp each), 1 pink tourmaline (worth 100 gp), 1 pink spinel (worth 500 gp), *bag of beans*, *sack of sacks*, *box of party tricks*

CR 17-22 ancient pink dragon; adult pink dragon with 1d4+4 nilbogs and 1d4+4 yobbos.

Treasure: 3,150 gp, idol to a god of humor carved out of quartz (worth 500 gp), 4 pink topazes (worth 500 gp), pink sapphire (worth 1,000 gp), *cage of folly*, 2 *potions of poison*, *philter of love*, *wand of paralysis*

CR 23-30 ancient pink dragon with scarecrow harvester and 2 cult fanatics; 2 adult pink dragons

Treasure: 18,000 gp, famed humor playwright who disappeared years ago, 3 pink sapphires (worth 1,000 gp each), 2 opal rings (worth 2,500 gp each), *fizzy rocks*, *impossible cube*, *liquid luck*, *marvelous pigments*, *spell scroll of feeblemind*

CR 31+ pink great wyrm

Treasure: 1,800 pp, 20,000 gp, platinum necklace with 7 pink diamonds (worth 40,000 gp), nonmagical clockwork dancing clown (worth 7,500 gp), *absurdist web*, *dancing sword*, *deck of many things*, *mirror of life trapping*

Signs

1. Distant strained laughter.
2. Childishly silly images carved into cliffs.
3. The smell of soap in the air.
4. Floating pink bubbles that only burst when touched by a finger.

Behavior

1. “Entertaining” a guest with terrible jokes.
2. Practicing a routine.
3. In a bad mood because someone was mean to it.
4. Demands that a partymember pull its talon (will use breath weapon if it happens).

Pink Dragon Lair Features

The save DC for the following effects is 13+ the dragon’s proficiency modifier. Choose or roll one or more of the following lair features.

1. The entire lair is under the effects of something akin to a *mirage arcane* spell that makes it look like a brightly colored candyland.
2. All floors are slippery with soap. Anyone moving more than half their speed in a single turn must make a Dexterity saving throw or fall prone, ending their movement.
3. The lair contains pools of naturally effervescent water. As a legendary action, the dragon can drink from a pool, regaining a number of hit points equal to its Constitution score.
4. Magical illusions create distracting images throughout the lair. Physically interacting with an illusion reveals its nature and dispels the illusion. Perception and Investigation checks are made at disadvantage while in the lair.

Names

Charalizar, Cypripedio, Cherry Blossom, Loxinasrin, Strawberry

Variant: Pink Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A pink dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC X): 3/day each: *invisibility, mirror image*

Adult (save DC X): 3/day each: *dream, major image*

Ancient (save DC 20): 1/day each: *irresistible dance, mislead*

Great Wurm (save DC 20): 1/day each: *weird*

Ancient Pink Dragon

Legendary Gargantuan Dragon (Fey); Challenge 19 (22,000 XP)

AC 18 (natural armor)

HP 297 (18d20+108; bloodied 148)

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

STR 23 (+6) **DEX** 14 (+2) **CON** 22 (+6) **INT** 15 (+2) **WIS** 15 (+2) **CHA** 18 (+4)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +8, Con +14, Wis +9, Cha +10

Skills Perception +8 (+1d6), Perform +10

Damage Immunities acid, fire

Condition Immunities blinded, confused

Senses blindsight 300 ft., passive Perception 23

Languages Common, Draconic, Sylvan, one other

Echolocation. The dragon can't use its blindsight while deafened.

Keen Hearing. The dragon has advantage on Wisdom (Perception) checks that rely on hearing.

Innate Spellcasting (At Will). The dragon can cast *minor illusion*, and can make both a sound and image in a single casting. Its spellcasting trait is Charisma.

Slippery. The dragon has advantage on saving throws made to escape being grappled and restrained, and can move through an opening large enough for a creature one size smaller without squeezing.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Lye.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10+6) piercing damage plus 9 (2d8) acid damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 20 ft., one target. **Hit:** 19 (3d8+6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Lye. The dragon targets a creature within 60 feet, forcing it to make a DC 20 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failed save or half as much on a successful one. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use its action to end the ongoing damage.

Bubble Breath (Recharge 5-6). The dragon breathes a cloud of opalescent pink soap bubbles in a 90-foot cone. The cloud remains in the area for 1 minute or until blown away by a strong wind, and the area is heavily obscured. The dragon's vision is not impeded. When the dragon first breathes, and when a creature starts its turn inside the cloud's area, a target must make a DC 20 Constitution saving throw. A creature wearing a visored helm, goggles, or similar eye protection gains a d4 expertise die on this saving throw. On a failure, the creature is blinded until the end of its next turn and while blinded, is also confused and poisoned due to the painful, soapy bubbles and has disadvantage on Constitution saving throws made to maintain concentration. In addition, the area and all creatures in that area when the dragon first used its breath weapon are covered in a film of soap that lasts for 1 minute. During this time, all creatures have disadvantage on Dexterity saving throws, at the start of each of its turns, must make a DC 20 Dexterity saving throw or fall prone, and the next time it takes fire damage, it takes an additional 1d6 ongoing fire damage until it uses an action to douse the flames.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Hilarity Ensues. The dragon emits a silly sound. Each creature of the dragon's choice within 120 feet that can hear it must make a DC 20 Charisma saving throw or be charmed by the dragon for 1 minute. While charmed, it finds everything the dragon says or does to be hilarious. A creature may make a new save at the end of each of its turns, and whenever it takes damage from any source, ending the effect on itself as a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Hilarity Ensues for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Laugh Track (Costs 2 Actions). If the target has at least one target charmed by its Hilarity Ensues ability, it creates a swarm of ticklers (q.v.). The swarm appears in an empty space within 60 feet and follows the dragon's orders.

Ancient Pink Dragon Variant: Pink Great Wyrm

The dragon is an elite monster, equivalent to two CR 19 monsters (44,000 XP). It has 594 (36d20+216; bloodied 297) hit points and the following trait:

The Show Must Go On. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Additionally, the damage from the dragon's Lyeburst is doubled.

The dragon has the following additional legendary actions.

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Second Verse, Same As The First (Gaze). A creature within 120 feet makes a saving throw against Hilarity Ensues, even if it has already successfully saved within the past 24 hours.

You Ain't Heard Nuthin' Yet. (Costs 2 Actions). The dragon recharges its breath weapon

Bubble Spit (Costs 3 Actions). The dragon spits a bubble at a creature it can see within 90 feet, which bursts when it touches the creature. The creature must make a DC 20 Constitution saving throw. On a success, the creature takes 28 (8d6) acid damage. On a failure, the creature takes 56 (16d6) acid damage and is blinded, deafened, and confused until the end of its next turn, and pushed 20 feet in a random direction

Adult Pink Dragon

Legendary Huge Dragon (Fey); Challenge 13 (10,000 XP)

AC 17 (natural armor)

HP 207 (18d12+90; bloodied 103)

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

STR 20 (+5) **DEX** 14 (+2) **CON** 20 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Proficiency +5; **Maneuver** DC 18

Saving Throws Dex +7, Con +10, Wis +6

Skills Perception +6 (+1d6), Perform +8, Stealth +7

Damage Immunities acid, fire

Condition Immunities blinded, confused

Senses blindsight 300 ft., passive Perception 23

Languages Common, Draconic, Sylvan

Echolocation. The dragon can't use its blindsight while deafened.

Keen Hearing. The dragon has advantage on Wisdom (Perception) checks that rely on hearing.

Innate Spellcasting (At Will). The dragon can cast *minor illusion*, and can make both a sound and image in a single casting. Its spellcasting trait is Charisma.

Slippery. The dragon has advantage on saving throws made to escape being grappled and restrained, and can move through an opening large enough for a creature one size smaller without squeezing.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Lye.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10+5) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+5) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Lye. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failed save or half as much on a successful one. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use its action to end the ongoing damage.

Bubble Breath (Recharge 5-6). The dragon breathes a cloud of opalescent pink soap bubbles in a 60-foot cone. The cloud remains in the area for 1 minute or until blown away by a strong wind, and the area is heavily obscured. The dragon's vision is not impeded. When the dragon first breathes, and when a creature starts its turn inside the cloud's area, a target must make a DC 18 Constitution saving throw. A creature wearing a visored helm, goggles, or similar eye protection gains a d4 expertise die on this saving throw. On a failure, the creature is blinded until the end of its next turn and while blinded, is also confused and poisoned due to the painful, soapy bubbles and has disadvantage on Constitution saving throws made to maintain concentration. In addition, the area and all creatures in that area when the dragon first used its breath weapon are covered in a film of soap that lasts for 1 minute. During this time, all creatures have disadvantage on Dexterity saving throws, at the start of each of its turns, must make a DC 18 Dexterity saving throw or fall prone, and the next time it takes fire damage, it takes an additional 1d6 ongoing fire damage until it uses an action to douse the flames.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Hilarity Ensues. The dragon emits a silly sound. Each creature of the dragon's choice within 120 feet that can hear it must make a DC 18 Charisma saving throw or be charmed by the dragon for 1 minute. While charmed, it finds everything the dragon says or does to be hilarious. A creature may make a new save at the end of each of its turns, and whenever it takes damage from any source, ending the effect on itself as a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Hilarity Ensues for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 18 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed

Laugh Track (Costs 2 Actions). If the target has at least one target charmed by its Hilarity Ensues ability, it creates a swarm of ticklers (q.v.). The swarm appears in an empty space within 60 feet and follows the dragon's orders.

Young Pink Dragon

Large Dragon (Fey); Challenge 8 (3,900 XP)

AC 16 (natural armor)

HP 133 (14d10+56; bloodied 66)

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

STR 18 (+4) DEX 14 (+2) CON 18 (+4) INT 13 (+1) WIS 12 (+1) CHA 15 (+2)

Proficiency +3; Maneuver DC 15

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

Skills Perception +6 (+1d6), Perform +5

Damage Immunities acid, fire

Condition Immunities blinded, confused

Senses blindsight 120 ft., passive Perception 19

Languages Common, Draconic, Sylvan

Echolocation. The dragon can't use its blindsight while deafened.

Keen Hearing. The dragon has advantage on Wisdom (Perception) checks that rely on hearing.

Innate Spellcasting (At Will). The dragon can cast *minor illusion*. Its spellcasting trait is Charisma.

Slippery. The dragon has advantage on saving throws made to escape being grappled and restrained, and can move through an opening large enough for a creature one size smaller without squeezing.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Bubble Breath (Recharge 5-6). The dragon breathes a cloud of opalescent pink soap bubbles in a 30-foot cone. The cloud remains in the area until the end of the dragon's next turn, and the area is heavily obscured. The dragon's vision is not impeded. When the dragon first breathes, and when a creature starts its turn inside the cloud's area, a target must make a DC 15 Constitution saving throw. A creature wearing a visored helm, goggles, or similar eye protection gains a d4

expertise die on this saving throw. On a failure, the creature is blinded until the end of its next turn and while blinded, is also confused and poisoned due to the painful, soapy bubbles and has disadvantage on Constitution saving throws made to maintain concentration. In addition, the area and all creatures in that area when the dragon first used its breath weapon are covered in a film of soap that lasts until the end of the dragon's next turn. During this time, all creatures have disadvantage on Dexterity saving throws, at the start of each of its turns, must make a DC 15 Dexterity saving throw or fall prone, and the next time it takes fire damage, it takes an additional 1d6 ongoing fire damage until it uses an action to douse the flames.

Pink Dragon Wyrmling

Medium Dragon (Fey); Challenge 2 (450 XP)

AC 14 (natural armor)

HP 45 (6d8+18; bloodied 22)

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

STR 14 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 13 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2 (+1d4), Perform +3, Stealth +7

Damage Immunities acid, fire

Condition Immunities blinded, confused

Senses blindsight 60 ft., passive Perception 15

Languages Common, Draconic, Sylvan

Echolocation. The dragon can't use its blindsight while deafened.

Keen Hearing. The dragon has advantage on Wisdom (Perception) checks that rely on hearing.

Innate Spellcasting (At Will). The dragon can cast *minor illusion*. Its spellcasting trait is Charisma.

Slippery. The dragon has advantage on saving throws made to escape being grappled and restrained, and can move through an opening large enough for a creature one size smaller without squeezing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10+2) piercing damage.

Bubble Breath (Recharge 5-6). The dragon breathes a cloud of opalescent pink soap bubbles in a 15-foot cone. The cloud remains in the area until the end of the dragon's next turn, and the area is heavily obscured. The dragon's vision is not impeded. When the dragon first breathes, and when a creature starts its turn inside the cloud's area, a target must make a DC 13 Constitution saving throw. A creature wearing a visored helm, goggles, or similar eye protection gains a d4 expertise die on this saving throw. On a failure, the creature is blinded until the end of its next turn and while blinded, is also confused and poisoned due to the painful, soapy bubbles and has disadvantage on Constitution saving throws made to maintain concentration. In addition, the area

and all creatures in that area when the dragon first used its breath weapon are covered in a film of soap that lasts until the end of the dragon's next turn. During this time, all creatures have disadvantage on Dexterity saving throws, at the start of each of its turns, must make a DC 12 Dexterity saving throw or fall prone, and the next time it takes fire damage, it takes an additional 1d6 ongoing fire damage until it uses an action to douse the flames.

Dragon, Purple (Chromatic)

The Missing Dragons, Dragon Magazine #65 and The Return of the Missing Dragons, Dragon Magazine #248

Created by Richard Alan Lloyd; art by David Day

Purple dragons hatch with deep indigo scales that turn violet as they reach adulthood, and then darker and darker, so an ancient purple dragon is so deeply purple as to be nearly black. Their eyes are a vibrant magenta color. They have a long row of backwards-curing spikes running down their neck, back, and tail. They typically smell like soot and ozone.

Sadistic Tyrants. Purple dragons are the undisputed rulers of the plains and prairies and they like to say that they are all the fury of a prairie storm made flesh. They rule their lands like a simple, savage predator mixed with a mob boss. They demand constant tribute in exchange for their “protection,” but if slighted, they go on destructive sprees. They leave the people they “protect” alive—most of the time—because it’s more fun to watch them have to try to struggle to rebuild their homes and lives than it is to simply eat them. Purple dragons like to surround themselves with sycophantic bullies to do the menial tasks, but many of these thugs die at the dragon’s own claws during one of its violent rages.

Purple dragons eat meat, preferring large herd animals: buffalo, horses, deer, among others, and have a particular fondness for domesticated animals, primarily because they know their “subjects” have no way of stopping them. They are willing to eat tubers and root vegetables, but view those as flavorings rather than proper food. However, unlike many other dragons, purple dragons have cannibalistic tendencies as well—they will gladly hunt and devour other dragons, particularly copper dragons, as their territories often overlap.

Burrowers. These dragons make very obvious lairs. They find a hill and dig a large, multi-chambered maze of a burrow underneath it. They take little care to hide the entrance and often decorate it to make it flashy and obvious, and they bully weaker creatures into being guards. Purple dragons enjoy burrowing, and their lairs often snake on for miles around.

Climate/Terrain: subarctic, temperate, subtropical; grassland

Dragon, Purple (Energy)



Legends and Lore

With a History or Nature check, the characters can learn the following:

DC 10. Purple dragons are vicious carnivores that live on prairies and grasslands.

DC 15. Purple dragons exhale burning light. Not only does this light produce injuries that take a long time to heal, but the dragons can change the shape of the light from a wide cone to a thin beam.

DC 20. Purple dragons claim control over wide swathes of land. They consider themselves the masters of everyone who lives in the area and demand tribute from the people they claim to control.

Purple Dragon Encounters

CR 3-4 Purple dragon wyrmling; purple dragon wyrmling with 3 or 4 kobolds or bandits.

Treasure: 150 gp, 200 sp, 500 cp, copper shield-shaped brooch inlaid with silver (25 gp), 2 torches with *continual flame* cast on them, *potion of growth*.

CR 5-10 Young purple dragon; purple dragon wyrmling with 1d8+4 kobolds; purple dragon wyrmling with 2 ankhegs.

Treasure: 200 gp, 550 sp, 7 jaspers (50 gp each), 1 purple spinel (500 gp each), pair of amethyst earrings (250 gp), antique brass lamp (worth 50 gp), *archaic creed*, *magic mirror (pocket)*, *scroll of animate objects*.

CR 11-16 Adult purple dragon; young purple dragon with 1d4+2 bandits and 1 bandit captain; young purple dragon with 1-2 ogres or 1 bulette.

Treasure: 950 gp, 2,300 sp, 5 amethysts (100 gp each), onyx-studded brazier (150 gp), chess set made out of agate and marble (500 gp), +1 *shield* with a mirrored finish, *quiver of the hunt*, *stone of good luck*.

CR 17-22 Ancient purple dragon; adult purple dragon with 1 bandit captain and 2d4 bandits; adult purple dragon with 3 ogres.

Treasure: 300 pp, 4,800 gp, 5,000 sp, 2 spinels (500 gp each), idol carved from jet and inlaid with silver and purple iolite (750 gp), fine tapestry depicting an epic battle (250 gp), herd of 2d8 × 5 cattle (worth 10 gp each), *jade tiger*, *orb of chaotic assault*, *wand of the scribe*.

CR 23-30 Ancient purple dragon with 2 ogres, 1 bandit captain, and 1d8+4 bandits.

Treasure: 850 pp, 19,000 gp, 3 white opals (1,000 gp each), electrum chalice with a unicorn horn stem (2,500 gp), large bronze temple bell (500 gp, counts as bulky), local noble heir that is being held hostage, *scrolls of control weather* and *teleport*, set of *dragon scale* made from a gold dragon, *ring of shooting stars*.

CR 31+ Great wyrm purple dragon; ancient purple dragon with 1d4 purple dragon wyrmlings; ancient purple dragon with ogre mage and 5 ogres.

Treasure: 5,000 pp, 25,000 gp, 12 star sapphires (1,000 each), fist-sized amethyst (5,000 gp), ruby ring (7,500 gp), bronze statue of the dragon with amethyst eyes and onyx inlays (7,500 gp, counts as bulky), portrait by a famous painter that had been stolen from a museum (10,000 gp), *sword of life stealing* made from a single piece of snowflake obsidian, 6 +3 *arrows*, *helm of brilliance* (half charged), *ring of elemental command (air)*, *robe of stars*.

Signs

1. A tremor shakes the ground; the dragon is digging below.
2. A fort-like town of gamblers, crooks, thugs, and other such low-lives: servants of the dragon.
3. A sudden beam of blinding light in the distant, originating from above.
4. Humanoid corpses, strung up as a warning to others; includes the dragon's symbol.
5. A stampede of buffalo.
6. A dust storm.

Behavior

1. Ransacking a farmstead that was delinquent in paying their tribute.
2. Appearing before the party, demanding a payment to cross its lands.
3. Attacks on site
4. Willing to hire the party to do some dirty work for it.
5. Flying overhead
6. Devouring a horse.
7. Digging a new burrow.
8. Perched atop a hillock, watching the land below.

Purple Dragon Lair Features.

The save DC for the following effects is 13+ the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. The lair is filled with dust. The dragon can make a tail attack against the wall or floor, causing the area in a 40-foot cube centered on the point of impact to become heavily obscured until the end of the dragon's next turn.
2. A successful Perception check reveals a hidden tunnel. If possible, the dragon grapples someone in its jaws and squeezes through the tunnel.
3. Numerous hidden pit traps abound in the lair, each 1d4+1 × 5 feet deep. A Perception check is required to spot them. The dragon never triggers them.
4. The floor of the dragon's lair is covered with loose dirt and stones from the dragon's constant burrowing, except for a few areas the dragon's minions keep clean. The 80% lair is difficult terrain for anyone other than them.

Names

Anwizblion, Faxeondey, Firebolt, Garromer, Night Sun, Pyroxfirio

Variant: Purple Dragon Spellcasters

Some purple dragons develop the ability to innately cast spells. A yellow dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *gust of wind*,

Adult (save DC 15): 3/day each: *conjure minor elementals*, *wind wall*

Ancient (save DC 18): 1/day each: *call lightning*, *fire shield*

Great Wurm (save DC 18): 1/day: *incendiary cloud*

Ancient Purple Dragon

Legendary gargantuan dragon; Challenge 22 (41,000 XP)

AC 21 (natural armor)

HP 347 (21d20+126; bloodied 174)

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

STR 27 (+8) **DEX** 10 (+0) **CON** 23 (+6) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 18 (+4)

Proficiency +7; **Maneuver** DC 24

Skills Intimidation +11, Perception +9 (+1d6), Stealth +7 (at night +1d6)

Damage Resistances fire, lightning

Damage Immunities radiant

Condition Immunities blindness

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

Languages Common, Draconic, one other

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales flash with brilliant light, then dim and fall away. If it no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Master of the Storm. The dragon's movement and vision is not hindered by snow, wind, or storms.

Night Blindness. If the dragon uses its breath weapon in dim light or darkness, then each creature other than the dragon that is within 30 feet of the it must make a DC 21 Constitution saving throw. On a failure, the creature is blinded for 1 minute. A blinded creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature rolled a critical failure on this saving throw, it is blinded until targeted by a *lesser restoration* or similar effect.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Firestorm.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) piercing damage plus 9 (2d8) fire damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 24), and a Huge or smaller creature is grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Firestorm on another target.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Burrow. The dragon burrows under the ground without provoking opportunity attacks, moves up to its burrow speed, and then resurfaces in an unoccupied space. If it is within 15 feet of a creature, it then makes a bite attack.

Energy Breath (Recharge 5-6). The dragon exhales pure, brilliant energy in its choice of a 90-foot cone or a 90-foot-long, 10-foot-wide line. Each creature in the area makes a Dexterity saving throw, taking 93 (16d10) radiant damage on a failed save or half damage on a success. Additionally, a creature that fails its saving throw is burned by the energy. For the next 24 hours or until it is targeted by a *lesser restoration* or similar magic, when it regains hit points through magical or nonmagical means, it only regains half as many.

Firestorm. The dragon exhales a swirl of lightning and flames. It targets one creature within 60 feet, forcing it to make a DC 21 Dexterity saving throw. The creature takes 11 (2d10) fire damage and 11 (2d10) lightning damage on a failure or half as much damage on a success.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Energy Wall (1/Day, Bloodied Only). The dragon channels its energy breath into a wall of magical force that either forms a hemispherical dome with a 15-foot radius or a wall up that is up to 30 feet on a side, centered on a point it can see within range. The wall lasts for 10 minutes or until the dragon uses a bonus action to end it, and extends to the material plane. If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (50% chance of either direction). The wall sheds bright light to 10 feet and dim light for a further 10 feet. Nothing physical can pass through the wall. The dragon can use its breath weapon through it.

The wall can be destroyed with a *dispel magic* (using the dragon's spell save DC for the ability check) or by being dealt at least 50 force damage at once. It is otherwise immune to damage.

Ancient Purple Dragon Variant: Purple Great Wyrn

The dragon is an elite monster, equivalent to two CR 22 monsters (82,000 XP). It has 694 (42d20+294; bloodied 347) hit points and the following trait:

Brightest Light. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Additionally, for 1 minute, saves against its Night Blindness are made with disadvantage.

The dragon has the following additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Growing Light (Costs 2 Actions). The dragon recharges its breath weapon.

Hellstorm (Costs 3 Actions). The dragon spits fire and lightning at a creature it can see within 90 feet. The creature takes damage as if caught in the dragon's breath weapon, but isn't at risk of blindness. Half of the damage is fire damage and the other half is lightning damage.

Adult Purple Dragon

Legendary huge dragon; Challenge 16 (15,000 XP)

AC 19 (natural armor)

HP 250 (20d12+120; bloodied 125)

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

STR 23 (+6) **DEX** 10 (+0) **CON** 21 (+5) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Proficiency +5; **Maneuver DC** 19

Skills Intimidation +8, Perception +7 (+1d6), Stealth +5 (at night +1d6)

Damage Resistances fire, lightning

Damage Immunities radiant

Condition Immunities blindness

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, one other

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales flash with brilliant light, then dim and fall away. If it no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Master of the Storm. The dragon's movement and vision is not hindered by snow, wind, or storms.

Night Blindness. If the dragon uses its breath weapon in dim light or darkness, then each creature other than the dragon that is within 30 feet of it must make a DC 20 Constitution saving throw. On a failure, the creature is blinded for 1 minute. A blinded creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature rolled a critical failure on this saving throw, it is blinded until targeted by a *lesser restoration* or similar effect.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Firestorm.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 27 (4d10+5) piercing damage plus 9 (2d8) fire damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 19), and a Large or smaller creature is grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Firestorm on another target.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Burrow. The dragon burrows under the ground without provoking opportunity attacks, moves up to its burrow speed, and then resurfaces in an unoccupied space. If it is within 10 feet of a creature, it then makes a bite attack.

Energy Breath (Recharge 5-6). The dragon exhales pure, brilliant energy in its choice of a 60-foot cone or a 60-foot-long, 5-foot-wide line. Each creature in the area makes a Dexterity saving throw, taking 66 (12d10) radiant damage on a failed save or half damage on a success. Additionally, a creature that fails its saving throw is burned by the energy. For the next 24 hours or until it is targeted by a *lesser restoration* or similar magic, when it regains hit points through magical or nonmagical means, it only regains half as many.

Firestorm. The dragon exhales a swirl of lightning and flames. It targets one creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 11 (2d10) fire damage and 11 (2d10) lightning damage on a failure or half as much damage on a success.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 16 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Energy Wall (1/Day, Bloodied Only). The dragon channels its energy breath into a wall of magical force that either forms a hemispherical dome with a 15-foot radius or a wall up that is up to 30 feet on a side, centered on a point it can see within range. The wall lasts for 10 minutes or until the dragon uses a bonus action to end it, and extends to the material plane. If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (50% chance of either direction). The wall sheds bright light to 10 feet and dim light for a further 10 feet. Nothing physical can pass through the wall. The dragon can use its breath weapon through it. The wall can be destroyed with a *dispel magic* (using the dragon's spell save DC for the ability check) or by being dealt at least 25 force damage at once. It is otherwise immune to damage.

Young Purple Dragon

Large dragon; Challenge 10 (5,900 XP)

AC 19 (natural armor)

HP 152 (16d10+64; bloodied 76)

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

STR 19 (+4) **DEX** 10 (+0) **CON** 19 (+4) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +4; **Maneuver DC** 16

Skills Intimidation +6, Perception +5, Stealth +4

Damage Resistances fire, lightning

Damage Immunities radiant

Condition Immunities blindness

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Master of the Storm. The dragon's movement and vision is not hindered by snow, wind, or storms.

Night Blindness. If the dragon uses its breath weapon in dim light or darkness, then each creature other than the dragon that is within 30 feet of it must make a DC 16 Constitution saving throw. On a failure, the creature is blinded for 1 minute. A blinded creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) fire damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 16), and a Medium or smaller creature is grappled in this way is restrained. While grappling a creature, the dragon can't bite another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

Energy Breath (Recharge 5-6). The dragon exhales pure, brilliant energy in its choice of a 30-foot cone or a 30-foot-long, 5-foot-wide line. Each creature in the area makes a Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save or half damage on a success.

Purple Dragon Wyrmling

Medium dragon; Challenge 3 (750 XP)

AC 19 (natural armor)

HP 52 (8d8+16; bloodied 26)

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

STR 16 (+3) **DEX** 10 (+0) **CON** 15 (+2) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 12 (+1)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2, Stealth +2

Damage Resistances fire, lightning

Damage Immunities radiant

Condition Immunities blindness

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Master of the Storm. The dragon's movement and vision is not hindered by snow, wind, or storms.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Energy Breath (Recharge 5-6). The dragon exhales pure, brilliant energy in its choice of a 15-foot cone or a 15-foot-long, 5-foot-wide line. Each creature in the area makes a Dexterity saving throw, taking 33 (6d10) radiant damage on a failed save or half damage on a success.

Dragon, Rainbow (Chromatic)

The Dragon's Bestiary, Dragon Magazine #146

Created by Gregory Detwiler; art by Tom Baxa

Rainbow dragons are possibly the most beautiful of all dragons, with small, iridescent scales that constantly shift through all the colors of the rainbow and then some. They have a frill that runs down their neck and back, resembling the sail of a dimetrodon, and smaller frills on their “earls” and on the tip of their tail. They lair in sun-drenched deserts, plains, and mountaintops—anywhere where the light will reflect off their scales and shine their beauty for all to see.



A rainbow dragon's breath weapon is a beam of rainbow light that burns and blinds whoever it touches—and they can even select individual colors of light to breathe on a target, in order to inflict different types of damage.

Deceptive Beauty. People who see a rainbow dragon from afar typically imagine it to be as good as it is beautiful. In reality, though, they are egotistical to a fault, and they quickly grow bored with anything that is not of immediate interest to it—and they will get rid of anything they find boring with a powerful tail slap or spat burst of energy. They can listen to people praise it all day, though, especially if the flattery is combined with gifts of precious metals, gems, and mirrors.

Demanding Sentinels. Rainbow dragons aggressively patrol their territories, especially during daytime when their beauty can be most easily seen. They will attack whoever they come across (unless they feel outnumbered), demanding flattery and tribute. They will leave travelers unharmed but shaken if they comply. They may even take a shine to people who are sufficiently obsequious and might give such a person a trinket or other gift to commemorate the dragon bringing some spice into their lives.

Despite their ferocity, rainbow dragons prefer to not get into combat—at least not if there's any chance of their beautiful scales being marred. However, they hate ugliness and will gladly destroy anything they deem to be sufficiently hideous.

Narcissistic. Rainbow dragons consider themselves to be the greatest of all dragons. They view other chromatic dragons as pale, limited reflections of themselves and gem dragons to be nuisances—albeit potentially tasty nuisances, though, as rainbow dragons enjoy eating both gemstones and meat, and gem dragons are, in their opinion, the best of both.

They actually are fond of metallic dragons, however, as a metallic dragon's hide is usually shiny enough to reflect the rainbow dragon in it. Rainbow dragons claim to be a metallic dragon (asking what sort of metal they are supposed to be, however, is a good way to get the questioner eaten). They do not care one whit that metallic dragons tend to dispute this claim of kinship.

Climate/Terrain: Subarctic, temperate, subtropical, tropical; badlands, deserts, grasslands, mountains

Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Rainbow dragons are the most colorful, beautiful, and egotistical of all dragons. They love treasure that is colorful or mirrored. They typically dwell in very sunny areas, where the light makes them seem even more colorful.

DC 15. Easily bored, and even more easily angered when bored, rainbow dragons exhale beams of colored light, and can spit individual colors of light, each of which inflicts a different type of damage.

DC 20. Rainbow dragons like to terrorize people into giving them tribute and flattery, but are loathe to kill unnecessarily—unless they feel slighted in some way. They surround themselves with sycophantic followers of all sorts—but only pretty ones.

Rainbow Dragons Encounters

CR 5-10 rainbow dragon wyrmling and 1d6+2 dragonbound warriors or kobolds

Treasure: 775 gp, 1,100 sp, 4 moonstones (50 gp each), 5 pearls (100 gp each), gold-framed mirror (250 gp), *bag of tricks* (gray), *elemental gem* (sapphire), *potions of clairvoyance* and *heroism*, *vial of beauty*

CR 11-16 young rainbow dragon; young rainbow dragon with minstrel, 2d4+4 dragonbound warriors, kobolds, or soldiers; young rainbow dragon with adamanticore

Treasure: 25 pp, 800 gp, 4,200 sp, 5 tourmalines (100 gp each), opal (1,000 gp), dragon sculpture carved out of quartz and gold (500 gp), fully illuminate bestiary (worth 100 gp), *badge of seasons*, *glamoured padded leather*, *robe of eyes*, *spell scrolls of major image* and *hallucinatory terrain*

CR 17-22 young rainbow dragon with gem vars (q.v.); young rainbow dragon with 2-3 fey knights, knights, or scorpionfolk

Treasure: 445 pp, 2,500 gp, 6 topazes and spinels (500 gp each), 10 1-pound gold bars (50 gp each), 2 sets of resplendent clothes for a formal ball (250 gp each), tapestry made with gold and silver thread (500 gp), *amulet of the pleasing bouquet*, *bowl of commanding water* *elementals*, *figurine of wondrous power* (onyx dog), *necklace of prayer beads*, *scimitar of speed*

CR 23-30 adult rainbow dragon with shield guardian or medusa; ancient rainbow dragon

Treasure: 970 pp, 13,750 gp, 3 opals (1,000 gp each), 1 diamond (5,000 gp), matching pair of rainbow gem-studded mithril goblets (2,500 gp each), gold-plated suit of ornamental plate armor (2,500 gp), *ever-shifting map*, *liquid luck*, *hat of grand entrances*, *ioun stones of awareness* and *leadership*

CR 31+ ancient rainbow dragon with 1d4+2 gem vars; ancient rainbow dragon; great wurm rainbow dragon

Treasure: 3,500 pp, 29,750 gp, dragon-sized diamond-studded necklace (25,000 gp), quarter-sized statue of the dragon carved from scintillating, extraplanar stone with opal eyes

(10,000 gp), platinum scepter topped with a ruby (7,500 gp), set of matching gold-pearl necklace, ring, and earring (1,000 gp each), 5 bolts of silk from Feywild-dwelling moths (750 gp each), *celestial aegis*, *helm of brilliance (fully charged)*, *marvelous pigments*, *ring of fire elemental command*, *ring of shooting stars*, *robe of stars*

Signs

1. Gemstones sparkle brightly, shedding colorful dim light in a 5-foot radius, and shiny surfaces become highly reflective.
2. The sunshine and starshine are unusually bright, and rainbows form even in clear, dry skies.
3. Flashes of colorful light in the sky, as if light was bounced off a mirror.
4. Spires of bismuth growing out of rocks.
5. A looted merchant caravan.
6. Brilliantly colored plants and insects.

Behavior

- 1-2. Patrolling its territory.
3. Attacks on site; demands tribute.
4. Resting in the sunlight.
5. Receiving tribute from a merchant caravan its held up.
6. Perched atop a ruin or rock spur, surveying its domain.
7. Feeding on the corpse of a gemstone dragon.
8. Staring into a mirror.

Rainbow Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. The entire lair is brightly lit, with no areas of darkness or dim light. Attempts to hide are made at disadvantage.
2. Colored light reflects throughout the lair, dancing in distracting patterns. A creature other than the dragon has disadvantage on Intelligence checks made in the lair due to the distracting colors, and its Speed is reduced by 10 feet.
3. Mirrors placed everywhere show the dragon's visage throughout the lair, and the dragon's egotistical ramblings can be heard throughout. The first time each day a creature other than the dragon enters the lair, it must make a Wisdom saving throw or take a level of strife.
4. Secret passages are hidden by materials that easily give way to one of the dragon's spit energy attacks, allowing the dragon to escape.

Names

Gallimaufry, Hinamitol, Manzat, Nevindrak, Prism

Variant: Rainbow Dragon Spellcaster

Some dragons develop the ability to innately cast spells. A red dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC X): 3/day each: *command, hypnotic pattern*

Adult (save DC X): 3/day each: *daylight, hallucinatory terrain*

Ancient (save DC X): 1/day each: *control weather, scrying*

Great Wyrms (save DC X): 1/day: *prismatic wall*

Ancient Rainbow Dragon

Gargantuan legendary dragon; Challenge 28 (120,000 XP)

AC 24 (natural armor)

HP 507 (26d20+252; bloodied 253)

Speed 40 ft., fly 80 ft.

STR 30 (+10) **DEX** 14 (+2) **CON** 29 (+9) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 28 (+9)

Proficiency +8; **Maneuver DC** 26

Saving Throws Dex +10, Con +17, Cha +17

Skills Intimidation +17, Perception +11 (+1d6)

Damage Resistances lightning

Damage Immunities force, radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two others

Illuminated Chameleon. The dragon sheds bright light to 10 feet and dim light to a further 10 feet. It can use a bonus action to extinguish this light. It can also alter the color of its scales to appear as a single color (including metallic colors) or to form patterns and symbols

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales dull and turn a colorless gray. If it has no more uses of this ability, its Armor Class is reduced to 22 until it completes a long rest.

Radiant Absorption. Whenever the dragon is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Energy.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) piercing damage plus 9 (2d8) damage. Each time this attack is made, roll a d6 to determine the damage type: 1—acid; 2—cold; 3—fire; 4—lightning; 5—poison; 6—radiant.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8+10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8+10) bludgeoning damage, and the dragon pushes the target 10 feet away

Reflective Scales. The dragon flexes its scales, turning them into a multifaceted mirror that sends flashes of colored light bouncing across the area. A creature within 30 feet of the dragon must make a DC 25 Wisdom saving throw or be charmed by the dragon for 1 minute. While charmed, the creature is incapacitated and its speed is reduced to 0 feet. The effect ends on a creature when it takes damage or when another creature uses an action to shake it out of its daze.

Spit Energy. The dragon targets a creature within 60 feet, forcing it to make a DC 25 Dexterity saving throw. The creature takes 22 (4d10) damage on a failed save or half as much on a successful one. Each time this attack is made, roll a d6 to determine the damage type: 1—acid; 2—cold; 3—fire; 4—lightning; 5—poison; 6—radiant.

Rainbow Breath (Recharge 5-6). The dragon exhales a blast of rainbow light in a 10-foot wide, 90-foot line. Each creature in that area must make a DC 25 Constitution saving throw, taking 45 (8d10) force damage and 45 (8d10) radiant damage on a failed save, or half as much on a successful one. This damage ignores resistance to radiant damage and a creature that is immune to radiant damage takes half damage instead. Additionally, a creature that is vulnerable to acid, cold, fire, lightning, or poison damage takes an additional 22 (4d10) radiant damage. On a failed saving throw, a creature is also blinded for 10 minutes. It may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Imperious Command (3/Day). The dragon threatens a creature into obedience, its snarl laced with terrifying subsonic harmonies. The chooses one frightened creatures it can see and that can hear the dragon. That creature must make a DC 25 Wisdom saving throw or be charmed by the dragon for 1 minute. If the dragon commands the target to take an action that would harm itself or an ally, and also at the end of each of the target's turns, the target can make a new saving throw, ending the effect on a success. The charm also ends when the frightened condition ends.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Reflective Scales. The dragon uses its Reflective Scales action.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 26 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 26 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed

Variant: Rainbow Dragon Variant: Rainbow Great Wyrn

The dragon is an elite monster, equivalent to two CR 28 monsters (240,000 XP). It has 1,014 (52d20+468; bloodied 507) hit points and the following trait:

Rainbow Burst. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available, and brilliant light explodes from it. Each creature within 20 feet of the dragon must make a DC 25 Constitution saving throw. On a failure, a creature with resistance to radiant damage loses it, and a creature without resistance or immunity to radiant damage becomes vulnerable to radiant damage instead and is blinded. Either effect lasts until the start of the creature's next turn. Additionally, until the end of the dragon's next turn, spells from the prismatic, radiant, and shadow schools of magic don't work or end, if they are already in effect, and spell slots used to cast these spells are lost, and a creature that is already blinded has disadvantage on saving throws to end that condition until it completes a short or long rest.

The dragon has the following additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Gather The Light (Costs 2 Actions). The dragon recharges its breath weapon.

Unweave The Rainbow (Costs 3 Actions). The dragon exhales a beam of colored light at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling the save as usual, but the damage type varies: 1—red, fire; 2—orange, acid; 3—yellow, lightning; 4—green, poison; 5—blue, cold; 6—violet, thunder.

Adult Rainbow Dragon

Huge legendary dragon; Challenge 23 (50,000 XP)

AC 22 (natural armor)

HP 324 (24d12+168; bloodied 162)

Speed 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 14 (+2) **CON** 25 (+7) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 24 (+7)

Proficiency +7; **Maneuver** DC 23

Saving Throws Dex +9, Con +14, Cha +14

Skills Intimidation +14, Perception +8 (+1d6)

Damage Resistances lightning

Damage Immunities force, radiant
Condition Immunities blinded
Senses darkvision 120 ft., passive Perception 21
Languages Common, Draconic, one other

Illuminated Chameleon. The dragon sheds bright light to 10 feet and dim light to a further 10 feet. It can use a bonus action to extinguish this light. It can also alter the color of its scales to appear as a single color (including metallic colors) or to form patterns and symbols

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales dull and turn a colorless gray. If it has no more uses of this ability, its Armor Class is reduced to 20 until it completes a long rest.

Radiant Absorption. Whenever the dragon is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Energy.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10+8) piercing damage plus 4 (1d8) damage. Each time this attack is made, roll a d6 to determine the damage type: 1—acid; 2—cold; 3—fire; 4—lightning; 5—poison; 6—radiant.

Claws. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage, and the dragon pushes the target 10 feet away

Reflective Scales. The dragon flexes its scales, turning them into a multifaceted mirror that sends flashes of colored light bouncing across the area. A creature within 30 feet of the dragon must make a DC 22 Wisdom saving throw or be charmed by the dragon for 1 minute. While charmed, the creature is incapacitated and its speed is reduced to 0 feet. The effect ends on a creature when it takes damage or when another creature uses an action to shake it out of its daze.

Spit Energy. The dragon targets a creature within 60 feet, forcing it to make a DC 25 Dexterity saving throw. The creature takes 22 (4d10) damage on a failed save or half as much on a successful one. Each time this attack is made, roll a d6 to determine the damage type: 1—acid; 2—cold; 3—fire; 4—lightning; 5—poison; 6—radiant.

Rainbow Breath (Recharge 5-6). The dragon exhales a blast of rainbow light in a 5-foot wide, 60-foot line. Each creature in that area must make a DC 25 Constitution saving throw, taking 33 (6d10) force damage and 33 (6d10) radiant damage on a failed save, or half as much on a successful one. This damage ignores resistance to radiant damage and a creature that is immune to radiant damage takes half damage instead. Additionally, a creature that is vulnerable to acid, cold, fire, lightning, or poison damage takes an additional 16 (3d10) radiant damage. On a failed saving throw, a creature is also blinded for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Imperious Command (3/Day). The dragon threatens a creature into obedience, its snarl laced with terrifying subsonic harmonies. The chooses one frightened creatures it can see and that can hear the dragon. That creature must make a DC 23 Wisdom saving throw or be charmed by the dragon for 1 minute. If the dragon commands the target to take an action that would harm itself or an ally, and also at the end of each of the target's turns, the target can make a new saving throw, ending the effect on a success. The charm also ends when the frightened condition ends.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Reflective Scales. The dragon uses its Reflective Scales action.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 23 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed

Young Rainbow Dragon

Large dragon; Challenge 12 (8,400 XP)

AC 20 (natural armor)

HP 189 (18d10+90; bloodied 94)

Speed 40 ft., fly 80 ft.

STR 22 (+6) **DEX** 14 (+2) **CON** 21 (+5) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 20 (+5)

Proficiency +4; **Maneuver** DC 18

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

Skills Intimidation +9, Perception +5 (+1d6)

Damage Resistances lightning

Damage Immunities force, radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Illuminated Chameleon. The dragon sheds bright light to 5 feet and dim light to a further 5 feet. It can use a bonus action to extinguish this light. It can also alter the color of its scales to appear as a single color (including metallic colors) or to form patterns and symbols

Radiant Absorption. Whenever the dragon is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage plus 4 (1d8) damage. Each time this attack is made, roll a d6 to determine the damage type: 1—acid; 2—cold; 3—fire; 4—lightning; 5—poison; 6—radiant.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Reflective Scales. The dragon flexes its scales, turning them into a multifaceted mirror that sends flashes of colored light bouncing across the area. A creature within 15 feet of the dragon must make a DC 17 Wisdom saving throw or be charmed by the dragon for 1 minute. While charmed, the creature is incapacitated and its speed is reduced to 0 feet. The effect ends on a creature when it takes damage or when another creature uses an action to shake it out of its daze.

Rainbow Breath (Recharge 5-6). The dragon exhales a blast of rainbow light in a 5-foot wide, 60-foot line. Each creature in that area must make a DC 25 Constitution saving throw, taking 22 (4d10) force damage and 22 (4d10) radiant damage on a failed save, or half as much on a successful one. This damage ignores resistance to radiant damage and a creature that is immune to radiant damage takes half damage instead. Additionally, a creature that is vulnerable to acid, cold, fire, lightning, or poison damage takes an additional 16 (3d10) radiant damage. On a failed saving throw, a creature is also blinded for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Rainbow Dragon Wyrmling

Medium dragon; Challenge 4 (1,100 XP)

AC 17 (natural armor)

HP 76 (9d8+36; bloodied 38)

Speed 30 ft., fly 60 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 16 (+3)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +4, Con +6, Cha +5

Skills Intimidation +5, Perception +2

Damage Resistances lightning

Damage Immunities force, radiant

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

Illuminated Chameleon. The dragon sheds bright light to 5 feet and dim light to a further 5 feet. It can use a bonus action to extinguish this light. It can also alter the color of its scales to appear as a single color (including metallic colors) or to form patterns and symbols

Radiant Absorption. Whenever the dragon is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) damage.

Reflective Scales. The dragon flexes its scales, turning them into a multifaceted mirror that sends flashes of colored light bouncing across the area. A creature within 10 feet of the dragon must make a DC 14 Wisdom saving throw or be charmed by the dragon for 1 minute. While charmed, the creature is incapacitated and its speed is reduced to 0 feet. The effect ends on a creature when it takes damage or when another creature uses an action to shake it out of its daze.

Rainbow Breath (Recharge 5-6). The dragon exhales a blast of rainbow light in a 5-foot wide, 30-foot line. Each creature in that area must make a DC 14 Constitution saving throw, taking 11 (2d10) force damage and 11 (2d10) radiant damage on a failed save, or half as much on a successful one. This damage ignores resistance to radiant damage and a creature that is immune to radiant damage takes half damage instead. Additionally, a creature that is vulnerable to acid, cold, fire, lightning, or poison damage takes an additional 11 (2d10) radiant damage. On a failed saving throw, a creature is also blinded until the end of its next turn.

Dragon, Tungsten (Ferrous Dragon)

The Dragon's Bestiary, Dragon Magazine #170; and Ferrous Dragons, Dragon Magazine #356
Created by Jason M. Walker, Kevin Baase, and Eric Jansing; art by James Zhang

Tungsten dragons have dozens of small, spiky horns surrounding their heads and curled, frill-like scales going down the back of their necks, all the way to the tip of their barbed tails. Upon hatching, a tungsten dragon is deep forest-green, flecked with brown. As they age, the brown slowly pales into a lustrous, pale tan while the green takes on a matte finish. Unlike many other dragons, tungsten dragons prefer eating plants to meat, especially desert succulents.

The Ends Justify The Means. Tungsten dragons are relentless in the pursuit of good, and they will use whatever means are available to defeat evil. After all, evil creatures stop at nothing in order to win, so good creatures must do the same if they hope to succeed. They won't harm innocents, but beyond that will do anything they have to in order to destroy evil opponents.

They make for excellent and loving parents, and make sure that their offspring have the proper views on goodness and evil. Upon reaching maturity, young tungstens often choose to remain with their parents and help them, especially if the local area has a very large number of evil creatures in it.

Constant Patrols. These dragons live only in arid climates, such as deserts, dry steppes, and savannahs. While they prefer warm temperature to cool ones, what they really look for in a territory is *dryness*. They spend much of their time soaring through the skies, on the lookout for evildoers below. If they spot a person they don't recognize—they usually have quite good memories for faces—they will either keep an eye on them for a while or simply land and demand to know what the traveler's business is. If more than one tungsten dragon shares a territory, they team up and coordinate their efforts. They will also ally with humanoid guard patrols, provided those patrols meet the tungsten's rigid morality requirements. Tungstens tend to not have permanent lairs and generally only keep enough treasure to satisfy the edge of their innate draconic lust for treasure and to pay for any help they need. Otherwise, they lead very austere lives.

Holier Than Thou. Tungsten dragons are scrupulously honest and view lies as evil—even white lies are seen as a slippery slope, a good intention leading to Hell. They are unwilling to associate with creatures they view as being not good enough. While they sometimes will befriend brass dragons, they also tend to view those dragons as being boorish and not dedicated enough. In return, brass dragons tend to think that tungsten dragons don't understand basic decency and kindness.



Climate/Terrain. temperate, subtropical, tropical; badlands, deserts, grasslands

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Tungsten dragons live in deserts and wastelands, which they fly over in endless patrols.

DC 15. These dragons can exhale burning sand in a powerful enough blast to strip the armor from its wearer. The most powerful of them can also breathe sand in a way that doesn't burn but buries and immobilizes their target.

DC 20. Self-proclaimed champions of goodness, tungsten dragons work endlessly to remove evil from their territories and bring evildoers to justice.

Tungsten Dragon Encounters

CR 3-4 tungsten dragon wyrmling with 3 or 4 dragonbound warriors.

Treasure: 300 sp, 1, 600 cp, +1 ammunition, *potion of heroism*

CR 5-10 young tungsten dragon

Treasure: 60 pp, 200 gp, 3 topazes (500 gp each), marble bust of a famed hero (250 gp), *potion of frost giant strength*, *scroll of zone of truth*

CR 11-16 young tungsten dragon with 1-2 guard squads, knights, or veterans

Treasure: 230 pp, 800 gp, emerald necklace (1,500 gp), *potion of climbing*, 2 *potions of greater healing*, *ring of resistance*

CR 17-22 adult tungsten dragon; adult tungsten dragon with knight

Treasure: 1,300 pp, 8,000 gp, peridot ring carved with a noble family crest (750 gp), *arrow of slaying*, *candle of invocation*, *wand of enemy detection*

CR 23-30 ancient tungsten dragon; adult tungsten dragon with young tungsten dragon; adult tungsten dragon with holy knight

Treasure: 2000 pp, gold jewelry box (2,500 gp), deed to a nearby fort and details on its staff (2,500 gp), +2 ammunition, +3 padded cloth, *fire charm*, *ioun stone of protection*,

CR 31+ great worm tungsten dragon; ancient tungsten dragon with deva and 1d4+1 soldier squads; adult tungsten dragon with knight captain

Treasure: 16,000 pp, 10,000 gp, 1/10th-size platinum statue of the dragon (7,500 gp), *ring of invisibility*, *scrolls of blade barrier* and *forcecage*, 2 *potions of supreme healing*, *sovereign glue*

Signs

1. A wanted sign for a group of local bandits.
2. A sandstorm.
3. A pile of sand, unusually hot to the touch.
4. Resident intelligent creatures speak well of their protector, but warn travelers about not breaking the rules.

Behavior

- 1-4. Flying overhead, patrolling.
5. Approaches the party; demands to know their business in the area.
6. Approaches the party; warns them of dangerous criminals in the area and requests their help in apprehending them.
7. Approaches the party; informs them of their criminal actions and demands that they repent and surrender.
8. In its lair, studying maps of the area.

Tungsten Dragon Lair Features

The save DC for the following effects is 13 + the dragon's proficiency modifier. Choose or roll one or more of the following lair features:

1. Creatures find it extremely difficult to keep secrets or lie while in the lair. Deception checks are made at disadvantage.
2. Shifting sand covers the ground in the dragon's lair. The area is difficult terrain, and whenever the dragon uses its Wing attack, it also causes a sandstorm, causing the area within 30 feet of the dragon to become heavily obscured until the start of its next turn. The sand doesn't hinder the dragon's vision.
3. As a legendary action, the dragon can beat its tail against the ground, causing creatures in contact with the ground to be partially engulfed by the loose sand. A creature must make a Strength or Dexterity saving throw or be grappled by the sand.
4. The dragon can use Burning Light to ignite piles of flammable material around the lair, creating up to three bonfires that are within 20 feet of each other. Each bonfire fills a 5-foot cube and burns for 1 minute. A creature in the bonfire's area must succeed on a Dexterity saving throw or be burned, taking 10 (3d6) fire damage on a failed save or half as much on a successful one.

Names

Ascomaea, Duzan, Justice, Ulthmyn, Watcher

Variant: Tungsten Dragon Spellcasters

Some tungsten dragons develop the ability to innately cast spells. A tungsten dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *create or destroy water, detect evil and good*

Adult (save DC 15): 3/day each: *banishment, wall of stone*

Ancient (save DC 18): 1/day each: *conjure celestial, plant growth*

Great Wyrms (save DC 18): 1/day: *hallow*

Ancient Tungsten Dragon

Legendary gargantuan dragon; Challenge 26 (90,000 XP)

AC 21 (natural armor)

HP 448 (23d20+207; bloodied 224)

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

STR 28 (+9) **DEX** 12 (+1) **CON** 28 (+9) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 19 (+4)

Proficiency +8; **Maneuver DC** 25

Saving Throws Dex +9, Con +18, Wis +10, Cha +12

Skills History +11, Insight +12, Intimidation +12, Perception +10 (+1d6)

Damage Resistances acid, radiant

Damage Immunities fire

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

Languages Common, Draconic, two others

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales corrode and flake off. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

The Scent of Truth. The dragon knows if it hears a lie.

Actions

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Sandbind.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) piercing damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8+9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8+9) bludgeoning damage.

Sandbind. The dragon breathes sand at a creature that is Large or smaller what is within 90 feet of the dragon, burying that creature. It must make a DC 25 Strength saving throw or be restrained by the sand. While restrained, the creature can't breathe. It can use its action to make a DC 20 Athletics check to dig its way out of the sand. A creature with a burrow speed can do this automatically, without the need for a check.

Sandblast Breath (Recharge 5-6). The dragon exhales a blast of burning sand in a 90-foot cone. Each creature in that area must make DC 25 Constitution saving throw, taking 49 (11d8) fire damage and 49 (11d8) slashing damage on a failed save or half damage on a success. If a creature fails by 5 or more and is wearing nonmagical armor or a shield, then the creature's armor is damaged by the blasting sand and takes a permanent and cumulative -1 to the AC it offers. Armor reduced to an AC of 10 or more or shield that drops to a +0 bonus is destroyed.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it must make a DC 20 Charisma saving throw. On a failure, it is 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. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet must make a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Demand Surrender. The dragon roars a demand that its foes drop their weapons. Each creature within 30 feet must make a DC 20 Wisdom saving throw or be forced to drop its weapons and fall prone. Whether the saving throw is a success or failure, an affected creature is immune to Demand Surrender for 24 hours.

Burning Light (Costs 3 Actions). The dragon targets a creature within 60 feet. That creature must make a DC 25 Constitution saving throw, taking 22 (4d10) radiant damage on a failure or half damage on a success. On a failure, the creature is also blinded until the end of its next turn.

Ancient Tungsten Dragon Variant: Tungsten Great Wym

The tungsten great wym is an elite monster, equivalent to two CR 26 creatures (180,000 XP). It has 897 (46d20+414; bloodied 448) hit points. It has the following trait:

Rejuvenating Flame (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if its not already available. After doing so, the dragon's scales and eyes begins to burn with righteous light. Until the end of the dragon's next turn, a creature that touches the dragon or hits it with a melee attack while within 10 feet of the dragon takes 10 (3d6) radiant damage.

The dragon has the additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Second Chance (Gaze). A creature within 120 feet makes a saving throw against Demand Surrender, even if it has already successfully saved within the past 24 hours.

Righteousness (Costs 2 Actions). The dragon recharges its breath weapon.

Immolate (Costs 3 Actions). The dragon spits a ball of golden fire at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual. Instead of slashing damage, the creature takes radiant damage.

Adult Tungsten Dragon

Legendary huge dragon; Challenge 19 (22,000 XP)

AC 19 (natural armor)

HP 297 (22d12+154; bloodied 224)

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

STR 24 (+7) **DEX** 12 (+1) **CON** 24 (+7) **INT** 15 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Proficiency +7; **Maneuver DC** 20

Saving Throws Dex +7, Con +13, Wis +7, Cha +9

Skills History +8, Insight +7, Intimidation +9, Perception +7 (+1d6)

Damage Resistances acid, radiant

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, two others

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales corrode and flake off. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Smell Metal. The dragon can locate by scent coins and ores within 1,000 feet.

The Scent of Truth. The dragon knows if it hears a lie.

Actions

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Sandbind.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (2d8+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (2d8+7) bludgeoning damage.

Sandbind. The dragon breathes sand at a creature that is Medium or smaller what is within 60 feet of the dragon, burying that creature. It must make a DC 20 Strength saving throw or be restrained by the sand. While restrained, the creature can't breathe. It can use its action to make a DC 20 Athletics check to dig its way out of the sand. A creature with a burrow speed can do this automatically, without the need for a check.

Sandblast Breath (Recharge 5-6). The dragon exhales a blast of burning sand in a 60-foot cone. Each creature in that area must make DC 20 Constitution saving throw, taking 40 (9d8) fire damage and 40 (9d8) slashing damage on a failed save or half damage on a success. If a creature fails by 5 or more and is wearing nonmagical armor or a shield, then the creature's armor is damaged by the blasting sand and takes a permanent and cumulative -1 to the AC it offers. Armor reduced to an AC of 10 or more or shield that drops to a +0 bonus is destroyed.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it must make a DC 18 Charisma saving throw. On a failure, it is 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. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet must make a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Demand Surrender. The dragon roars a demand that its foes drop their weapons. Each creature within 30 feet must make a DC 18 Wisdom saving throw or be forced to drop its weapons and fall prone. Whether the saving throw is a success or failure, an affected creature is immune to Demand Surrender for 24 hours.

Burning Light (Costs 3 Actions). The dragon targets a creature within 60 feet. That creature must make a DC 25 Constitution saving throw, taking 22 (4d10) radiant damage on a failure or half damage on a success. On a failure, the creature is also blinded until the end of its next turn.

Young Tungsten Dragon

Large dragon; Challenge 10 (5,900 XP)

AC 18 (natural armor)

HP 168 (16d10+80; bloodied 84)

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

STR 21 (+5) **DEX** 12 (+1) **CON** 20 (+5) **INT** 13 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +5, Con +9, Wis +4, Cha +6

Skills History +5, Insight +4, Intimidation +6, Perception +5 (+1d6)

Damage Resistances acid, radiant

Damage Immunities fire

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

Languages Common, Draconic

Smell Metal. The dragon can locate by scent coins and ores within 500 feet.

The Scent of Truth. The dragon knows if it hears a lie.

Actions

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (2d8+7) slashing damage.

Sandblast Breath (Recharge 5-6). The dragon exhales a blast of burning sand in a 30-foot cone. Each creature in that area must make DC 17 Constitution saving throw, taking 27 (6d8) fire damage and 27 (6d8) slashing damage on a failed save or half damage on a success. If a creature fails by 5 or more and is wearing nonmagical armor or a shield, then the creature's armor is damaged by the blasting sand and takes a permanent and cumulative -1 to the AC it offers. Armor reduced to an AC of 10 or more or shield that drops to a +0 bonus is destroyed.

Tungsten Dragon Wyrmling

Medium dragon; Challenge 3 (750 XP)

AC 16 (natural armor)

HP 67 (9d8+27; bloodied 33)

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

STR 17 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 13 (+1)

Proficiency +2; **Maneuver DC** 13

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

Skills Insight +2, Intimidation +3, Perception +2

Damage Resistances acid, radiant

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Smell Metal. The dragon can locate by scent coins and ores within 100 feet.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Sandblast Breath (Recharge 5-6). The dragon exhales a blast of burning sand in a 30-foot cone. Each creature in that area must make DC 13 Constitution saving throw, taking 9 (2d8) fire damage and 9 (2d8) slashing damage on a failed save or half damage on a success.

Dragon, Yellow (Chromatic)

The Missing Dragons, Dragon Magazine #65 and The Return of the Missing Dragons, Dragon Magazine #248

Created by Richard Alan Lloyd; art by David Day

Yellow dragons are long, blunt-nosed, and almost worm-like, with short limbs that end in oversized, mole-like claws. Their wings are short and fanlike, folding completely against their body when not in use. When first hatched, a yellow dragon's tiny scales appear like lemon-colored bits of glass. As the dragon ages, some of the scales get lighter and sun-bleached but retain their small size, allowing them to move like a snake.

Salt The Earth. Yellow dragons naturally lair in salt-filled areas: salt marshes, ocean beaches, inland salt lakes, estuaries, and salt pans. Their presence causes these places to become even more salt-filled, choking out most life as potable water is turned to brine and brine becomes saline water. Even animals that normally thrive in saltwater begin to die off, leaving behind only tiny (or giant) invertebrates and salt-loving fungi. When a yellow dragon lives in an area, existing buildings begin to crumble and decay from the damage the salt causes.

Quiet Lives. The presence of so much salt seems to preserve everything in a state of motionlessness and with great inertia. The weather is rarely severe. Instead of violent storms that quickly blow through an area, it may simply rain in steadily for days or even weeks in a quiet, unpleasant drizzle. Yellow dragons revel in the silence that surrounds them. The buzzing of flies and the soft whoosh of lapping ocean waves are the only noises they tolerate. Travelers who take pains to keep quiet are likely to be tolerated, but those who are loud can expect meet the dragon's quiet wrath. And yellow dragons enjoy torturing those who anger them, and then preserving their corpses in the salt.

As a result, yellow dragons are typically solitary. When they keep servitors, they expect them to speak in sign language or through writing, and while they do enjoy hearing stories and news from the outside world, they prefer to read it rather than the hear it. Powerful yellow dragons simply turn salt-preserved corpses into zombies or even mummies, neither of which need to talk.

Climate/Terrain: temperate, subtropical, tropical; desert, ruins, swamp, saltwater



Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Yellow dragons live in salt marshes and salt flats and on beaches. They exhale clouds of salty particles that not only erode what they touch, but also cause blindness and choking.

DC 15. The lair of a yellow dragon is always in an incredibly dry, moisture-sucking place. They hate noise, and so their lairs are always very quiet places.

DC 20. Truly ancient yellow dragons can transform targets into pillars of salt.

Yellow Dragon Encounters

CR 3-4 yellow dragon wyrmling; yellow dragon wyrmling with 1 or 2 crocodiles, swarms of insects, or sahuagin; yellow dragon wyrmling with 2d4 giant crabs

Treasure: 150 gp, 800 sp, trade goods (500 pounds of salt worth 25 gp), silver-edged mirror (25 gp), an earthenware tureen once painted with abstract designs which have now been eroded away, *dust of sneezing and choking*, *tome of the endless tale*

CR 5-10 young yellow dragon; young yellow dragon with 1 or 2 crocodiles, swarms of insects, or sahuagin; young yellow dragon with

Treasure: 230 gp, 600 sp, trade goods (1,000 pounds of salt worth 50 gp), 2 pearls (100 gp each), 1d4 barrels of salted meat of unknown type (15 gp each), platinum and onyx necklace (250 gp), set of navigator's tools, *decanter of endless water*, *feather token (boat)*, *spell scroll of hypnotic pattern*

CR 11-16 young yellow dragon with giant crocodile, 2 giant scorpions, 2 scorpionfolk, or sahuagin champion; young yellow dragon with 1d4+1 dragonbound warriors, jackalweres, or sahuagin; young yellow dragon with salt elemental (q.v.); adult yellow dragon.

Treasure: 260 pp, 50 gp, 890 sp, trade goods (5,000 pounds of salt worth 250 gp), medallion carved from bronze dragon horn (1,000 gp), iron crown set with moonstones (500 gp), bag of 12 pearls (100 gp each), damaged canoe, *dust of disappearance*, *elemental gem (fire)*, *ring of animal influence*

CR 17-22 adult yellow dragon with giant crocodile, scorpionfolk imperator, or sahuagin champion; adult yellow dragon with 2d12 zombies, 2d12 sahuagin, or 2 zombie knights; adult yellow dragon with stuffed crab; adult yellow dragon with salt elemental (q.v.)

Treasure 600 pp, 900 gp, trade goods (10,000 pounds of salt worth 500 gp), 3 black pearls (300 gp each), 1 opal (1,000 gp), ivory scepter with gold inlays in floral patterns (1,100 gp), golden cup with a sea serpent and merfolk relief on it (250 gp), *clockwork calender*, heavily corroded but still functional +2 *shield*, *spell scroll of hallucinatory terrain*

CR 23-30 ancient yellow dragon; ancient yellow dragon with 3 zombie knights; ancient yellow dragon with 2 zombie hordes or 2 sahuagin champions; adult yellow dragon with 1-2 salt elements or 1 giant salt elemental (q.v.)

Treasure 1,800 pp, 9,000 gp, trade goods (10,000 pounds of salt worth 500 gp), a bag of 6 black pearls (300 gp each), yellow dragon egg (25,000 gp), a triton ruler's coral and mother-of-pearl crown and scepter (20,000 gp each), *carpet of flying*, *fathomer's ring*, *iron bands of binding*

CR 31+ yellow dragon great wyrm; ancient yellow dragon with 1d4+1 mummies; ancient yellow dragon with div, ancient yellow dragon with 1d4 zombie hordes; ancient yellow dragon with giant salt elemental and salt elemental (q.v.)

Treasure 5,000 pp, 12,000 gp, trade goods (20,000 pounds of salt worth 1,000 gp), ivory bowl (1,500 gp), very large iron and gold bell (1,000 gp, but bulky), a heavily eroded slab of stone with ancient writing on it: a rare spell of at least 5th level (7,500 gp), diamond ring (7,500 gp), *iron flask* with a noble marid trapped within, *ioun stone (insight)*, *spell scroll of mirage arcane*, *scimitar of speed*,

Signs

- 1-2. Pillars of salt.
- 3-4. Dead, withered, salt-damaged plants.
5. The salt-preserved corpse of an animal or humanoid.
6. The air is so dry that nosebleeds are a common occurrence.
7. A pool of water. Although it seems fresh, it is actually saturated with salt.
8. A tiny village. The inhabitants are servants of the dragon and have had their tongues removed.

Behavior

- 1-2. Flying overhead, hunting.
3. Hiding in ambush.
4. Sleeping in the sun and half-buried in the salt.
5. Floating in a briny pool or the ocean.
6. Plotting against a nearby black or bronze dragon.
7. Sitting very still and listening to nothing.
8. Devouring a preserved corpse.

Names

Bleakest, Cyradalia, Lahbanaarav, Salansorl, Tasalacea, Tihordlak, Witherfang

Yellow Dragon Lair Features

The save DC for the following effects is 13+ the dragon's proficiency modifier. Choose or roll one or more of the following lair features.

1. Creatures have advantage on saving throws against spells from the water school of magic, and a spellcaster who makes an attack roll when casting a water spell does so at disadvantage.
2. Clouds of swarming insects and floating particles of salt dust hang in the air. The maximum range of any sight-based senses is 60 feet. Additionally, Perception checks are made with disadvantage and all passive scores (including passive Perception) are reduced by 5. The dragon's vision is not impaired.
3. Pools and tunnels of thick, briny water connect parts of the lair.
4. Each time a character tries to drink a liquid in the lair, including a potion, the Narrator should roll a die. On an odd result, the liquid is tainted with salt and useless.

Variant: Yellow Dragon Spellcaster

Some yellow dragons develop the ability to innately cast spells. A yellow dragon's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *pass without trace, silence*

Adult (save DC 15): 3/day each: *animate dead, blight*

Ancient (save DC 18): 1/day each: *control wind, create and destroy water*

Great Wyrms (save DC 18): 1/day: *create undead*

Ancient Yellow Dragon

Legendary gargantuan dragon; Challenge 23 (50,000 XP)

AC 21 (natural armor)

HP 367 (21d20+147; bloodied 183)

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

STR 27 (+8) **DEX** 14 (+2) **CON** 25 (+7) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 16 (+3)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +9, Con +14, Wis +8, Cha +10

Skills Perception +8 (+1d6), Stealth +9

Damage Immunities acid

Condition Immunities poisoned

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

Languages Common, Draconic, two more

Ambusher. When submerged in salt or in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales turn a dull gray. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Actions

Multitask. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Salt Spray.

Desiccating Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10+8) piercing damage plus 9 (2d8) necrotic damage, and its hit point maximum is reduced by half of the necrotic damage taken. The reduction lasts until the target finishes a short or long rest. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 23), and a

Huge or smaller creature is grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Salt Spray against another target.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Salt Breath (Recharge 5-6). The dragon exhales a 90-foot cone of corrosive, choking particles of salt. Each creature in that area must make a DC 22 Dexterity saving throw, taking 88 (16d10) acid damage on a failed save, or half as much damage on a successful one. A creature that failed its saving throw is also blinded and poisoned until the end of its next turn.

Salt Spray. The dragon spits liquid salt at a creature within 60 ft., forcing it to make a DC 22 Dexterity saving throw. On a failure, it takes 11 (2d10) acid damage and 11 (2d10) necrotic damage and is blinded for 1 minute. The creature may make a DC 22 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Pillar of Salt (Costs 3 Actions; Recharge 6). The dragon spits salt at a creature within 60 feet. That creature must make a DC 22 Constitution saving throw. If it rolls a natural 1 on the save, it is petrified instantly and turned into a pillar of salt. Otherwise, it is restrained as it begins to be petrified. The creature repeats the saving throw at the end of its turn, ending the effect on itself on a success and becoming petrified on a failure. The petrification can be removed with *greater restoration* or similar powerful magic.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Yellow Dragon Variant: Yellow Great Wyrn

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 735 (42d20+294; bloodied 367) hit points and the following trait:

Withering Salt (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. For the next minute, the dragon's salt breath because far

more draining, ignoring necrotic resistance and treating necrotic immunity as necrotic resistance. Additionally, a creature that rolls a critical failure when making its saving throw against its Salt Spray trait is blinded until it is targeted by a *lesser restoration* or similar spell.

The dragon has the following additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Draw Silica (Costs 2 Actions). The dragon recharges its breath weapon.

Desiccation. The dragon strikes a creature within 120 feet with a gout of liquid salt. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Adult Yellow Dragon

Legendary huge dragon; Challenge 16 (15,000 XP)

AC 19 (natural armor)

HP 242 (21d12+105; bloodied 121)

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

STR 23 (+6) **DEX** 14 (+2) **CON** 21 (+5) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +5; **Maneuver DC** 19

Saving Throws Dex +7, Con +10, Wis +6, Cha +6

Skills Perception +6 (+1d6), Stealth +7

Damage Immunities acid, necrotic

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Ambusher. When submerged in salt or in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, some of its scales turn a dull gray. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Salt Spray.

Desiccating Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage plus 4 (1d8) necrotic damage, and its hit point maximum is reduced by half of the necrotic damage taken. The reduction lasts until the target finishes a short or long rest. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 19), and a Large or smaller creature is grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Salt Spray against another target.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Salt Breath (Recharge 5-6). The dragon exhales a 60-foot cone of corrosive, choking particles of salt. Each creature in that area must make a DC 18 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one. A creature that failed its saving throw is also blinded and poisoned until the end of its next turn.

Salt Spray. The dragon spits liquid salt at a creature within 60 ft., forcing it to make a DC 18 Dexterity saving throw. On a failure, it takes 11 (2d10) acid damage and 11 (2d10) necrotic damage and is blinded for 1 minute. The creature may make a DC 18 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Legendary Actions

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

Pillar of Salt (Costs 3 Actions; Recharges after a Short or Long Rest). The dragon spits salt at a creature within 60 feet. That creature must make a DC 18 Constitution saving throw. If it rolls a natural 1 on the save, it is petrified instantly and turned into a pillar of salt. Otherwise, it is restrained as it begins to be petrified. The creature repeats the saving throw at the end of its turn, ending the effect on itself on a success and becoming petrified on a failure. The petrification can be removed with *greater restoration* or similar powerful magic.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed

Young Yellow Dragon

Large dragon; Challenge 9 (5,000 XP)

AC 18 (natural armor)

HP 136 (16d10+48; bloodied 68)

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

STR 19 (+4) **DEX** 14 (+2) **CON** 17 (+3) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 12 (+1)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +6, Con +7, Wis +4, Cha +5

Skills Perception +4 (+1d6), Stealth +6

Damage Immunities acid, necrotic

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Ambusher. When submerged in salt or in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon attacks once with its bite and twice with its claws.

Desiccating Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) piercing damage plus 4 (1d8) necrotic damage, and its hit point maximum is reduced by half of the necrotic damage taken. The reduction lasts until the target finishes a short or long rest. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 16), and a Medium or smaller creature is grappled in this way is restrained. While grappling a creature, the dragon can't bite another creature

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Salt Breath (Recharge 5-6). The dragon exhales a 60-foot cone of corrosive, choking particles of salt. Each creature in that area must make a DC 14 Dexterity saving throw, taking 50 (9d10) acid damage on a failed save, or half as much damage on a successful one. A creature that failed its saving throw is also blinded and poisoned until the end of its next turn.

Yellow Dragon Wyrmling

Medium dragon; Challenge 3 (700 XP)

AC 16 (natural armor)

HP 58 (9d8+18; bloodied 29)

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

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

Proficiency +3; **Maneuver DC** 13

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

Skills Perception +3 (+1d6), Stealth +5

Damage Immunities acid, necrotic

Condition Immunities poisoned

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

Languages Draconic

Ambusher. When submerged in salt or in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Actions

Desiccating Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (2d10+2) piercing damage plus 2 (1d4) necrotic damage, and its hit point maximum is reduced by half of the necrotic damage taken. The reduction lasts until the target finishes a short or long rest.

Salt Breath (Recharge 5-6). The dragon exhales a 30-foot cone of corrosive, choking particles of salt. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one. A creature that failed its saving throw is also blinded and poisoned until the end of its next turn.

Dread Wolf

Cry Wolf!, Dragon Magazine #174

Created by Tim Malto and Richard A. Knaak

Dread wolves look like zombies—half-rotted and covered in bare hide and clumps of matted fur, and smelling like the foulest death—but they are actually intelligent, cunning undead. A pack of dread wolves fights as one, working together to take down even powerful foes.

Controlled Undead. Only a powerful necromancer can bring a dread wolf in to existence—or rather a dread wolf *pack*, as the spells needed to create them work best on groups of dread wolves. They are created by binding undead shadows into the corpses of a pack of dead wolves. The binding ritual also allows their creator to look through the pack's eyes and even to control them telepathically. Perhaps fortunately for everyone else, the necromancer's range is limited to within 50 miles, they can't create or control more than one pack of dread wolves at a time, and they can't end their bond to the pack or transfer "ownership" of the pack to another person--doing so causes the pack to immediately die and crumble into gore. The creator *can*, however, add to their existing pack, one dread wolf at a time.

Rotting Death. Dread wolves slobber and froth as if rabid, but their bite transmits a rotting disease rather than rabies. Those who succumb to the bite have their flesh quickly rot away, and even those who manage to survive often suffer from terrible scarring and life-long pain. Those who die, however, are doomed to be transformed into the very shadows that were used to animate the wolves.



Legends and Lore

With an Arcana or Religion check, the characters can learn the following:

DC 10. Dread wolves are undead creatures under the control of a powerful necromancer.

DC 15. Surprisingly intelligent, dread wolves travel in large packs and unrelentingly hunt their prey. Their bite conveys a nasty, rotting disease.

DC 20. The dread wolves' creator can look through their eyes and even take control of an entire pack, directing their actions from afar.

Monster Encounters

Terrain: any

CR 3-4 3-4 dread wolves

CR 5-10 dread wolf pack

Signs

1. Wolf howls in the night.
2. Wolf pawprints, with droplets of old blood in them.
3. A humanoid corpse, torn to shreds but not eaten; other animals will not scavenge from it.
4. Tufts of fur and rotten flesh caught on thorns and branches.

Behavior

1. Chasing humanoid prey over long distances.
2. Dragging something—or someone—back to their master's lair.
3. Acting in a very uniform and direct manner; being actively controlled by their creator.
4. Attacking on sight.

Dread Wolf

Medium undead; Challenge 1 (200 XP)

AC 13 (natural armor)

HP 30 (4d8+12; bloodied 15)

Speed 40 ft.

STR 14 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 7 (-2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +4

Damage Resistances lightning

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, paralysis, poisoned, stunned

Senses darkvision 60 ft., passive Perception 14

Languages understands its creator's languages but can't speak

Keen Hearing and Smell. The dread wolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The dread wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and not incapacitated.

Regeneration. The dread wolf regains 5 hit points at the start of its turn. If the wolf takes fire or radiant damage, this trait doesn't function on its next turn. The wolf dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stench. A creature that starts its turn within 5 feet of the dread wolf must make a DC 13 Constitution saving throw. On a failure, it is poisoned until the start of its next turn. On a success, it is immune to any dread wolf's Stench for 24 hours.

Turning Defiance. The dread wolf has advantage on saving throws against being turned if it is within 5 feet of another dread wolf.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 7 (2d6) necrotic damage., and if the target is a creature, it must make two saving throws. The first is a DC 12 Strength saving throw. On a failure, the target falls prone. The second is a DC 13 Constitution saving throw. On a failure, the target catches a rotting disease and its hit point maximum is reduced by 1. As long as it is diseased, then at the end of every hour, the creature must make a new Constitution saving throw. On a failure, its hit point maximum is reduced by 1, and if this reduces the creature's hit point maximum to 0, the creature dies and its spirit rises as a free-willed **shadow** 1d4 hours later, the corpse no longer casts a shadow, and the target can't be raised until the new shadow is destroyed.

Combat

Dread wolves fight like any living wolves do, but unless they are being actively controlled by their creator, they fight to the death.

Dread Wolf Pack

Large squad of Medium undead; Challenge 9 (200 XP)

AC 13 (natural armor)

HP 150 (20d8+60; bloodied 75)

Speed 40 ft.

STR 14 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 7 (-2)

Proficiency +4; **Maneuver DC** 14

Skills Perception +6

Damage Resistances lightning

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, paralysis, poisoned, stunned

Senses darkvision 60 ft., passive Perception 16

Languages understands its creator's languages but can't speak

Area Vulnerability. The pack takes double damage from any effect that targets an area.

Pack Dispersal. When the pack is reduced to 0 hit points, it turns into 2 (1d4) base creatures, each of which are bloodied.

Pack. The pack is composed of 5 or more creatures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its

space with Medium or smaller creatures or objects. The pack can move through any opening large enough for one base creature without squeezing.

Keen Hearing and Smell. The dread wolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The dread wolf pack has advantage on attack rolls as long as it isn't bloodied.

Regeneration. The dread wolf pack regains 20 hit points at the start of its turn. If the pack takes fire or radiant damage, this trait doesn't function on its next turn. The pack dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stench. A creature that starts its turn within 10 feet of the dread wolf must make a DC 15 Constitution saving throw. On a failure, it is poisoned until the start of its next turn. On a success, it is immune to any dread wolf's Stench for 24 hours.

Turning Defiance. The dread wolf pack has advantage on saving throws against being turned as long as it isn't bloodied.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 19 (5d6+2) piercing damage plus 35 (10d6) necrotic damage, and if the target is a creature, it must make two saving throws. The first is a DC 14 Strength saving throw. On a failure, the target falls prone. The second is a DC 15 Constitution saving throw. On a failure, the target catches a rotting disease and its hit point maximum is reduced by 5 (2d4). As long as it is diseased, then at the end of every hour, the creature must make a new Constitution saving throw. On a failure, its hit point maximum is reduced by 5 (2d4), and if this reduces the creature's hit point maximum to 0, the creature dies and its spirit rises as a **shadow** the following night.

Faerie Dragon (Variants)

Creature Catalog II, Dragon Magazine #94, created by Samuel Offutt; art by Bob Maurus; and Dragons are Wizards' Best Friends, Dragon Magazine #146, created by David E. Cates; art by Jennell Jaquays

Gloom Dragon

These faerie dragon variants often occur where the Feywild and Shadowfell are close. They are a bit snakier in build. Their scales are ash-gray when they first hatch, but become darker and smokier as they age. Gloom dragons are quiet, introspective creatures who prefer peace and quiet instead of confrontation. They typically have standoffish personalities and often live on the outskirts of faerie dragon communities, away from all the noise. Gloom dragons have a fondness for darkly-colored gems, which they collect, and honey and sweet fruits, which they eat in large amounts.



Gloom Dragon

Tiny dragon (fey); Challenge 1 (200 XP)

AC 15

HP 14 (4d4+4; bloodied 7)

Speed 10 ft., fly 60 ft.

STR 3 (-4) **DEX** 20 (+5) **CON** 12 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Proficiency +2; **Maneuver DC** 15

Skills Arcana +4, Perception +2, Stealth +7

Damage Resistances cold, necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Darksight. Magical darkness doesn't impede the dragon's vision.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

5 years old, at will: *guidance, mage hand, minor illusion*

10 years old, 1/day: *darkness*

30 years old, 1/day: *blur*

50 years old, 1/day: *rope trick*

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a bonus action. If the dragon makes a successful attack while hiding, it doesn't reveal its position.

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

ACTIONS

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

Dark Mask (Recharge 5-6). The dragon spits darkness at one creature within 10 feet of it. The target must make a DC 14 Wisdom saving throw or its head is surrounded by a cloud of magical darkness for 1 minute, and the target is blinded. The target may use its action to fan away the cloud, ending the effect.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Dark Mask, or Beast Form.

Hellion Dragon

Often hatched in places where the walls between the Feywild and the lower planes are at the thinnest, hellion dragons are petty-minded and mean-spirited and love to play nasty pranks. Fortunately for most, they prefer to play these pranks on creatures who are *also* petty and mean, rather than on nicer creatures—they like seeing people get what they deserve. Hellion dragons have horns rather like a red dragon's, but their coloration ranges from reds to purples to oranges, flecked with black. As they age, the black flecks get larger and the other colors get more intense.



Hellion Dragon

Tiny dragon (fey); Challenge 1 (200 XP)

AC 15

HP 14 (4d4+4; bloodied 7)

Speed 10 ft., fly 60 ft.

STR 3 (-4) **DEX** 20 (+5) **CON** 12 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Proficiency +2; **Maneuver DC** 15

Skills Arcana +4, Perception +2, Stealth +7

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

5 years old, at will: *produce flame, thaumaturgy, vicious mockery*

10 years old, 1/day: *bestow curse* (from *Manual of Adventurous Resources* volume 1)

30 years old, 1/day: *pretty-oops!* (see below)

50 years old, 1/day: *fear*

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

ACTIONS

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

Fire Breath (Recharge 5-6). The dragon spits fire at one creature within 10 feet of it. The target must make a DC 14 Dexterity saving throw, taking 2 (1d4) fire damage. The damage increases by 1d4 for each age category above 5 years old.

- **Boom! (3/Day).** The dragon targets a Tiny nonmagical object that is not being worn or held that is within 60 feet of it, and chooses one of the following effects:
The object explodes with a brilliant flash of light and sends shrapnel in all directions. Each creature within 10 feet of the object must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much on a successful one.
- The object explodes harmlessly but releases a noxious cloud of sulfurous gas that fills a 10-foot cube. It lingers for 1 minute or until dispersed by a moderate wind. The area is heavily obscured, and a creature that starts its turn in its area must make a DC 12 Constitution against poison saving throw or use its action to retch and reel.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Fire Breath, Boom!, or Beast Form.

Pretty—Oops! (Rare Spell)

1st-level (illusion; animal, obscurement, shadow, transformation)

Classes: bard, wizard

Casting Time: 1 round

Range: Touch

Target: One beast or object

Components: V, S, M (a downy feather)

Duration: 8 hours

Saving Throw: Constitution negates (special)

This spell may be cast on a Tiny creature that has an Intelligence score of 4 or less, or on an inanimate object. If cast on a creature, it may make a saving throw to resist. On a failure, it is unconscious and paralyzed for 8 hours, and may make a new save at the end of each hour, ending the effect on itself on a success.

With this spell, you turn a Tiny creature or object into a Tiny object that looks however you wish it to but is the same approximate size and shape as the original. If the illusory object is held (not just touched), it reverts back to its normal form. If it is a creature, it is no longer paralyzed or unconscious, but it *is* enraged, and it has advantage on the first attack roll it makes against the creature that is holding it.

Jewel Dragon

Jewel dragons sometimes hatch from faerie dragon eggs when the parents consume magical gemstones, live too close to places that are connected to the Plane of Earth, or are exposed to a great deal of prismatic magic—although this mutation also sometimes occurs for no reason whatsoever. When first hatched, their scales look like pale white quartz. Jewel dragons particularly enjoy eating gemstones, and their scales take on the colors of the gems they eat. The older a jewel dragon becomes, the more colors appear on their hides, until they are a scintillating rainbow of color. A jewel dragon that doesn't eat gemstones eventually reverts back to a quartz-white color.



Jewel Dragon

Tiny dragon (fey); Challenge 1 (200 XP)

AC 15

HP 14 (4d4+4; bloodied 7)

Speed 10 ft., fly 60 ft.

STR 3 (-4) **DEX** 20 (+5) **CON** 12 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Proficiency +2; **Maneuver DC** 15

Skills Arcana +4, Perception +2, Stealth +7

Damage Resistances acid, radiant

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Crystal Reflection. A creature making a spell attack against the dragon with a spell from the force, illusion, lightning, prismatic, or radiant schools has disadvantage on the attack roll. If the dragon succeeds on its saving throw against such a spell or the spell attack misses it, roll a d6. On a 1-5, the dragon is unaffected. On a 6, the dragon is unaffected and the effect is reflected back at the caster as though it originated from the dragon, turning the caster into the target.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

5 years old, at will: *dancing lights, guidance, resistance*

10 years old, 1/day: *invisibility*

30 years old, 1/day: *mindshield*

50 years old, 1/day: *daylight*

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

ACTIONS

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

Acid Breath (Recharge 5-6). The dragon spits acid at one creature within 10 feet of it. The target must make a DC 14 Dexterity saving throw, taking 2 (1d4) acid damage. The damage increases by 1d4 for each age category above 5 years old.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Euphoria Breath, Prismatic Light, or Beast Form.

Mimic Dragon

The mimic dragon appears to be a random mutation of the normal faerie dragon.

These dragons look exactly like a miniature version of regular dragon of any type but essence dragon—chromatic, gemstone, metallic—but with stripes and splotches on their wings and tails; these markings are light-colored in female mimic dragons and dark-colored in males.

On any given day, a mimic dragon may suddenly shift in appearance, looking like a different sort of dragon. Its breath weapon and damage resistance changes to match those of the mimicked dragon as well. Their mentality even shifts a tiny bit

to match their new form. A mimic dragon that appears like a green dragon may act more devious than normal, and one that appears like an amethyst may act unusually diplomatic.

The environment and weather seems to play a part in the change: for instance, during cold weather, a mimic dragon is more likely to appear as a white or silver dragon than as a blue dragon, and a mimic dragon in a swamp is more likely to change to look like a black dragon. Likewise, a mimic dragon that is in the presence of a dragon will often shift to resemble that dragon. But it's not a guarantee and the dragon itself doesn't seem to have control over it.



Mimic Dragon

Tiny dragon (fey); Challenge 1 (200 XP)

AC 15

HP 14 (4d4+4; bloodied 7)

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

STR 3 (-4) **DEX** 20 (+5) **CON** 12 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Proficiency +2; **Maneuver DC** 15

Skills Arcana +4, Perception +2, Stealth +7

Damage Resistances Special

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Dragon Resistances. The mimic dragon is resistant to whichever types of energy the dragon it is mimicking is immune to.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

5 years old, at will: *mage hand, minor illusion, prestidigitation*

10 years old, 1/day: *mirror image*

30 years old, 1/day: one spell that a young spellcasting dragon of its apparent type can cast

50 years old, 1/day: one spell that an adult spellcasting dragon of its apparent type can cast

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 damage of the same type its breath weapon inflicts.

Breath Weapon (Recharge 5-6). The dragon breathes energy at one creature within 10 feet of it. The target must make a DC 14 Dexterity saving throw, taking 2 (1d4) damage of the type the dragon it appears like can breathe. The damage increases by 1d4 for each age category above 5 years old.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Euphoria Breath, Prismatic Light, or Beast Form.

Phase Dragon

These tiny dragons are a rare mutation of the faerie dragon, hatched sometimes where the Feywild intermingles with the Ethereal Plane. They tend to be a bit more serious-minded and calmer than their kin, as their exposure to the Ethereal dilutes their "feyness." When first hatched, their scales resemble mother-of-pearl, and they become paler as they age.

Phase Dragon

Tiny dragon (fey); Challenge 1 (200 XP)

AC 15

HP 14 (4d4+4; bloodied 7)

Speed 10 ft., fly 60 ft.

STR 3 (-4) **DEX** 20 (+5) **CON** 12 (+1)

INT 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Proficiency +2; **Maneuver** DC 15

Saving Throws

Skills Arcana +4, Perception +2, Stealth +7

Damage Resistances

Damage Immunities

Condition Immunities

Senses darkvision 60 ft., truesight 10 ft. (30+ years only), passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Ethereal Sight. The phasedragon can see into both the Material Plane and Ethereal Plane.

Ethereal Jaunt. As a bonus action, the phase dragon magically shifts from the Material Plane to the Ethereal Plane or vice versa.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

5 years old, at will: *dancing lights, mage hand, minor illusion*

10 years old, 1/day: *faerie fire*

30 years old, 1/day: *gaseous form*

50+ years old, 1/day: *faithful hound.*

Magic Resistance. The dragon has advantage on saving throws against spells and magical effects.

ACTIONS

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

Euphoria Breath (Recharge 5–6). The dragon breathes an intoxicating gas at a creature within 5 feet. The target makes a DC 11 Wisdom saving throw. On a failure, the target is confused for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The



target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

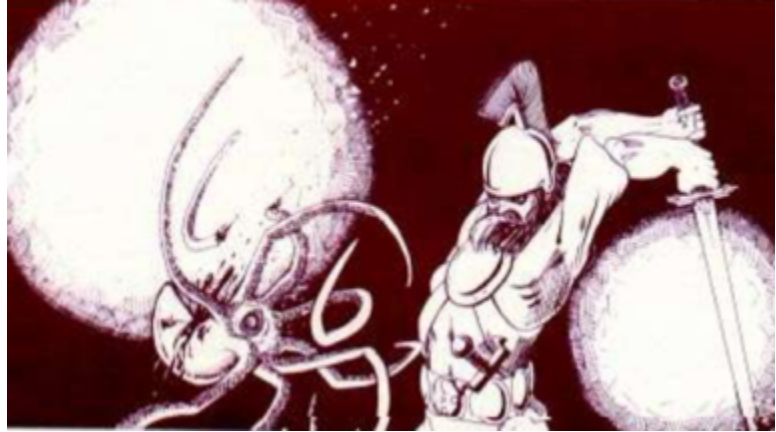
BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Euphoria Breath, or Beast Form.

Flolite

Dragon's Bestiary, Dragon Magazine #38
Created by Kevin Readman; art by Jeff Dee

A flolite resembles a tiny, brilliantly golden sun that produces pleasantly warm light. Only when they die and their light is extinguished is their true form revealed: they resemble floating, eight-armed sea stars, with a six-foot armspan and a bulging eye in the middle of their bodies. Flolites glide silently through the desert sky at night, descending to the ground only to feed... and to watch. Their language consists primarily of musical whistles and subtle changes in color.



Flolites consume the life force of creatures they attack. They rarely kill their prey and are generally willing to simply devour life energy until they are sated and then fly away.

Star-Watchers. Flolites claim to be emissaries from the stars, or possibly priests of the stars—it is difficult to accurately translate flolite language into humanoid tongue. They believe that their primary purpose is to watch, learn, and explore, although they do not reveal their reasons for doing so. Each one has a font of information that they've gathered over the years, but their information is often colored by their own interpretations. A pack of flolites will discuss any event they witness in an attempt to thoroughly understand it, but their understanding of other beings is hampered by their alien mindsets.

Restless Wanderers. Flolites travel constantly in small packs of two or three. They never have lairs or any personal belongings. The idea of being forced to remain in one place for too long seems to frighten them greatly. They prefer hot, arid climates, but occasionally can be found in caverns as well.

Lords of the Sky. Flolites consider themselves the masters of the sky and seem to be almost offended by the idea of other flying creatures. They're willing to ignore birds and other flying animals but consider them vermin. Intelligent fliers, however, bother them greatly, and they will often go out of their way to harass or even kill them.

Climate/Terrain: tropical; desert

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Although it can't be easily seen due to the brilliant light it emits, a flolite's body is said to resemble a sea star. They are also said to be quite observant and knowledgeable, and may be willing to share their knowledge—if they can be communicated with.

DC 15. Flolites consume the life energy from their prey, leaving them alive—usually—but severely weakened. They are known to hate flying creatures.

DC 20. The eye of a flolite can be treated alchemically and turned into a substance that functions as a *potion of necrotic resistance*.

Flolite Encounters

CR 1-3: 1-3 flolites.

Signs

1. Bright lights in the sky, flying in formation.
2. A badly-injured and weakened humanoid who is covered with strange wounds, like they had been bound with flaming ropes. The humanoid talks about being attacked by the stars.
3. Locals tell stories about living stars who congregate above groups of people for a while and then leave.
4. The corpse of a blue dragon wyrmling that looks as though the life had been drained right out of it. With a DC 15 Medicine check, it can be determined that the actual cause of death was falling to the ground.

Behavior

1. Diving down to attack the characters.
2. Engaged in aerial battle with a griffon.
3. Approaches the characters and watches their actions from a respectful distance, occasionally providing commentary on their activities and what they believe the characters' motivations are.
4. Feeding on a weakened livestock.

Flolite

Small aberration; Challenge 1 (200 XP)

AC 15 (natural armor)

HP 24 (8d6+8; bloodied 12)

Speed 0 ft., fly 30 ft. (hover)

STR 4 (-3) **DEX** 16 (+3) **CON** 12 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 11 (+0)

Proficiency +2 **Maneuver DC** 13

Skills Perception +3 (+1d6)

Damage Vulnerability cold

Damage Immunities fire, poison, necrotic, radiant

Condition Immunities poisoned, prone

Senses passive Perception 13

Languages Flolite

Aerial Combatant. The flolite has advantage on attack rolls made against creatures that are flying.

Dive Attack. If the flolite is flying and dives at least 30 feet straight towards a target and then hits it with a tentacle attack, the attack deals an extra 3 (1d6) damage to the target.

Keen Hearing and Vision. The flolite has advantage on Perception checks that rely on hearing or vision.

Unusual Nature. The flolite doesn't require air.

Water Susceptibility. For every 5 feet the flolite moves in water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. It also takes 2 (1d4) cold damage each time it ends its turn in falling rain, or 4 (1d8) cold damage if its torrential rain.

Actions

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. ***Hit:*** 6 (1d6+3) fire damage plus 2 (1d4) necrotic damage, and the target must make a DC 11 Constitution saving throw or have disadvantage on all Strength ability checks and attack rolls, and do half damage with weapon attacks that use Strength, until the end of its next turn. Additionally, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the flolite regains this number of hit points. The reduction lasts until the target finishes a long rest.

Flash (1/day, when bloodied). The flolite pulses with brilliant light to a distance equal to the radius of the dim light it sheds. Each creature in that area must make a DC 11 Constitution saving throw or be blinded for 1 minute. It may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Illumination. The flolite alters the radius of its glow, shedding bright light in a 5- to 15-foot radius and dim light for the same number of feet beyond that radius. This light is sunlight. It can't fully extinguish its glow.

Reactions

Dart (Recharge 6). The flolite flies up to 30 feet towards a creature and then makes a tentacle attack.

Combat

The flolite is an erratic combatant and prefers to keep opponents at arm's length. They retreat upon being bloodied, and only rarely try to kill non-flying creatures.

Fungi

Ascomid

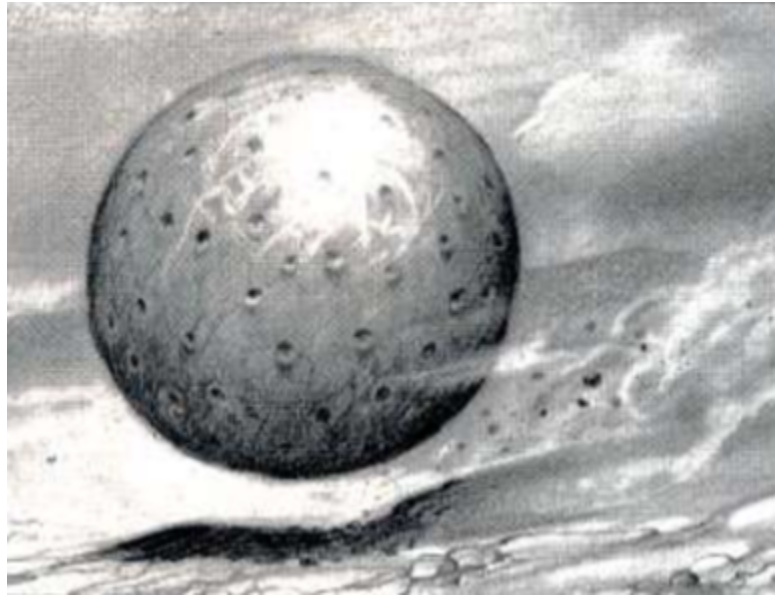
Featured Creatures, Dragon Magazine #68
Created by Gary Gygax; art by Jeff Easley

Ascomoids are giant puffball mushrooms. Their thick, leathery hide is covered in small divots which act as both sensory organs and pores from which toxic spores constantly waft.

Rolling Balls. An ascomoid roll slowly around their underground environment, picking up speed once it detects a warm-blooded creature, then ramming the creature at full-speed. They don't eat their victims; their sole purpose is to infect the corpse with their spores so that a new generation of ascomoid can grow.

Unwitting Protectors. Some creatures who live in the underlands have taken to capturing ascomoids and using them as sentinels or releasing them against their foes. Others raise them to harvest their spores for use as a poison.

Climate/Terrain: subarctic, temperate, subtropical, tropical; caverns, forest, sewer, swamp



Fungi Encounters

CR 0-2 1-2 basidironds

CR 3-4 1 ascomid; 3-4 basidironds

Ascomoid

Large plant; Challenge 3 (750 XP)

AC 15 (natural armor)

HP 39 (6d10+6; bloodied 19)

Speed 30 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 12 (+1) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 1 (-5)

Proficiency +2; **Maneuver** DC 14

Damage Resistances acid, fire, force, lightning; slashing

Damage Immunities bludgeoning, poison

Condition Immunities blinded, charmed, deafened, fatigue, frightened, poisoned, prone, restrained, stunned

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 10

Languages —

Siege Monster. The ascomoid deals double damage to objects and structures

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage, and if the creature is Medium or smaller, it must make a DC 14 Strength saving throw or be knocked prone.

Spore Jet. The ascomoid targets a creature within 30 feet of it and emits a jet of spores. That creature must make a DC 14 Dexterity saving throw. The creature takes 14 (4d6) poison damage on a failed save, or half as much on a successful one, and until the end of its next turn, it is blinded and has disadvantage on ability checks and attack rolls it makes until the end of its next turn due to choking and coughing. Additionally, on a failed save, a creature is poisoned for 1 minute. The creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Combat

The ascomoid has no mind and no strategy; it attacks the closest creature within range.

Ascomoid Poison

Uncommon, inhaled, instantaneous, cost 750 gp

A creature must make a DC 12 Constitution saving throw when it is subjected to this poison, and on a failure it is poisoned. While it is poisoned, it can barely breathe and begins suffocating; it can double its Constitution modifier to determine how long before it drops to 0 hit points. A *lesser restoration* or effect that neutralizes poison allows the target to breathe again.

Basidirond

Featured Creatures, Dragon Magazine #68
Created by Gary Gygax; art by Jeff Easley

A basidirond can be described as looking like an umbrella turned inside out, with a three to six woody stems that act as legs. A stream of dark spores constantly drifts, smoke-like, from their caps. Their bodies are orange in color, tapering to darker brown on their “legs.”

Mobile Hunters. Basidirons consume rot and decay. They are primarily scavengers; when they find a corpse, they plant themselves in it, sucking it dry of all nutrients and moisture. If necessary, they instead hunt down large prey to consume, beating a creature to death with their long “legs.”

Hallucinatory Spores. The spores the basidirond constantly emits cause hallucinations in those who inhale them. These hallucinations are nearly always unpleasant and generally involve believing that the target or those near them are changing in size, melting, diseased, or are covered in blood-draining leeches or flesh-devouring insects.



Basidirond

Medium plant; Challenge 1 (200 XP)

AC 15 (natural armor)

HP 33 (5d8+10; bloodied 16)

Speed 20 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 15 (+2) **INT** 1 (-5) **WIS** 12 (+1) **CHA** 1 (-5)

Proficiency +2; **Maneuver DC** 13

Condition Immunities blinded, charmed, deafened, fatigue, frightened, poisoned, prone, restrained, stunned

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 11

Languages —

Spore Cloud. A creature that starts its turn within 5 feet of the basidirond or enters within 5 feet of it for the first time on its turn must make a DC 12 Constitution saving throw or be poisoned

for 1 minute. While poisoned, the creature hallucinates and is incapacitated and its speed can't be higher than 20 feet. A creature may make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Combat

The basidiron has no mind and no strategy; it attacks the closest creature within range.

Sashalus

The Dragon's Bestiary, Dragon Magazine #119
Created by Ed Greenwood

Sashalus are ambulatory, carnivorous mushrooms that stand about three to four feet tall. They look a lot like *amanita muscaria* mushrooms, with mottled greenish-brown caps covered in yellow warts, and pale brown stems. At the base of their stems is a mass of short, rubbery tendrils—the sashalus' legs. The warts on their caps hide both a mass of tiny eyespots and a couple of dozen short spines. A sashalus can fire these spines at high speed and decent accuracy.

Tough Hunters. Despite their small size, slow speed, and relative weakness, sashalus are formidable hunters. They attack from hiding, firing spines at warm-blooded prey and waiting until it falls unconscious or becomes too injured to fight back. It then cautiously approaches and, when it is certain it is safe, uses its tendrils to secrete a corrosive acid that dissolves the prey enough to make it edible for the mushroom's toothless mouth. Sashalus are intelligent enough to artfully arrange treasure (to it, anything shiny) as a lure.

Friendly But Solitary. Sashalus wander alone, without a set lair and only occasionally with a favored hunting spot. On the occasions that two meet, they communicate with each other through touch. If they are of opposite sexes—for sashalus have both males and females—they mate in a manner like that of animals, and the female will eventually give live birth to several tiny young, which they take surprisingly good care of for a year.

Terrain: temperate; cavern, forest, swamp

Legends and Lore

With a Nature check, the characters can learn the following:

DC 10. The sashalus is an ambulatory, predatory fungus.

DC 15. Solitary hunters, sashalus fire spines filled with a toxin that has varied effects on the creature it hits, such as causing the creature to become confused, fall unconscious, or become too spaced-out to act.

DC 20. Sashalus are about as intelligent as dogs are. They create lures by scattering coins and other shiny items around, as they are aware that many creatures like such things.

Sashalus Encounters

CR 0 1 sashalus

Treasure: 10 gp, 35 sp, crystal pendant (worth 35 gp)

Signs

- 1-2. A few coins in a neat pile.
3. An acid-burned animal skin.
4. A few shed spines.

Behavior

1. Hunting
2. Teaching its young how to hunt.
3. Devouring a dead rabbit.
4. Sleeping.

Sashalus

Small plant; Challenge 1/4 (25 XP)

AC 11

HP 10 (3d6)

Speed 15 ft., climb 15 ft.

STR 6 (-2) **DEX** 12 (+1) **CON** 10 (+0) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 7 (-2)

Skills Stealth +3; **Proficiency** +2

Maneuver DC 11

Senses darkvision 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 10

Languages —

Actions

Multiattack. The sashalus makes two spine attacks.

Spine. *Melee Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage and the target must make a DC 10 saving throw against poison or suffer one of the following effects:

- 1: The target falls unconscious for 10 minutes or until another creature uses an action to wake it up.
- 2-4: The target is confused for 1 minute.
- 5: The target is incapacitated for 1 minute while wracked with convulsions and nausea.
- 6-7: The target is poisoned for 1 minute and suffers from chills and dizziness.
- 8: The target takes 1 ongoing acid damage for 1 minute.

A creature (other than one who is unconscious) can make a new saving throw at the end of each of its turns, ending the effect on itself on a success. Any affect that ends the poisoned condition will also end this effect.

Tendril. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) acid damage.

Combat

Sashalus prefer to attack from ambush, and will flee if injured. It will fire multiple spines into a single creature at a time.

Gorynych

The Dragon's Bestiary, Dragon Magazine #158
Created by Spike Y. Jones; art by Tony Dykstra

Although they bear a passing resemblance to true dragons, gorynyches can never be confused for one. They have three almost wolf-like heads atop long, serpentine necks, and their three thick tails split into four thinner ones, giving them twelve tails in all. They are covered in small, blue and green scales that makes beautiful, almost feathery patterns, especially on their wings, which are said to resemble a peacock's tail. Gorynyches are fiercely competitive with each other and even force hatchlings out of the lair as soon as they are able to fend for themselves. They reach maturity in less than a decade and can live for 400 years.

Three Heads Are Better Than One. Despite gorynyches having three heads, they have but a single mind and single personality. This means that, unlike many other multi-headed creatures, all heads need to sleep at once—but at the same time, all three heads work in concert; a gorynych never disagrees with itself, and all three pairs of wolfish ears and keen draconic eyes work together to spot prey, treasure, or dangerous travelers.

Solitary Predators. Gorynyches live alone, generally in mountains and caves, in places far from civilization. They stay away from roadways and small villages. And while they are willing to consume a lone traveler or two or an unprotected merchant caravan should they come across them, they otherwise rarely attack humanoids, or for that matter, do anything else with humanoids. While they can speak, they do so haltingly, since they so rarely choose to communicate with anyone else. They even throw their own young out of the lair at an early age. Fortunately for them, it only takes a decade for a gorynych to reach adult size.

Territorial. Should a large predator of equal power to its own move in a gorynych's area (such as a giant or an older dragon) or should humanoids attempt to build a settlement too close, they will form a fierce rivalry, doing everything in its power to drive that creature away—even going against their own loner instincts to ally with other creatures.

Small Hoarders. Like the dragons they are very distantly related to, gorynyches keep hoards. They take their treasure from abandoned tombs, temples, and settlements they come across and from the rare intelligent creatures they kill, rather than go raiding. They keep the inside of their lairs fastidiously clean, throwing out old bones and unwanted treasure. Among their hoarded treasures they often keep pets—large and aggressive beasts that they use as watchdogs.

Climate/Terrain: subarctic, temperate; forest, hill, mountain



Legends and Lore

With an Arcana or Nature check, the characters can learn the following:

DC 10. Gorynych are three-headed, 12-tailed draconic creatures that prefer to stay away from other intelligent beings. Although intelligent and capable of speech, they hate talking.

DC 15. Although they resemble dragons, gorynych lack a breath weapon. They use their many tails to constrict creature and their multiple heads to pull people apart.

DC 20. Despite having three heads, a gorynych only has one brain and one personality. All three heads act in accordance, and losing one head doesn't cripple the beast.

Gorynych Encounters

CR 5-10 Juvenile gorynych; juvenile gorynych and giant boar

Treasure: 1,500 gp, silver crown (250 gp), masterwork steel hauberk, 3 *potions of healing*, *potion of frost giant strength*, *robe of useful items*.

CR 11-16 Gorynych; gorynych and cave bear

Treasure: 300 pp, 8,500 gp, 3 alexandrites (100 gp each), jade necklace (2,500 gp), 2 signet rings from a merchant company (50 gp each), gold-trimmed chariot, *javelin of lightning*, +2 *battleaxe*.

Signs

1. With a DC 15 Nature check, a lack of large predators in the area.
2. A pile of bones, loose treasure, and other refuse.
3. Shed scales.
4. A giant, felled tree with enormous claw-marks gouged into it.
5. A damaged merchant's back, abandoned in the roadway.
6. The corpse of an ogre, literally torn in two.

Behavior

- 1-2. Patrolling its territory; will watch the party for a while before determining if it will attack or not.
3. Flying overhead; hunting.
4. Hungry; will attack on sight.
5. Approaches the party in humanoid form; asks to help in slaying another large monster.
6. Sleeping on its treasure.
7. Singing (badly) to itself in 3-part harmony.
8. Cleaning out its lair.

Names

Berjoza, Boch, Fikatsiya, Krizantam, Sator

Gorynych

Huge monstrosity; Challenge 14 (11,500 XP)

AC 19 (natural armor)

HP 225 (18d12+108; bloodied 112)

Speed 30 ft., fly 60 ft.

STR 22 (+6) **DEX** 12 (+1) **CON** 23 (+6) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

Proficiency +5; **Maneuver DC** 19

Saving Throws Dex +6, Con +11, Wis +8

Skills Perception +8 (+1d6), Stealth +6

Senses darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Reactive Heads. The gorynych can take three reactions each round, but not more than one per turn.

Three Heads. The gorynych has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Actions

Multiattack. The gorynych makes three bite attacks and three tail attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10+6) piercing damage. The gorynych has advantage on Bite attacks made against a creature it has grappled in its tails.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (3d8+6) bludgeoning damage, and if the target is Large or smaller, it is grappled (escape DC 19) and is restrained while grappled. The gorynych has twelve tails, each of which can constrict a single target.

Bonus Actions

Wishbone. If the gorynych has made a successful bite attack against a single target with two or more heads, the gorynych tries to pull the target apart. The target must make a DC 19 Strength saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much on a successful one.

Reactions

Snap The Whip. When a creature the gorynych can see within 10 feet hits the gorynych with a melee attack, the gorynych makes a tail attack against it. It can't use a tail that is constricting a target.

Combat

Fearless fighters, gorynyches first use their tails to entangle opponents, then bites and claws at grappled foes. It will try to fly away when bloodied.

Variant: Shapeshifting Gorynych

Some gorynych develop the ability change their shape. They often take on the form of a forest hermit, and typically a grumpy one. These gorynych are usually slightly more social than others of their kind. While they still prefer being alone, they are more willing to communicate with other, much weaker natives of the forest, such as druids, fey, and lycanthropes.

Shapeshifting gorynych gain the (Shapechanger) tag and the following new trait:

Change Shape. The gorynych magically takes the shape of a Medium humanoid or Medium or Large beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (gorynych's choice). In the new form, the gorynych's stats are unchanged except for its size, and in beast form, it can make no more than 1 bite attack and 1 tail attack, and its reach is reduced to 5 feet. In humanoid form, it can attack only with its weapon.

The gorynych gains a new action and reaction, which it only use while shapeshifted.

Quarterstaff (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage.

Parry (Humanoid Form Only). If the gorynych is wielding a quarterstaff, it can use its reaction to add 2 to its AC against one melee attack that would hit it.

Juvenile Gorynych

Large monstrosity; Challenge 5 (1,800 XP)

AC 16 (natural armor)

HP 85 (10d10+40; bloodied 42)

Speed 30 ft., fly 60 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 19 (+4) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 13 (+1)

Proficiency +3; **Maneuver DC** 15

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

Skills Perception +4 (+1d6), Stealth +3

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic

Reactive Heads. The gorynych can take three reactions each round, but not more than one per turn.

Three Heads. The gorynych has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Actions

Multiattack. The gorynych makes three bite attacks and three tail attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) slashing damage. The gorynych has advantage on Bite attacks made against a creature it has grappled in its tails.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage, and if the target is Medium or smaller, it is grappled (escape DC 15) and is restrained while grappled. The gorynych has twelve tails, each of which can constrict a single target.

Bonus Actions

Wishbone. If the gorynych has made a successful bite attack against a single target with two or more heads, the gorynych tries to pull the target apart. The target must make a DC 15 Strength saving throw, taking 8 (2d10) slashing damage on a failed save, or half as much on a successful one.

Gaund

Dragon's Bestiary, Dragon Magazine #46
Created by Ed Greenwood; art by Mark Nelson

Gaund are large lizards with three glowing eyes and three long, whip like tails. They scuttle around hot caverns, in deserts, or on the slopes of volcanoes. Primarily quadrupedal, they occasionally rise up on their hind legs in order and can even walk on two legs. They have equal numbers of males, females, and sequential hermaphrodites—these gaund can change between male and female as necessary. Their leathery skin is dull yellow splotched with reds and oranges, which brightens to a fiery orange in those females who are producing or caring for eggs, as a warning to potential predators.

Keen Senses. Gaund appear lazy, but that's only because their senses are so keen they can easily detect approaching danger. Not only do their three eyes grant them excellent vision, but their skin is so sensitive that they can detect the slightest footstep from a long distance away.

Actually People. Although they resemble nothing more than strange animals, gaund are fully sapient. They have a simple culture, are not a particularly imaginative people, and make few or no tools, but they are intelligent enough to tell stories, have legends, raise animals for food, use other people's tools. They have a fondness for gems and coins, primarily for their beauty since they neither know nor care about how much they're worth to other beings, and are more than willing to trade for food and services.

Fiery Attackers. Gaund love the heat, although they are not entirely immune to fire. They use heat as their primary weapon: their central eye produces a beam of burning heat. They use this heat freely when attacking, preferring it over physical combat.

Climate/Terrain: tropical; caverns, deserts, mountains

Legends and Lore

With a Nature check, the characters can learn the following:

DC 10. Gaund are three-eyed, three-tailed lizards with an affinity for hit and a fearsome, burning gaze. They are usually found in large groups. Despite their carnivorous appearance, they are actually omnivores and enjoy fruit and green plants as much as meat.



DC 15. Their teeth are often used in constructing blades and arrowheads, and their fatty tails are highly prized for their succulent meat. They ferociously guard their young and eggs, which are covered in a clear, spicy-scented jelly that can be harvested and used as a fire retardant.

DC 20. Despite appearances, gaund are actually intelligent beings with a language of their own.

Gaund Encounters

CR 1-2 1d4+1 gaund and 2d4 camels, giant rats, goats, or giant fire beetles

Treasure: 3 agate gemstones (10 gp each), 2 obsidian gemstones (10 gp each).

CR 3-4 2d4+2 gaund and 1 rhinoceros

Treasure: 2 citrine gemstones and 1 carnelian gemstone (50 gp each), a copper bracelet that looks like twined branches and leaves (25 gp)

Signs

1. A metal weapon or tool that has been warped due to high heat and discarded.
2. The corpse of a tailless, toothless gaund.
3. A notice of a bounty for gaund tails.
4. Thin shards of what look like amber or tourmaline. A DC 13 check made with jeweler's tools reveals that they aren't gemstones at all, but eggshells.

Lone Behavior

1. Tending to its eggs or young.
2. Wandering around, looking for food.
3. Basking itself on the rocks.
4. Fighting a goblin who was trying to steal its eggs.

Group Behavior

1. Apparently lazing around while some herbivorous animals graze nearby. The animals are its livestock, and the gaund are watching out for poachers.
2. Making lizardy noises at each other. They are actually engaging in story-telling.
3. Fighting against a group of hunters.
4. Devouring a wild animal. A DC 15 Insight check reveals that the gaund are actually butchering the animal in a way that ensures that each member of the group has a share.

Gaund

Medium monstrosity; Challenge 1/4 (50 XP)

AC 11

HP 22 (4d8+4; bloodied 11)

Speed 40 ft.

STR 12 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 9 (-1) **WIS** 11 (+0) **CHA** 10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Perception +12

Damage Vulnerabilities cold

Damage Resistances fire

Senses darkvision 60 ft., tremorsense 90 ft., passive Perception 11

Languages Gaund

Jumper. The gaund can jump up to 15 feet horizontally and 10 feet vertically without a running start.

Keen Vision. The gaund has advantage on Perception checks that rely on vision.

Nictitating Membrane. The gaund has advantage on saving throws against effects that would blind it.

Actions

Tail Whip. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Heat Gaze. The gaund targets a creature it can see within 90 feet. That creature must make a DC 11 Constitution saving throw, taking 5 (2d4) fire damage on a failed saving throw or half as much on a success. On a failed save, one metal object the creature is wearing or carrying becomes burning hot, and at the start of the gaund's next turn, the creature takes an additional 5 (2d4) fire damage. If the object is being held, such as a weapon, the creature also drops it.

Reactions

Whipcrack. If the gaund takes damage from a creature within 5 feet of it, it makes one Tail Whip attack against it.

Combat

Gaund usually try to remain at a distance and use its Heat Gaze. They are implacable foes, especially if their eggs, livestock, or treasure is in danger, and will fight to the deate.

Variant: Frost Gaund

As its name suggests, the frost gaund live in arctic areas. They have resistance to cold damage and vulnerability to fire damage, and their Heat Gaze inflicts cold damage, but they are otherwise identical to their fiery cousins.

Gem Vars

Dragon's Bestiary, Dragon Magazine #56
Created by Michael C. Reed; art by ?

Gem vars resemble small, angular humans made entirely out of gemstone; they stand anywhere from two to four feet tall. They lack ears and hair, and their small eyes glow brightly in the dark. Each is a brilliant, translucent, jewel-tone color. They wear little in the way of clothing besides hooded cloaks, but most carry a weapon of some sort: battleaxes and bastard swords are common, usually honed to razor-sharpness. Despite their small size, gem vars carry large weapons with ease.

Elementals Constructs. Gem vars have an unusual way of reproducing: they literally build their offspring by magically altering a large gemstone and then imbuing the new creation with an elemental spirit. The new gem vars is then completely loyal to its parents. Some mortal wizards have discovered ways to create their own gem vars, and these offspring are equally as loyal to them.

Unlike many elementals and most constructs, gem vars need to eat. They usually eat coal and clear stones such as quartz. While they can eat more expensive gems, they refuse to, seeing it as a waste of a beautiful resource.

Sell-Swords. Should a gem vars' parent or creator die, they usually seek out others of their kind and band together, forming a new family. But whether they join with other gem vars or they remain alone, more often than not, they will seek out a new employer. They demand competitive rates, paid in gemstones, and are not too picky about who they work for.

Climate/Terrain: any climate; caverns, desert, forests, hills, laboratory, Plane of Earth, settlement



Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Gem vars are elemental creatures made of gemstones. Despite their small size, they are outstandingly strong. When a gem vars dies, it breaks apart into gemstones.

DC 15. Gem vars frequently are employed by spellcasters as servitors. Those who are not employed frequently hire themselves out as mercenaries.

DC 20. Gem vars are made out of gemstones with an elemental spirit bound inside. It is possible for a spellcaster to create a body out of gems and bind a spirit to it, thus making a servitor gem vars.

Gem Vars Encounters

CR 5-10 gem vars; gem vars with earth elemental; gem vars with basilisk; gem vars with 8 guards.

Treasure 500 gp, jeweled necklace (250 gp), 6 garnets (100 gp each), *ring of free action*, *midnight pearls*

CR 11-15 2-3 gem vars; 2 gem vars and hound guardian; gem vars with 2 guard squads; gem vars with mineral elemental (q.v.)

Treasure 80 pp, 1 chrysoberyl (100 gp), aquamarine (300 gp), 1 spinels (500 gp), 3 jeweled gold rings (150 gp each), a jeweled *shortsword* +1, *necklace of fireballs*, *cloak of protection*.

CR 16-20 3-4 gem vars; 2 gem vars with 2 solider squads; gem vars with divi; 2 gem vars with 2 mineral elementals (q.v.)

Treasure 600 gp, 110 pp, 2 amethysts (100 gp each), 3 topazes (500 gp each), 1 emerald (1,000 gp), set of ivory dice carved from opal (2,000 gp), ruby and gold pendant (750 gp), *elemental gem (earth)*.

Signs

1. A calling card, indicating that the gem vars is available for employment, and where they can be found.
2. A pile of gemstones (worth 10 gp each) and gem dust: a gem var's body.
3. Small footprints near a recently-slain humanoid, one who looked well-off. The humanoid seems to have not been looted, but a DC 20 Investigation check will reveal indications that they once had jewelry that has been removed.
4. People discussing a mysterious small hooded figure who has been buying up gems.

Behavior When Employed

- 1-2. Guarding their parent or creator; will warn off, then attack, any intruders.
3. Doing simple chores for their employer.
4. On break, eating coal and playing games with their fellows.
- 5-6. On a mission to find and capture (or kill) an enemy of their employer.

Behavior When Freelance

- 1-3. Actively searching for a new employer; will approach the characters and ask them if want to hire the gem-vars.
4. Engaging in weapons practice.
5. Negotiating with the owners of a gem mine.
6. Hunting down someone who stole for them, preparing to show the thief no mercy.
7. Trying to steal jewelry.
8. Polishing and sorting their gem collection.

Names

Crystal, Topaz, Aventurine, Tourmaline, Kyanite, Zircon

Gem Vars

Small elemental (construct); Challenge 7 (2,900 XP)

AC 18 (natural armor)

HP 104 (16d6+48; bloodied 52)

Speed 25 ft.

STR 20 (+5) **DEX** 15 (+2) **CON** 16 (+3) **INT** 8 (-1) **WIS** 9 (-1) **CHA** 12 (+1)

Proficiency +3; **Maneuver DC** 16

Skills Insight +2, Perception +2

Damage Resistances thunder

Damage Resistances bludgeoning from nonmagical, nonadamantine weapons

Damage Immunities cold, fire, poison; piercing and slashing

Condition Immunities charmed, fatigue, petrification, poisoned

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 12

Languages Terran, one of its creator's languages

Brute. A melee weapon deals one extra die of its damage when the gem vars hits with it (included in the attack).

Crystalline Demise. If the gem vars dies, its body disintegrates into crystalline dust, leaving behind 2d10 gemstones, each valued at 25 gp or less, and the equipment the gem vars was wearing or carrying.

Elemental Nature. The gem vars doesn't need air or sleep.

Magic Resistance. The gem vars has advantage on saving throws against spells and other magical effects.

Sense Gems. The gem vars automatically detects the presence of gemstones within 30 feet.

Shatter. If a bludgeoning weapon scores a critical hit against a gem vars, it inflicts one additional die of damage.

Actions

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) damage, or 15 (2d10+5) slashing damage when wielded in two hands.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6+5) piercing damage.

Bonus Actions

Wound Foe. The gem vars makes a melee attack with its battleaxe. On a hit, the target takes a wound that deals 5 (1d10) ongoing slashing damage. A creature can end the ongoing damage by using its action to staunch the wound or by giving the target magical healing.

Reactions

True Neutrality (Recharges After a Short or Long Rest). If the gem vars is targeted by a spell from the Chaos, Evil, Law, or Good school, it can use its reaction to automatically succeed on its saving throw.

Combat

A gem vars will attack whomever they are told to by an employer or parent, unless doing so puts them in grave danger—unless they are being paid *very* well, they have no qualms about fleeing from an overwhelming fight. On their own, they will only attack if they have superiority in combat. They generally prefer to attack in formation and use flanking and the terrain to their benefit.

Ghulah

The Ungrateful Dead, Dragon Magazine #138

Created by Tom Moldvay

When genie or similar powerful elemental creature is slain by necromantic magic, the elemental matter is destroyed and the animating life force, corrupted by the necromancy, sometimes rises as the undead known as a ghulah. Gaunt things that can stand over nine feet tall, ghulah have cold, clammy skin and smell faintly of rotten flesh. They have sharply-clawed hands and their legs are strangely blunt and misshapen in a way so as to look as though they end in hooves, not feet, and their jaws jut out and are filled with oversized teeth. Ghulah usually have some part of them reminiscent of their elemental heritage, such as webbed ears or flaming eyes, but this reminder serves to fill the ghulah with rage and sorrow at what they have lost.

Hidden Forms. Remembering the beauty they once had as pure elemental matter, ghulahs are deeply ashamed of their appearance. They spend much of their time shapechanged into attractive humanoid form, draped in fine clothing, jewelry, and cosmetics, and they wear perfumes and burn incense to hide their rotten smell. Their shapechanging is imperfect, however, and their feet always appear to be hoof-like. Ghulah typically wear long robes or carefully constructed boots to hide this from casual viewers.

Lonely Lives. Many ghulah attempt to lead relatively normal lives—normal for them, at least: many genies led lives of luxury in their elemental palaces, surrounded by entertainment and servitors, and ghulah wish to continue that life. They usually take on highly attractive appearance in order to gain associates and paramours. But their smell, tendency to hide from the light, and dietary habits prevent them from doing so for long before they're found out. Because of this, most ghulah dwell in abandoned ruins on the outskirts of settlements, close enough that they are not truly cut off from food, travelers, and amusements.

Followers of the Old Gods. Separated from both mortal civilization and their elemental homes, desperate to reclaim their old lives (or at least the power they once had), and surrounded by the knowledge left behind in the ruins they inhabit, many ghulah become historians, scholars, and priests to ancient elemental gods. While most of these ghulah make these pacts solely for power, a few actually become devoted worshipers and raise cults.

Carion-Eaters. Ghulah are no longer able to sustain themselves on elemental matter as they used to when they were alive and now require the spark of life within humanoid flesh. They can't eat freshly-slain meat, however, as the life is too strong for them, but neither can they eat meat that is too rotten and completely bereft of nourishment. A corpse several days old is the ideal meat for them. Like their spiritual cousins, the ghouls, they are always hungry, and are not above kidnapping travelers and holding them prisoner until the ghulah wishes to eat.

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Ghulah are corpse-eating undead, similar to but more powerful than a ghoul.

DC 15. Ghulah are a form of undead created when an elemental such as a genie is killed with necromantic magics. They can shapeshift into humanoid and animal form, curse people, control their minds, and turn invisible.

DC 20. Many ghulah make warlock pacts with eldritch beings and gain powerful magical beings and form cults around those beings.

Ghulah Encounters

Terrain: desert, hill, mountain, ruins, settlement

CR 5-10 Ghulah; ghulah and 1d4 ghouls; ghulah mage

Treasure: 550 gp, 780 sp, copper necklace with multicolored jade beads (worth 500 gp), 2 eldritch tomes (worth 50 gp each), 5 blocks of rare incense (worth 10 gp each), *scroll of conjure elementals*, *book of storing* containing gathered information and sympathetic components on a local noble in the secret compartment, *robe of eyes*.

CR 11-16 Ghulah mage, dust mephit or quasit familiar, 1-2 ghastrs, 1d4 ghouls, 1d4 cult fanatics, and 2d4+2 cultists

Treasure: 250 pp, 100 gp, 4,000 sp, idol carved from dragon horn (worth 250 gp), matching gold armlet and two rings (worth 250 gp each), freshwater pearl necklace (worth 500 gp), 2 vials of faerie dragon euphoria gas (worth 250 gp each), book that leads to the discovery of a rare 3rd-level warlock spell, *magic mirror (handheld)*, *potions of gaseous form and resistance*, *staff of the python*.

Signs

- 1-2. The smell of rotting flesh.
3. With a DC 15 Perception check, the sound of low chanting.
4. An NPC known to the party suddenly is very nosy; they are being *dominated* by the ghulah, who is trying to find out information about the party.
5. A half-devoured human corpse. With a DC 15 Perception check, strange hoofprints lead away.
6. Idols and symbols to an elemental Great Old One.

Behavior

1. In humanoid form; throwing a party but not eating anything.
2. In humanoid form; attempting to befriend or seduce a rich and powerful individual.
3. Acting as a hyena; stealing freshly-killed prey from another predator.
4. Engaging in a depraved ritual to their patron god.
5. Pouring through ancient texts.
6. In true form; throwing a party where the food is all humanoid flesh.

Ghulah

Large undead (shapechanger); Challenge 5 (1,800 XP)

AC 17 (natural armor)

HP 85 (10d10+30; bloodied 42)

Speed 50 ft., burrow 10 ft., climb 30 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 17 (+3) **INT** 15 (+2) **WIS** 14 (+2) **CHA** 17 (+3)

Proficiency +3; **Maneuver DC** 14

Skills Deception +6, History +5, Persuasion +6, Stealth +5

Damage Resistances damage from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, fatigue, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception

Languages Common, Primordial

Innate Spellcasting. The ghulah's spellcasting trait is Charisma (spell save DC 13). It can cast the following spells, requiring no material components.

3/day each: *bestow curse*, *dominate person*. Both spells have a duration of 8 hours and do not require concentration.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls as well as on Perception checks that rely on sight.

Undead Nature. A ghulah doesn't require air or sleep.

Actions

Multiattack. The ghulah attacks once with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 4 (1d8) damage of an additional type, depending on what sort of elemental the ghulah used to be: cold (water elemental), fire (fire elemental), force (earth elemental), or lightning (air elemental).

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

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+3) necrotic damage, and the target must make a DC 14 Constitution saving throw. On a failure, the target takes a level of stride and its hit point maximum is reduced by the amount equal to the necrotic damage dealt. A humanoid reduced to 0 hit points by this attack dies, and its corpse rises the next dusk as a ghoul under the ghulah's control.

Shapeshift. The ghulah magically polymorphs into a Small or Medium humanoid, a Large giant hyena, or a Medium hyena. Equipment it is carrying isn't transformed. When in humanoid form, it retains its hoof-like feet. It reverts to its true form when it dies.

Bonus Actions

Invisibility. The ghulah magically turns invisible, along with any equipment it carries. The invisibility ends if the ghulah makes an attack, falls unconscious, or dismisses the effort.

Combat

Ghulah try to avoid combat, preferring to take on an attractive or innocent-seeming form and using *dominate person* on a creature to use as a living shield. Then, it relies on its Withering Touch to weaken powerful foes before biting and clawing. When bloodied, it flees while invisible.

Variant: Ghulah Dark Artist

Many ghulah turn to magic, becoming arcanists and cultists while worshiping ancient elemental gods. Using their shapeshifting abilities, they sometimes even raise true cults dedicated to these gods. They often have mephits as familiars and scouts.

A ghulah dark artist is CR 7 (2,900 XP) and has 127 (15d10+45; bloodied 63) hit points. Its Intelligence is 19 (+4), it gains a fly speed of 30 feet, has telepathy to a range of 30 feet, is proficient in Arcana and Religion. *Detect thoughts* is added to its Innate Spellcasting trait, and it can cast three times per day, and it has the following new traits:

Spellcasting. The ghulah dark artist is a 7th-level spellcaster. Its spellcasting trait is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has 12 spell points and regains all expended spell points after a short or long rest. It knows the following warlock spells:

Cantrips (At Will): *dancing lights, friends, minor illusion*

Spells Known: *arcane riposte* (2 pts), *charm person* (2 pts), *dream* (6 pts), *enthrall* (3 pts), *fear* (5 pts), *hallucinatory terrain* (6 pts), *hold person* (3 pts), *major image* (5 pts), *ray of enfeeblement* (3 pts)

The ghulah dark artist also has the following additional actions and reaction:

Multiattack. The ghulah dark artist attacks twice with its Eldritch Scythe.

Eldritch Scythe. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) force damage artist plus 2 (1d4) psychic damage artist, and one additional creature within reach takes half as much damage artist.

Eldritch Severance (Recharge After a Short or Long Rest). The ghulah dark artist releases eldritch energy in a 60-foot-long, 5-foot-wide line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 1d10×3 force damage artist on a failed save, or half as much on a successful one.

Hold Person (2nd-Level; 3 pts.; V, Concentration). One humanoid the ghulah can see within 60 feet must make a DC 15 Wisdom saving throw or be paralyzed for 1 minute. It can make a new saving throw at the end of each of its turns, ending the effect on a success.

Ray of Enfeeblement (2nd-Level; 3 pts.; V, S, Concentration). *Ranged Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target is deals half damage artist with weapon attacks that use Strength. The target may make a DC 15 Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

Arcane Riposte (1st-Level; 2 pts., V, S). When a creature attacks the ghulah with a melee attack, the ghulah can use its reaction to make a melee spell attack against that creature, inflicting 3d6 acid, cold, fire, lightning, poison, or thunder damage artist

Giant Bristle Worm

The Dragon's Bestiary, Dragon Magazine #133
Created and photography by Kent Colbath

Bristle worms are marine invertebrates, common to oceans the world over. Giant bristle worms, however, were magically altered to become truly gigantic—they range from 15 to 20 feet long and 2 to 3 feet in diameter. They have four complex jaws equipped with powerful pincers and four long palps that serve as both sensory organs and prehensile tentacles. They are all but blind but have excellent senses of smell and touch. They are also significantly more intelligent than their tinier cousins. Bristle worms come in a variety of colors, most commonly reds and browns, with bristles that are white or golden in color.

The bristle worm's bristles are filled with an irritating toxin. Regularly-sized bristle worms are scavengers, and their bristles are a defense mechanism. Giant bristle worms supplement their diets with freshly-hunted meat, however.

Ocean Dwellers. Bristle worms build tube-like homes out of hardened sand and shell, to which they retreat when sleeping or wounded. They decorate these tubes with interesting objects they come across, some of which may by chance be quite valuable.



Legends and Lore

With an Nature check, the characters can learn the following:

DC 10. Giant bristle worms are tremendous versions of normal worms.

DC 15. As their name suggests, these worms are covered in bristles. Not only are these bristles sharp, but they are covered with a very painful toxin.

DC 20. Due to having adapted to live in extreme temperatures, giant bristle worms are resistant to both heat and cold. They also have long, tentacle-like sensory palps that they can use to grab prey from long distances away, and a nasty, venomous bite.

Bristle Worm Encounters

CR 5-10 1-2 giant bristle worms.

Giant Bristle Worm

Large beast; Challenge 5 (1,800 XP)

AC 14 (natural armor)

HP 76 (8d10+32; bloodied 42)

Speed 20 ft., swim 40 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 19 (+4)

INT 2 (-4) **WIS** 10 (+0) **CHA** 3 (-4)

Proficiency +3; **Maneuver DC** 15

Damage Resistances cold, fire

Condition Immunities blinded, deafened

Senses blindsight 30 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 10

Languages —

Bristles. A creature that grapples the worm takes 3 (1d6) piercing damage plus 3 (1d6) acid damage at the start of the worm's turn, and must make a DC 14 Constitution saving throw. On a failure, it is overwhelmed with pain and is slowed until the end of its next turn.

Keen Smell. When in water, the worm has advantage in Perception checks that rely on smell.

Limited Amphibiousness. The worm can breathe air and water, but it needs to be submerged in water at least once a day for 1 hour to avoid suffocating.

Tunneler. The worm can tunnel through earth and loose stone, leaving behind a 5-foot-diameter tunnel.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and is paralyzed while poisoned in this way.

Swallow. The worm makes a bite attack against a Medium or creature it is grappling. If the attack hits and the worm has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the worm, it is blinded and restrained, and it takes 7 (2d6) acid damage at the beginning of each of the worm's turns. If the worm dies, the target is no longer swallowed.

Bonus Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 15) and pulled up to 20 feet straight towards the worm.

Combat

The bristle worm is an ambush predators. It lashes out with its tentacles and draws creatures to it to bite and swallow.

Bristle Worm Tubes

A bristle worm's tube is a Large or Huge object with AC 17 and 20 hit points, and is immune to psychic and poison damage. A bristle worm hiding in its tube has total cover, and can use its tentacles to attack.

Glasspane Horror

Creature Catalog, Dragon Magazine #89
Created by Rosemary and Don Webb

These shapechanging elementals are rarely seen in their true form, because their true form is a transparent pane of glass-like crystal, utterly indistinguishable from normal glass. They have two other forms. The first is a giant humanoid, well over twice a typical human's height, made of dazzling, multicolored crystalline shards, and the other is a fast-moving cloud of glittering mica flakes. They spend as much time in these latter forms as they do resting in their true form.

Not So Horrible. Despite their name, glasspane horrors aren't evil or cruel, nor do they have any particular dislike of non-elemental creatures. The horror in their name comes from their utter inconspicuousness.

Treasure-stealers expect mimics and living statues. They don't expect the window to come alive and attack.

Elemental Mercenaries. Glasspane horrors are much sought after guards and sentries, as they are very patient, highly observant, and loyal to their employers. They pride themselves on being unbribeable, but are not stupidly loyal. A horror in danger of being killed will retreat and warn its employer. However, one whose employer is slain will seek revenge. Horrors don't come cheap, though, and they demand gemstones—their primary food source—as payment for their work.

Climate/Terrain: any climate; caverns, laboratory, Plane of Earth, settlement, tomb

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 15. Glasspane horrors are a strange form of elemental. In their natural form, they are indistinguishable from a pane of glass.

DC 20. Glasspane horrors have a reflective body, and force, lightning, radiant, and prismatic magic bounce right off them and reflect back at the caster.



Glasspane Horror Encounters

CR 5-10 Glasspane horror; glasspane horror with 2d4 guards; glasspane horror with 2 hound guardians.

Treasure: 90 pp, 750 gp, 1,750 sp, 7 citrines (50 gp each), porcelain statue of an eagle (bulky, worth 150 gp), surreal landscape painting (worth 250 gp), *spell scroll of spare the dying*, *potions of mind reading* and *water breathing*, *blue bag of tricks*, Small +3 padded cloth armor.

CR 11-16 2 glasspane horrors; glasspane horror with 2 guard squads

Treasure: 800 pp, 1,500 gp, 2 garnets (100 gp each), peridot (500 gp), triptych icon of an elven god made of gold, jade, and rare woods (2,500 gp), *blade of the Sanguine Knot*, *bronze griffin*, *dimensional shackles*, *ever-shifting map*, *prismatic gown*

Signs

1-2. A trail of glitter

3. the thud of heavy footsteps; with a DC 15 Insight or Perception check, the creature is walking on a patrol route.

4. Shimmering, gem-toned lights reflecting off of walls in the distance.

Behavior

1-3 Disguised as a pane of glass, just watching.

4. Having a telepathic conversation with a fellow guard.

5. Negotiating a pay raise with its employer.

6. In humanoid form, tasting gems to find out which will be the best to eat.

Names

Aanye, Aligoq, Kass, Manyah, Saghkar

Glasspane Horror

Large elemental (shapechanger); Challenge 8 (3,900 XP)

AC 17 (natural armor)

HP 126 (12d10+48; bloodied 113)

Speed 0 ft. (true form), 40 ft. (humanoid form), 0 ft., fly 90 ft. (in sand cloud form)

STR 16 (+3) **DEX** 15 (+2) **CON** 19 (+4) **INT** 9 (-1) **WIS** 14 (+2) **CHA** 17 (+3)

Proficiency +3; **Maneuver DC** +14

Skills Perception +4 (+1d4)

Saving Throws Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force, lightning, poison, radiant

Condition Immunities blinded, fatigue, paralyzed, petrified, poisoned, strife, unconscious

Senses blindsight 120 ft. (blind beyond this radius, true form and sand cloud form only), darkvision 60 ft. (humanoid form only), passive Perception 17
Languages telepathy 60 ft.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

False Appearance (True Form Only). While the horror remains motionless, it is indistinguishable from a large pane of glass.

Glittering Cloud (Sand Cloud Form Only). The horror can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing, but can't move through water.

Reflective. If the horror is targeted by a spell that inflicts force, lightning, or radiant damage, roll a d6. On a 1-5, the horror is unaffected. On a 6, the horror is unaffected, but the effect is reflected back at the caster turning the caster into the target. In addition, the horror is immune to spells from the prismatic school.

Transparent. Perception checks that rely on sight made to locate the horror are made at disadvantage.

Actions

Multiattack (Humanoid Form Only). The horror makes two fist attacks. Alternatively, it makes one Fist attack and uses its Dazzling Light.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 17 (3d8+3) bludgeoning damage.

Crystalbrittle (Humanoid Form Only; 3/Day). The horror touches a creature wearing nonmagical metal armor or a nonmagical metal shield. That creature must make a DC 14 Dexterity saving throw. On a failure, the armor is turned into a fragile crystalline substance. The next time the target takes damage, the armor breaks and is destroyed.

Dazzling Light (Humanoid Form Only). The horror flexes its crystal skin and brilliant shimmers of light dazzle those nearby. Each creature within 10 feet must make a DC 15 Constitution saving throw or have disadvantage on the next attack roll or saving throw they make before the start of their next turn. This ability doesn't work in darkness. A creature immune to being blinded isn't affected.

Slicing Whirlwind (Cloud Form Only). **Melee Weapon Attack:** +5 to hit, reach 0 ft., one target in the horror's space. **Hit:** 14 (4d6) slashing damage, and the target must make a DC 15 Constitution saving throw or be blinded until the end of its next turn.

Bonus Actions

Consume Gem. The horror crushes and absorbs one gemstone that is holding. For every 50 gold the gemstone is worth, the horror gains 1d6+4 hit points. For 1 minute afterwards, its Transparent trait doesn't work.

Shapeshift. The horror magically changes its form into a Large humanoid made of crystal or a cloud of glittering sand, or back into its true form, which is a Large pane of transparent crystal that is 10 feet on a side and 1 inch thick. Its statistics are the same in each form. Equipment it is carrying is not transformed. It reverts to its true form if it dies.

Combat

The glasspane horror begins combat in humanoid form, using Crystalbrittle on the most heavily-armored foe, then pummeling with their fists while calling for reinforcements. If bloodied, the horror will transform into cloud form and make at least one attack in that form before fleeing.

Growf

There can never be too many dragons, right?, Dragon Magazine #96
Created by Matt Legare; art by Phil Foglio

These creatures closely resembles small, purple-scaled dragons with cow-like horns. Their faces bear a permanently befuddled expression which many find endearing. The growf gets its name from the only sound it makes: a questioning “*growf?*” noise.

Growfs can and do eat anything, even rocks and books. It’s unclear if they actually need the food to survive, however, since they seem to suffer no ill effects when they don’t eat.

Flawed Creation. It is rumored that the growf was created by an mage who—either by design or through drunken mistake—magically merged a dragon, a cow, and a small terrier together. The result was the first growf, who promptly burned down the mage’s lab and flew away. The archmage then gave up magic and drinking and became a monk. Whether this legend is true or not, growfs are most definitely not natural creatures.

Rapid Reproduction. Growfs don’t breed normally, and it’s unclear if they even have sexes in the first place. Instead, a growf that comes into contact with water nearly instantly buds copies of itself, as if by fission. While most of these copies melt into goo shortly afterwards, a few survive and become new growfs. A torrential rainstorm can cause a sudden surge in the growf population. Their only saving grace is that, much like cats, growfs hate getting wet and will never willingly do so.

Favored By Someone On High. Growfs are amazingly, supernaturally lucky. They seem to always survive even the most determined efforts to kill them. Weapons miss and spells seem to take no effect more often than not, no matter how skilled the warrior or caster. A rogue who attempts to sneak up on one will always seem to find a squeaky board to step on or twig to snap. They seem to be able to saunter away from disasters and massive attacks that would have instantly killed anyone else. While it’s clear that *somebody* likes them and wants them to survive, their propensity for accidentally burning down their surroundings, their ability and willingness to eat just anything, regardless of what it is, their habit of following people around, and their incessant spawning makes them into major pests that most creatures loathe.

Climate/Terrain: caverns, forest, grassland, hills, laboratory, mountain, ruins, settlements.



Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. If you say “growf” back to a growf, it may befriend you and follow you everywhere.

DC 15. A growf may look like a dragon, but it is actually something completely different.

DC 20. Growfs are difficult to kill, are blessed with supernatural luck, and reproduce like mad when they get wet.

Growf Encounters

CR 0-1 1 growf; 1 growf and 1d4 copies.

Signs

1. With a DC 15 Investigation or Perception check, tiny dragon footprints.
2. The sound of a growf saying “growf?” nearby.
3. The sound of a growf and its copies all saying “growf?” nearby.
4. Piles of purple goo.
5. A completely burned-down farmhouse and devastated and singed farmers, raving about the horrible dragon that destroyed it.
6. A poster marking a bounty for growf horns. There is a 50% chance it warns against getting the growf wet, although it doesn’t explain why.

Behavior

1. Sleeping.
2. Eating something it shouldn’t be eating.
3. Following the party around; it will get bored and stop in 2d10 days, if the party doesn’t drive it off first.
4. Ignoring its copies, which are mostly wandering around in circles.

Growf

Small dragon (aberration) Challenge 1/4 (50 XP)

AC 13 (natural armor)

HP 16 (3d8+3; bloodied 8)

Speed 30 ft., fly 60 ft.

STR 8 (-1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 6 (-2)

Proficiency +2 **Maneuver DC** 11

Damage Immunities fire

Condition Immunities charmed, strife

Senses darkvision 60 ft., passive Perception 10

Languages —

Aberrant Nature. The growf doesn't require air or sustenance.

Regeneration. The growf regains 5 hit points at the start of each of its turns. If the growf takes psychic damage, this trait doesn't function on its next turn. The growf dies only if it starts its turn with 0 hit points and doesn't regenerate.

Breed Like Bacteria. If the growf is splashed with a gallon of water or submerged in water, then at the start of its next turn, 1d4 copies emerge. The copies have the same attributes as the original but lack the Breed Like Bacteria trait and are under the effect of the confused condition.

After 24 hours, the Narrator will roll a d10 for each copy. On a roll of 1, the copy is permanent and gains all the growf's normal abilities and is no longer confused. On a roll of 2-9, the copy melts into harmless purple goo.

Evasion. When the growf makes a Dexterity saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure.

Strange Luck. Any roll made to attack the growf, sneak up to it or past it, to trap it (even if the growf is nowhere in sight when the trap is made), or otherwise harm, annoy, or distract the growf is rolled with disadvantage. The growf has advantage on all ability checks and saving throws. If the growf rolls a 1 on any ability check, attack roll, or saving throw, it may reroll the die and must keep the new result.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) force damage. The growf's bite does double damage to objects and ignores damage thresholds.

Fire Breath (Recharge 4-6). The growf breathes fire in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much on a successful one. A creature also takes 1 ongoing fire damage, whether or not it failed its save. A creature can use an action to extinguish this flame on itself or a creature within 5 feet. The fire ignites any flammable, unattended objects in the area.

Combat

Upon meeting a creature, the growf will say "growf?" several times. If the creature doesn't say "growf" back to it or otherwise act in a friendly manner, the growf will immediately blast the creature with fire. The growf doesn't otherwise attack.

Guardian

Bronze Metaguardian

The Dragon's Bestiary, Dragon Magazine 159
Created by Troy Denning; art by Tom Baxa

Metaguardians are constructs made out of metal (they are hollow, not solid), exquisitely sculpted to look like short, squat humanoids of indeterminate heritage: there's a bit of dwarf, a bit of halfling, a bit of gnome, and a bit of something else in there. There are four types of metaguardian. The weakest are the **bronze metaguardians**, where the details of their sculpting are picked out in copper and tin. The next are **the steel metaguardians**, who have silver and iron details, then the **platinum metaguardians**, who have gold and electrum details. And finally there are the **ultimate metaguardians**, who are made of a swirling alloy of mithril, adamantine, and strange extraplanar metals.

Willing Minions. Unlike most guardians, metaguardians are actually quite intelligent and can speak, although they are still built to follow their creator's commands unquestioningly. One of their tasks is to man spelljamming helms, as their innately magical nature allows them to control such a helm. However, spelljamming is not the metaguardians only task (especially for groundling wizards).

They are sent to complete any number of tasks for their controllers. However, they never speak of their tasks, unless expressly given permission to do so, and will take any means necessary to accomplish the task. There have been reports of metaguardians committing acts of sabotage, leading rebellions, and hiring assassins and mercenaries in order to help them finish their job.

Social Constructs. Metaguardians are surprisingly friendly constructs, although they are often distrusted because it's nigh impossible to determine the guardian's true motivations. They are especially friendly with each other. Should two metaguardians meet, they will work together and help each other accomplish their goals. Their proscriptions against talking about their tasks don't seem to prevent them from telling each other about it. Metaguardians who lose their masters will often join together, creating small and very secretive societies.

Walking Treasure. Metaguardians never use weapons and only use magic items if they are useful in fulfilling their goals. Despite being hollow, each one consists of over a quarter of a ton of often highly valuable metal.



Legends and Lore

With an Arcana or Engineering check, the characters can learn the following:

DC 15. Metaguardians are a rare form of guardian made of valuable metals

DC 20. Although they lack free will and obey their orders without question, metaguardians are quite intelligent and can exercise a lot of ingenuity in how they go about following those orders.

Metaguardian Encounters

CR 5-10 bronze, steel, or platinum metaguardian

CR 11-16 bronze, steel, or platinum metaguardian with mage or priest; ultimate metaguardian

Treasure: 400 gp, noble cloak trimmed with owlbear fur-like feathers (500 gp), *dust of sneezing and choking*, *spell scroll of charm person*

CR 17-22 2 bronze, steel, or platinum metaguardians; 1 ultimate metaguardian and 1 bronze, steel or platinum metaguardian; 1 ultimate metaguardian with archmage or high priest

Treasure: 2,000 gp, *necklace of fireballs*, *oil of slipperiness*, *wings of flying*.

Behavior

1. Relaxing in a storm, hoping to get hit by lightning.
2. Approaches the party and offers to hire them for a job.
3. Engaging in an act of sabotage for its creator.
4. Hunting a target for its creator.
5. Trying to steal or purchase an item for its creator.
6. Planning out a kidnapping for its creator.
7. Acting as an ambassador for its creator.
8. Approaches the party in the hopes of learning more about them.

Bronze Metaguardian

Small construct; Challenge 8 (3,900 XP)

AC 30

HP 135 (18d6+74; bloodied 68)

Speed 20 ft.

STR 17 (+3) **DEX** 9 (-1) **CON** 19 (+4) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 15 (+3)

Proficiency +3; **Maneuver** DC 14

Skills Deception +6, Insight +4, Perception +4

Damage Resistances

Damage Immunities lightning, poison, psychic; damage from nonmagical bronze weapons.

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

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

Languages one language its creator speaks

Immutable Form. The metaguardian is immune to any effect that would alter its form.

Inscrutable. The metaguardian is immune to divination and to any effect that would sense its emotions or read its thoughts. Insight checks made to determine the metaguardian's intentions are made with disadvantage.

Lightning Absorption. When the metaguardian is subjected to lightning damage, it instead regains hit points equal to the lightning damage dealt. Any lightning damage it takes in excess of its hit point maximum becomes temporary hit points.

Powerful Build. The metaguardian counts as a Large creature when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The metaguardian makes two slam attack

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) bludgeoning damage.

Fireball (3rd-Level; V, S). Fire streaks from the metaguardian to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Fly (3rd-Level; V, S, Concentration). The metaguardian gains a fly speed of 60 feet.

Magic Missile (1st-Level; V, S). Three glowing arrows fly from the metaguardian simultaneously, unerringly hitting up to 3 creatures within 120 feet. Each arrow deals 3 (1d4 + 1) force damage.

Stinking Cloud (3rd-level; V, S, Concentration). A noxious cloud fills a 20-foot-radius sphere within 120 feet. It's area is heavily obscured. A creature in the area that needs to breathe and aren't immune to poison must make a Constitution saving throw or use its action to retch and reel. A moderate wind disperses the cloud after 4 rounds and a strong, after 1 round.

Web (2nd-Level; V, S, Concentration). Thick, sticky webs fill a 20-foot cube within 60 feet, lightly obscuring it and making it difficult terrain. The webs must either be anchored between two solid masses (such as walls) or layered 5 feet deep over a flat surface. Each creature that starts its turn in the webs or that enters them during its turn makes a DC 15 Dexterity saving throw. On a failure, it is restrained. A creature can escape by making a DC 15 Strength check. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 5 (2d4) fire damage to any creature that starts its turn in the fire. The webs remain for 1 hour.

Reactions

Recharge (Recharges After A Short or Long Rest). When the metaguardian is hit by an attack that inflicts lightning damage it can choose to regain a spell it has already cast with its Spellblast trait instead of regaining hit points.

Spellblast. If the metaguardian is damaged by an attack, it can cast one of the following spells: *fireball*, *fly*, *magic missile*, *stinking cloud*, or *web* as a reaction and without the need for material or seen components. Its spellcasting trait is Charisma (spell save DC 14, +5 to hit with spell

attacks). Once it casts one of those spells, it can't cast that spell again until it completes a long rest or it uses Recharge.

Combat

Metaguardians are clever fighters, using sound tactics wherever possible. They will always flee a losing battle unless their death would bring about the resolution of their orders.

Variant: Rarer Metals

Metaguardians made out of rarer and more expensive metals are more powerful than bronze metaguardians.

The **steel metaguardian** is made from steel and iron, with embellishments of tin and silver. It is CR 9. It has 150 (20d6+80; bloodied 75) hit points and its armor class is 16. Its speed is 30 feet and its slam inflicts 19 (3d10+3) bludgeoning damage. They take damage from nonmagical weapons made of cold iron.

The **platinum metaguardian** is made from platinum and gold, with embellishments of electrum. It is CR 10. It has 165 (22d6+88; bloodied 82) hit points and its armor class is 19. Its speed is 40 feet and its slam inflicts 30 (5d10+3) bludgeoning damage. They take damage from nonmagical weapons made of gold.

The **ultimate metaguardian** is made from adamantine and mithril, with embellishments of white gold. It is CR 13. It has 187 (25d6+100; bloodied 93) hit points and its armor class is 23. Its speed is 50 feet and its slam inflicts 47 (8d10+3) bludgeoning damage. They take damage from nonmagical weapons made of adamantine.

Tin Guardian

Not Necessarily The Monstrous Compendium, Dragon Magazine #156
Created by Scott Wile; art by Mark Nelson

Tin guardians are relatively weak, but what they lack in size and strength, they make up for in resistance or immunity to many forms of damage. The careful mixture of alloys allow the elemental spirit within to be fully bound to the body, which prevents them from going berserk like other, weaker guardians are prone to doing. Tin guardians are made of metal that is cast into the form of a soldier, and they are often brightly painted so they appear to be wearing a military officer's uniform. Many are painted to look like man-sized children's toys, as well. They typically carry oversized sabers which are built into their bodies and cannot be easily removed.

Tin Guardian Encounters

CR 5-10 1-2 tin guardians; tin guardian and 1d4 hound guardians.

Treasure: 900 gp in chest made of rare woods (worth 75 gp), suit of noble's clothing with shoes and hat (worth 250 gp), tome which leads to the discovery of a rare 3rd-level spell, *ever-shifting map, eyes of the eagle*

Tin Guardian

Medium construct; Challenge 5 (1,800 XP)

AC 18 (natural armor)

HP 85 (10d8+40; bloodied 42)

Speed 25 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 18 (+4)

INT 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

Proficiency +3; **Maneuver DC** 15

Damage Resistances piercing, slashing

Damage Immunities cold, fire, force, lightning, poison, psychic; damage from nonmagical, non-adamantine bludgeoning weapons

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak



Blunt Weapon. A nonmagical piercing or slashing weapon that hits the guardian is blunted after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Nonmagical piercing or slashing ammunition is destroyed after dealing damage.

Immutable Form. The guardian is immune to any effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.

Reflect Lightning. Any time the guardian is targeted by a line spell or a spell that requires a ranged attack roll and that inflicts lightning damage, roll a d6. On a 1 to 5, the guardian is unaffected. On a 6, the guardian is unaffected and the effect is reflected back at the caster as though it originated from the guardian, turning the caster into the target.

Actions

Multiattack. The guardian makes two sword attacks.

Saber. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) slashing damage. If the guardian scores a critical hit, the target is knocked prone.

Variant: Rifle Corps

In some higher-tech settings, tin guardians may be equipped with rifled muskets to which long bayonets are attached. Full details on rifled muskets and long bayonets can be found in the *Adventures in Zeitgeist* campaign setting. These guardians have the following actions, which replace the guardian's Multiattack and Sword actions:

Multiattack. The guardian makes one musket attack and one bayonet attack.

Rifled Musket. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 10 (2d8+1) piercing damage.

Long Bayonet. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Wood Guardian

The Dragon's Bestiary, Dragon Magazine #119
Created by Loran Wlodarski; art by ?

Carved out of the trunk of a tree that was felled by lightning, wood guardians are usually crafted by druids and left to roam the woodlands to protect them from intruders. They are relatively weak in comparison to many other guardians, but the magic that goes into their construction makes them alive in a way that other guardians aren't. Wood guardians are rarely set to guard treasure; they are much more likely used to guard either a forest or a specific location within the forest.

Unlike most wooden objects and many plant creatures, wood guardians are not vulnerable to fire—in fact, they manipulate it to a small degree. They can both douse nonmagical flames (which makes them invaluable guardians of any forest prone to fires) and shoot acorn-like pellets made of flame.



Wood Guardian Encounters

Terrain: forest, settlement

CR 5-10 wood guardian; 2 wood guardians; wood guardian and druid

Treasure: quiver of the hunt, second-light lantern, spell scrolls of conjure minor elementals and water walk

Wood Guardian

Medium construct (plant); Challenge 5 (1,800 XP)

AC 14 (natural armor)

HP 67 (9d8+27; bloodied 33)

Speed 35 ft.

STR 19 (+4) **DEX** 9 (-1) **CON** 17 (+3) **INT** 4 (-3) **WIS** 10 (+0) **CHA** 5 (-3)

Proficiency +3; **Maneuver** DC 14

Damage Resistances cold, lightning

Damage Immunities fire, poison; damage from nonmagical, non-adamantine weapons

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creators but can't speak

Berserk. When the guardian starts its turn while bloodied, roll a d6. On a 6, the guardian goes berserk. While berserk, the guardian attacks the nearest creature it can see. If it can't reach a creature, it attacks an object. The guardian stays berserk until it is destroyed or restored to full hit points.

If a berserk guardian can see and hear its creator, the creator can use an action to try to calm it by making a DC 15 Persuasion check. On a success, the guardian is no longer berserk.

Cold and Lightning Aversion. When the guardian takes lightning damage, it is slowed until the end of its next turn.

False Appearance. While the guardian is motionless, it is indistinguishable from a dead tree.

Fire Absorption. When the guardian is subjected to fire damage, it instead regains hit points equal to the fire damage dealt.

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

Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The guardian makes two attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Fire Acorn. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 13 (3d8) fire damage.

Bonus Actions

Douse. The guardian touches a nonmagical flame that fits within a 5-foot cube and instantaneously extinguishes it.

Variant: Treant Guardians

Some druids make wood guardians out of the remains of dead treants—sometimes because the treant wishes to continue guarding their forest even after death, and sometimes out of a mocking perversion of the treant's purpose in life. A treant guardian is CR 6 (2,300 XP), is Large, has AC 19, and 93 hit points (11d10+33; bloodied 46). Its Intelligence and Charisma are both 7 (-2), and it has the following trait:

Siege Monster. The guardian deals double damage to objects and structures.

Helborn

The Dragon's Bestiary, Dragon Magazine #167
Created by Gregg Chamberlain

Helborn are tremendous, carnivorous plant monsters. A helborn has a large, colorful “head” made of tough, wood-hard bracts, surrounded by tiny, delicate flowers and large, hairy leaves, supported on a strong, flexible trunk. Coiled around the trunk are a pair of heavy, leafy vines. A helborn’s head, in fact, is nothing more than a tremendous mouth, lined with backwards-facing spines, and they use their vines to capture prey and bring it to their mouths, where it is crushed, swallowed, and quickly digested. While a helborn’s sense of smell is excellent and they can detect movement from afar, they lack hearing or vision.

Intelligent and Telepathic. Helborns are quite smart, and while they are incapable of speaking, they can understand several languages, and can telepathically communicate images and emotions. They are remarkably good at getting their points across even without words. On top of that, they have the ability to influence or even outright control other creature’s minds. Few creatures are able to escape their mental tendrils for long.

Feed Me! Helborn are always hungry, and what they want is bloody red meat, preferably still alive and kicking. While they can and do hunt on their own, they prefer to get others to feed them. Using telepathy, they lure creatures in and persuade them to provide food, promising goods—helborn always have a stash of treasure nearby—if obeyed, or threatening harm if ignored. Although they can’t move fast, their magic ensures that they usually have one or even more minions who are willing to assist the plant in procuring food. Helborn will eat any sort of meat, but they tend to be very vain and want only the best for themselves, such as prize livestock... or a sacrificed villager. They gather the treasure that their meals once wore or carried and use it when they negotiate with others.

Fiendish Offshoots. The name “helborn” is a play on both the harmless flower called the *hellebore* and on these plant’s hellishly cruel nature. They grow in dark, dank places where fiends have spilled their blood; the evil that runs through a fiend’s veins both nourishes and corrupts the seeds in the soil and gives them their powers.

Helborn are self-centered to a fault. They tolerate no carnivorous creatures nearby unless they are completely under the plant’s leafy thumbs—they hate even small predators such as foxes and hawks. The land around a helborn often develops a glut of prey animals, and while the helborn’s predations can keep those numbers down, such animals tend to overrun and overeat their territories. That being said, a helborn’s needs and desires are simple enough that they *are* willing to work with other powerful creatures who can provide enough high-quality meat for it. Such creatures, however, always need to watch out. Helborn are all but incapable of loyalty and may eventually decide that their ally makes for a better snack.

Climate/Terrain: temperate, subtropical; forest, ruin, sewer, swamp

Legends and Lore

With a Nature check, the characters can learn the following:

DC 10. Helborn are intelligent, carnivorous plants who use teeth-lined petals and vines to hunt. They are capable of slowly moving about. They mostly live in dark, dank places. They keep other meat-eaters out of their territory.

DC 15. Naturally telepathic, helborn are capable of manipulating the minds of other creatures both through natural charisma, threats, bribes, and magic. They often have several people working for them, but not always willingly.

DC 20. Helborn sometimes grow in places where fiends have bled and died.

Helborn Encounters

5-10 helborn; helborn with druid or ogre; helborn with green dragon wyrmling.

Treasure: 175 gp, 500 sp, silver jewelry box (250 gp), gold locket with an image of a local noble in it (75 gp), 3 topazes (500 gp each), vial of antitoxin, *+1 breastplate* of elven design, *wand of prestidigitation*

11-16 helborn with 1d4+4 cuthroats or kech, helborn with 1-2 coven green hags.

Treasure: 70 pp, 1,300 gp, black pearl nose ring (750 gp), coral and gold pendant necklace (500 gp), *pipes of haunting*, *scrolls of hallucinatory terrain* and *find the path*

Signs

1. A pile of treasure.
2. An upturned pile of earth. Digging through it reveals broken roots and the bones of both animals and humanoids.
3. The scent of foul, rotten blood.
4. A pair of charmed humanoids dragging a struggling third humanoid to be devoured.

Behavior

1. Telepathically contacting a victim to ask for food in exchange for treasure.
2. Slowly moving itself to a new location.
3. Devouring a humanoid.
4. Hungry; will attack on sight.

Helborn

Large plant (fiend); Challenge 7 (2,900 XP)

AC 17 (natural armor)

HP 122 (14d10+28; bloodied 4561)

Speed 5 ft.

STR 19 (+4) **DEX** 13 (+1) **CON** 14 (+2) **INT** 8 (-1) **WIS** 12 (+1) **CHA** 15 (+2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Wis +4

Skills Deception +5, Insight +4, Intimidation +5, Perception +4, Persuasion +5

Condition Immunities blinded, deafened, prone, stunned, unconscious

Senses tremorsense 120 ft. (blind beyond this radius), passive Perception 14

Languages understands Common, Druidic, and Sylvan but can't speak

Evil. The helborn radiates an Evil aura.

Innate Spellcasting (3/day). The helborn can cast *suggestion*. It's spellcasting ability is Charisma (spell save DC 13).

Insidious. The helborn gains a d4 expertise die on Charisma checks against any creature that has been charmed by it, even if the creature is no longer charmed.

Keen Smell. The helborn has advantage on Perception checks that rely on smell.

Limited Telepathy. The helborn can magically communicate simple ideas, emotions, and images telepathically to any creature within 120 feet of it.

Magic Resistance. The helborn has advantage on saving throws against spells and other magical effects.

Plant Nature. The helborn doesn't have to sleep.

Actions

Multiattack. The helborn attacks once with its tendril and once with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 5 (2d4) acid damage. If the target is a Medium or smaller creature grappled by the helborn, the target is swallowed. A swallowed creature is blinded and restrained, has total cover from attacks outside the helborn, and takes 5 (2d4) acid damage at the start of each of the helborn's turns.

If the swallowed creature deals 20 or more damage to the helborn in a single turn, or the helborn dies, the helborn vomits up the swallowed creature. The helborn can only have a single creature swallowed at a time.

Tendril. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage and if the target is Medium or smaller, it is grappled (escape DC 15) and pulled up to 10 feet closer to the helborn.

Dominate (3/Day). The helborn targets one humanoid within 30 feet of it, forcing it to make a DC 13 Wisdom saving throw. On a failure, the target is magically charmed for 1 day. The charmed creature obeys the helborn's telepathic commands, and the helborn can use its actions to use the creature's senses as its own and to speak through it, as long as the charmed creature and the helborn are on the same plane. The creature may make a new saving throw whenever it takes damage or if it receives a suicidal command or a command that goes directly against its moral code. If the creature's saving throw is successful or the effect ends for it, it is immune to any helborn's Dominate for 24 hours.

Bonus Actions

Tendril. The helborn makes a tendril attack.

Read Thoughts. The helborn magically reads the surface thoughts of one creature within 60 feet that it can detect with its tremorsense. Until the end of the helborn's turn, it gains a d4 expertise die on Deception, Insight, and Persuasion checks against the creature.

Combat

The helborn is smart enough to know that it can't flee if it loses a battle, so it only tries to attack creatures that are obviously weaker than it. It will gladly sacrifice minions or make deals if it means it will survive.

Horast

Dragon's Bestiary, Dragon Magazine #27
Created and art by Mary Lynn Skirvin

The horast, also known as the whipper beast, is fierce a subterranean hunter. It has an almost comical appearance, with six splayed limbs, and a tubular snout with flared monsters at the end, stiff, steel-gray fur. A row of short, flexible spines that run down the length of their flat, rotund body, and their most noticeable feature is a horny, rat-like tail that's nearly twice as long as their body. That tail, however, ends in dagger-like barbs, and the horast is capable of wielding its tail like a bullwhip.

Dungeon-Dwelling Predators.

Horasts are generally found only in underground places, where their metallic gray fur lets them blend into their stony surroundings. They only attack when

hungry—although they're hungry quite often—or to defend their territory.

Strange Allies. Despite their bestial nature, horasts are actually willing to associate with humanoids who treat them kindly, and some dungeon-dwelling people have learned to use them as mounts.

Climate/Terrain: subarctic, temperate; caverns, mountains

Legends and Lore

With a Nature check, characters can learn the following:

DC 10: Also called whipper beasts, these fierce creatures are mostly found in the darkest underground regions, but don't fear the light. In the dark, their eyes glow.

DC 15: Horasts don't eat meat, but instead drink blood, preferably from freshly-killed corpses.

DC 20: Despite their predatory temperaments, horasts are willing to befriend and even accompany humanoids—at least those who have a forceful enough personality.



Encounters

CR 1-2: 1 horast.

CR 3-4: 2 horasts.

Treasure: a desiccated corpse with a battered and damaged *shield* +1.

Signs

1. Blade-like gouges in stone walls or floors.
2. A bloodless corpse. A DC 12 Investigation or Survival check will reveal that the blood is missing, not pooled on or soaked into the ground.
3. A few short, shed spikes. A DC 10 Nature check will reveal that they are the quills from a creature.
4. Pieces of discarded armor with gaping rents.

Behavior

1. Lapping up blood from a recently-slain corpse.
2. Hungry: will attack on sight.
3. Sleeping in its lair.
4. Tracking prey.

Horast

Large monstrosity; Challenge 2 (450 XP)

AC 13 (natural armor)

HP 32 (5d10+5; bloodied 16)

Speed 20 ft., climb 20 ft.

STR 14 (+2) **DEX** 10 (+0) **CON** 12 (+1) **INT** 4 (-3) **WIS** 10 (+0) **CHA** 7 (-2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +2 (+1d6 when underground)

Senses darkvision 60 ft., passive Per 12

Languages —

Keen Senses. The horast has advantage on Perception checks that rely on hearing or smell.

Six-Legged. The horast has advantage on any saving throw to avoid being knocked prone.

Actions

Multiattack. The horast makes two claw attacks.

Tailslash. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage plus 7 (2d6) piercing damage. If the target is wearing heavy armor or armor with the Flaw trait, the target must make a DC 12 Dexterity saving throw or the armor becomes damaged. If the target rolls a 1 on this save, the armor is broken instead.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Reactions

Knockdown. When the horast is attacked by a creature within 10 feet of it, uses its tail to knock the target off its feet. The target must make a DC 12 Strength saving throw or take 11 (2d8+2) bludgeoning damage and be knocked prone. On a successful save, the creature takes half damage and isn't knocked prone.

Combat

Horasts try to keep a distance from their target, preferring to attack with its tail; they generally only use their claws against a prone target. When bloodied, the creature retreats.

Hundar

Bats that do more than bite, Dragon Magazine #90
Created by Ed Greenwood; art by Tom Baxa

Sometimes called a “horse-bat,” hundar look very little like either creature. Hundar are nasty-tempered, territorial creatures that resemble tremendous segmented worms with batlike wings and horselike heads and a mane that runs to about midway down their length. Their slimy hide is an iridescent purple-black and their eyes are fiery red. When angered, which they frequently are, hundar snort vapor from their nostrils and emit deep, rumbling roars. Despite their bulbous shape and awkward inchworm movement on land, hundar are surprisingly graceful flyers and swimmers.

Vain and Self-Important. Hundar are egotistical to a degree usually only matched by dragons. They fear almost nothing, viewing most creatures as being weaker than they are. They gladly eat humanoids, finding them superior in taste to “lesser” animals like livestock or wild game. They believe they deserve the best of everything. Although they are rarely willing to risk their lives, should they choose to attack, they fight to the death, as they can’t imagine that any creature smaller than it can pose a threat. Only a few very powerful creatures, such as dragons and aboleths, are enough to make a hundar second-guess its abilities.

Despite their vain natures, hundar rarely put much effort into making their lairs attractive to others. They live in dismal places—ruins, swamps, and moorland crags—and find their surroundings beautiful. In fact, the sheer presence of a hundar makes their surroundings even more dismal. Near a hundar’s lair, the rain and saturated ground seeps uncomfortably into even the most waterproof boots and clothing, clouds rarely part and it drizzles constantly, plants wilt, and water tastes oily and bad. And worse, zombies and other minor undead arise easily in the area. Hundars add to this effect by putting the arms, armor, and tools of their victims on display throughout their territory as both warning and declaration, not caring when they rot or rust away. Hundars are thought to live for hundreds of years, and the longer they remain in an area, the more unpleasant it gets.

Fiercely Territorial. Hundar lead very solitary lives. They allow other hundar near them only while mating, an event that occurs no more often than every thirty years or so. They drive out most other carnivores from their territory, although they tolerate, even welcome, perytons and harpies. These creatures recognize and respect the hundar’s power and get scraps of its food and safety from attackers, and in return, the hundar gets servants and admirers.



Strange Origins. Hundar have an unusual allergy to silver; it's harmfully corrosive to them in a way rarely seen outside of supernatural creatures such as devils and lycanthropes. While some people believe that hundars are actually extraplanar in origin, there is no evidence to support that.

Climate/Terrain: subarctic, temperate; freshwater, grassland, ruins, saltwater, swamps

Legends and Lore

With an Arcana or History check, the characters can learn the following:

DC 10. Also called "bat-horses," hundar are notoriously bad-tempered and incredibly vain. It's possible to flatter one in order to trick it, but a hundar that suspects false flattery will turn violent and vengeful.

DC 15. A hundar's territory is usually bare of large animals and people, as they greedily eat any humanoid they come across and chase or kill any rival predators.

DC 20. Hundar are vulnerable to both cold and silver. Cold causes their moist skin to crack and bleed while silver poisons them.

Hundar Encounters

CR 5-10 Hundar; hundar with 1-2 harpies or 1 peryton

Treasure: 220 gp, 700 ep, tarnished bronze bowl inscribed with geometric patterns (75 gp); 2 *potions of poison*, *pipes of the sewers*.

CR 11-16 Hundar; hundar with 3-4 harpies and 1-2 perytons; hundar with 1-2 zombie hordes.

Treasure: 200 pp, 1,120 gp, mitral band (250 gp), 3 jets (100 gp each), +1 *helmet* embossed with the insignia of a famed company of soldiers, *death's essence pendant*.

Signs

1. A strange lack of major predators aside from harpies and perytons.
2. A trail of crushed, slightly slimy grass.
3. A post to which is tied the rusted and decayed remains of clothing, armor, and weapons.
4. With a DC 13 Perception check, a recently-dug and re-covered pit. Uncovering the pit reveals a cache of tarnished silver coins and objects.

Behavior

1. Gazing lovingly at its own reflection in a mirror or still pond.
2. Attacks on sight.
3. Messily devouring its prey.
4. Preaching to an audience of minions about how great it is.
5. In an aerial battle with young black dragon.
6. Demands surrender and tribute.

Names

Arleth, Bliss, Beauty, Joravaran, Naiardhan, Taddashree

Hundar

Large monstrosity; Challenge 8 (3,900 XP)

AC 16 (natural armor)

HP 133 (14d10+56; bloodied 67)

Speed 30 ft., fly 50 ft., swim 40 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 18 (+4)

INT 10 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

Proficiency +3; **Maneuver DC** 15

Skills Perception +4

Saving Throws Con +7, Cha +5

Damage Vulnerabilities bludgeoning, piercing, and slashing from silvered weapons

Damage Resistances acid, fire

Senses blindsight 120 ft., passive Perception

Languages Common

Cold Vulnerability. If the hundar takes cold damage, then until the end of its next turn, it has disadvantage on attack rolls and saving throws and its speeds are reduced by 20 feet.

Echolocation. The hundar can't use its blindsight while deafened.

Limited Amphibiousness. The hundar can breathe air and water, but needs to be submerged in water at least once a day for 1 minute to avoid suffocating.

Silver Allergy. If a hundar touches an object made of silver, it takes 3 (1d6) poison damage. If the hundar takes damage from a silvered weapon, it must make a DC 15 Constitution saving throw or be poisoned for 1 minute.

Actions

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

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage. If the target is a creature and the hundar moves at least 30 feet towards it before the attack, the target takes an extra 10 (3d6) bludgeoning damage and must make a DC 15 Strength saving throw, falling prone on a failure.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage. Instead of dealing bludgeoning damage, the hundar can grapple the target (escape DC 15), and a Medium or smaller creature grappled in this way is restrained. Until this grapple ends, the hundar can't use its tail on another creature, and it makes bite attacks with advantage against the grappled target.

Bonus Actions

Opportune Bite. The hundar makes a bite attack against a prone creature.

Reactions

Tail Swipe (1/Day). If a creature within 5 feet hits the hundar with a melee attack, the attacker is battered by the hundar's tail. The attacker must make a DC 15 Strength saving throw. On a failure, it takes 9 (2d4+4) bludgeoning damage and is pushed 10 feet from the hundar and knocked prone.

If the hundar is grappling a creature in its tail when it makes this attack, the grappled creature must also make a DC 15 Strength saving throw. It takes 9 (2d4+4) bludgeoning damage on a failed save or half as much damage on a successful one.

Combat

Hundar attack by trying to take their opponent out of their preferred element: they slam into aerial foes to knock them out of the sky, grab a land-based creature and pull them underwater to drown them, or pull an aquatic foe out of water and deposit them on land. They do not retreat, even when badly wounded.

Huntsman

Dragon's Bestiary, Dragon Magazine #40

Created by Lewis Pulsipher; art by Brad Parker

Huntsmen are constructs created to be guards, trackers, or hunters. They resemble elves, but with three fingers on each hand. Their clay-like skin is a uniform camo green in color (even the sclera of their eyes is green), and their stringy hair is slightly darker. Most are made with an androgynous or slightly masculine appearance, but can be given any sort of features.

Relentless. Huntsmen, being constructs, are tireless guards, patrollers, and unsurpassed trackers and hunters. Once they are given orders, they follow them to the end.

Packmates. Huntsmen are created through alchemical means in groups of four, and the only creature a huntsman is capable of caring about is another member of their pack. Should one die, the remaining members of the pack will stop at nothing to claim its remains, as the wizard or alchemist who made them in the first place can use those remains to create a replacement for their pack.

Huntsmen are made to be loyal to their creators, and will follow their orders in both letter and spirit. However, they have a sense of self-preservation, and they will not obey (but will not betray), a creator who is cruel to one of their pack. Amongst themselves, they communicate through silent telepathy; to others, they attempt to communicate in signs or pantomimed gestures. They rarely make any deliberate noise.

Climate/Terrain: any climate; forest, grassland, hills, jungle, laboratory, settlement, sewer, swamp

Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. Huntsmen are created by spellcasters, but are not mindless creations.

DC 15. Huntsmen are always found in packs of four and can communicate with each telepathically over long distances. They can't speak

DC 20. Should a member of the pack be slain, the remaining huntsmen will always try to retrieve the body.



Monster Encounters

CR 1-2 1-2 huntsmen

Treasure. Masterwork longbow

CR 3-4 3-4 huntsmen

Treasure. Silver broach with the emblem of the creator on it (25 gp each), 1d6 *arrows +1*, 1 *arrow of slaying*

CR 5-6 4 huntsmen on riding horses with 2 trained mastiffs

Treasure. *Rope of entanglement*, 1d6 *arrows +2*

Signs

1. Spatters of an olive-green substance (hunter's blood).
2. A headless corpse pierced through with arrows, the remains of a hunter's target.
3. With a DC 18 Perception or Survival check: footprints.
4. A person on the run from hunters; the person is unaware of their pursuer's true nature.

Behavior

- 1-2. Scouting and patrolling.
- 4-5. Hunting for a target.
6. Running from an abusive creator; they may ask the characters for help, but will not reveal any information about the creator.

Huntsman

Medium construct; Challenge 1 (200 XP)

AC 16 (leather brigandine)

HP 26 (4d8+8; bloodied 13)

Speed 40 ft., climb 30 ft.

STR 16 (+3) **DEX** 18 (+4) **CON** 15 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 8 (-1)

Proficiency +2; **Maneuver DC** 14

Skills Perception +4, Stealth +6 (+1d4 *in forests*), Survival +4 (+1d4 *tracking*)

Condition Immunities charmed, frightened, paralyzed

Senses darkvision 60 ft., passive Perception 14

Languages Common (sign language only), understands one of its creator's languages but can't speak

Constructed Nature. Huntsmen don't require air sustenance, or sleep.

Life From Death. If a huntsman is killed, then its original hit point maximum is divided evenly by the number of huntsmen in its pack that remain alive. Each of those huntsmen regain hit points equal to that number. Hit points in excess of their normal hit point maximum become temporary hit points. Temporary hit points vanish after 24 hours.

Psychic Link. Huntsmen are created in packs of four and all members of a pack are linked to each other. As long as there are at least two members of the pack on the same plane of existence, a huntsman can't be surprised unless all members of the pack are surprised, and can't be knocked unconscious. As long as the members of the pack are on the same plane as each other, they can communicate with one another telepathically.

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Mindshare. The huntsman can see through another packmember's eyes and hear what it hears until the start of its next turn, and is blind and deaf in regards to its own senses while doing so. Both huntsmen must be on the same plane for this action to work.

Bonus Actions

Hunter's Target (1/day). The huntsman chooses a target it can see within 90 feet of it to become its quarry. For 1 hour, the huntsman gets a +1 to weapon attack rolls against the creature and weapon attacks made against it deal an extra 1d6 damage. In addition, the huntsman has advantage on Perception and Survival checks it makes to find the creature. If the creature drops to 0 hit points before the hour ends, the huntsman can't mark a new quarry.

Helping Hand. The huntsman can use the Help action with another member of its pack, and the packmember can be up to 15 feet away.

Combat

Huntsmen are silent, relentless warriors. They prefer guerilla tactics and harrying their prey rather than engaging in toe-to-toe battle, and will always strike from ambush if at all possible. They spread out, attacking their foes from all sides. If forced to engage in melee combat with a heavily-armored foe or a spellcaster, they retreat as quickly as possible. If bloodied, a pack will fall back and regroup before trying again.

Hurgeon

Creature Catalog II, Dragon Magazine #94
Created by Roger Moore; art by Beatrix Potter

At less than a foot in height, the hurgeon are very tiny people indeed. They resemble hedgehogs, except that they walk on their hind legs and have hands instead of forepaws—and, of course, they wear clothing. They are omnivores, eating a variety of nuts, fruits, berries, leaves, roots, slugs, and myriapods. Hurgeon build elaborate, multi-story underground dwellings under the roots of large trees that are reminiscent of the finest halfling homes, but in miniature.

Shy Neighbors. Native to deep forests, hurgeons are in little danger from most animals that share their woodland homes, but they are often eaten by more monstrous beings. As such, they stay hidden much of the time. Their underground communities are so skillfully camouflaged as to be effectively invisible, and they will watch travelers for long periods of time before they decide if they should reveal themselves or not. They are typically quite friendly to gnomes and druids, as they trust them both to be respectful to their forest homes. When they do choose to introduce show themselves, hurgeons have friendly and inoffensive personalities that make them easy to get along with.

Crafters. Hurgeon wear clothing made of “plant-leather”, which is made of specially-treated leaves and bark and is as tough as regular leather while still feeling like soft new leaves and smelling like flowers. Goods made from their leather is in high demand among pixies and sprites, and even among larger folk—although they rarely are able to make enough plant-leather to suit the needs of creatures much bigger than themselves.

Terrains: temperate; Feywild, forest



Legends and Lore

With a Culture or Nature check, the characters can learn the following:

DC 10. These tiny hedgehog-folk live in hidden settlements deep within forests. They rarely show themselves to other creatures.

DC 15. Hurgeons are known for making a high-quality material that is similar to leather out of bark and leaves. This plant-leather is in high demand by many woodland-dwelling cultures.

DC 20. Hurgeons often engage in special dancing rituals. Their actions tramp down the plant life in a circle and may form faerie rings (as per the exploration hazard).

Hurgeon Encounters

CR 0-1 2-4 hurgeons; 2 hurgeon guards; 1 hurgeon druid

Treasure: Dice set made out of agates (50 gp), copper chain bracelet (25 gp), *potion of healing*.

Signs

1. With a DC 20 Perception or Investigation roll, a tiny door set into the roots of a large tree.
2. A sad fox with a muzzle filled with hedgehog spikes; with a DC 15 Medicine roll, there's evidence of tiny weapon wounds as well.
3. An abandoned plant-leather bag filled with nuts.
4. The sound of flute music; somewhere nearby, a hurgeon is playing an instrument.

Behavior

- 1-3. Watching the party from the undergrowth; it requires a DC 16 Perception check to spot them.
4. Gathering berries.
5. Guarding the doorway to their community.
6. Hunting a giant centipede.

Names

Acantha, Harlow, Sabrah, Saxon, Thornton

Hurgeon

Tiny humanoid (fey); Challenge 1/8 (25 XP)

AC 11

HP 3 (1d4+1; bloodied 2)

Speed 20 ft., burrow 5 ft.

STR 4 (-3) **DEX** 12 (+1) **CON** 13 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 10 (+0)

Proficiency +2; **Maneuver** DC 11

Skills Nature +3, Perception +3, Stealth +3 (+1d6)

Senses passive Perception 13

Languages Hurgeon and one of Common, Elvish, Gnomish, or Sylvan

Fey Heritage. The burgeon has a d4 expertise die on saving throws against being charmed.

Friend to Beasts. Beasts have disadvantage on attack rolls made against the hurgeon.

Keen Smell. The hurgeon has advantage on Perception checks that rely on smell.

Prickleback. At the start of each of its turns, the hurgeon deals 1 piercing damage to any creature grappling it.

Trackless. The hurgeon leaves no footprints or other evidence of passing as it moves.

Actions

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

Sling. *Ranged Weapon attack:* +3 to hit, range 15/60 ft., one target. *Hit:* 1 bludgeoning damage.

Doubleshot (Recharge 4-6). The hurgeon uses its Sling attack to fire two slingstones instead of one. On a hit, it inflicts 3 (1d4+1) bludgeoning damage.

Bonus Actions

Underbrush Hider. While in an environment with plants, rocks, or other ground cover, the hurgeon takes the Hide action.

Combat

Against a Small or larger creature, the hurgeon always begins the combat from hiding and tries to continue doing so for as long as possible. Hurgeon guards are willing to fight toe-to-toe if the safety of the community is at stake, but will retreat upon being injured.

Variant: Hurgeon Druid

Some hurgeons have a strong connection with the wilderness and, as a result, develop some druidic abilities. Nearly every large hurgeon community will have at least one druid in it. Hurgeon druids are CR 1/4 (50 XP), have 14 (4d4+4; bloodied 7) hit points, have Wisdom 16 (+3), speak Druidic, get a +d6 expertise die in Nature, are proficient in Survival, and have the following new trait and action:

Spellcasting. The hurgeon druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks):

At Will: *druidcraft, guidance*

1st-level (4 slots): *entangle, faerie fire, goodberry, healing word*

2nd-level (2 slots): *animal messenger, spike growth*

Shapeshift. The hurgeon magically changes its form into an owl (speed 5 ft., fly 60 ft.) or back into its true form. Its statistics are the same in each form, but it can't speak or cast spells in owl form. Any equipment it is wearing or wielding merges into its new form. It reverts to its true form if it dies.

Variant: Hurgeon Guard

A few of the bigger and tougher hurgeons become guards for their community. Hurgeon guards are CR 1/4 (50 XP), wear plant-leather brigandine armor, giving them AC 14, have 14 (4d4+4; bloodied 7) hit points, Strength 6 (-2), and have the following new trait and actions:

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

Multiattack. The guard makes two attacks with its handaxe or its spear.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 10/30 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Intellect Devourer, Ustilagor

Featured Creatures, Dragon Magazine #69

Created by Gary Gygax; art by Jeff Easley

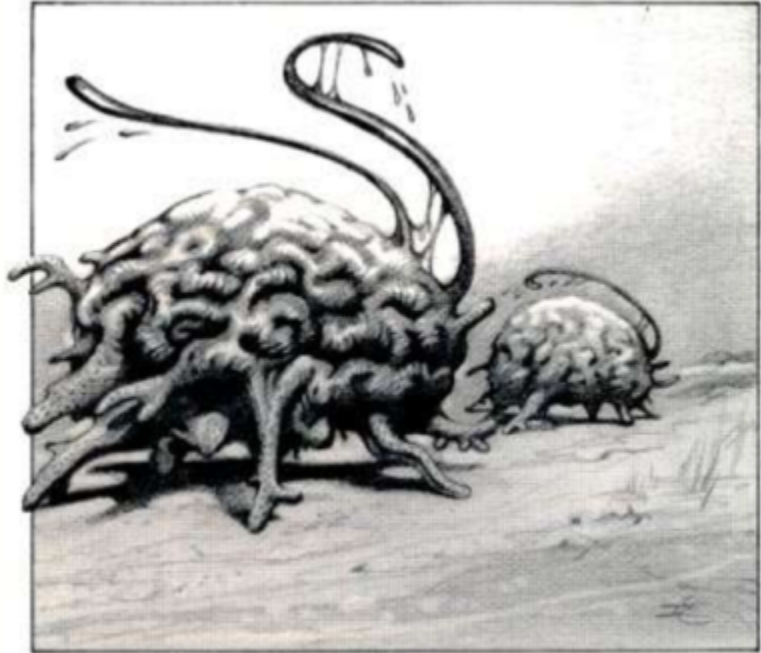
Ustilagors appear to be fist-sized, brain-like lumps of mold with stubby, limb-like protrusions.

Larvae. Intellect devourers take over the bodies of the creatures whose brains they consume, but they don't keep those bodies forever. Inevitably, the body gets too damaged or too rotten to be useful, at which point it's abandoned. But the intellect devourer leaves behind almost microscopic eggs, which develop into fungi-like larvae known as ustilagors.

Most intellect devourers care nothing for these larvae, and produce so many eggs that only a handful will grow to adulthood. On rare occasions, though, an intellect devourer will shepherd their young—not out of any sense of parental affection, but because they feel a need to increase their numbers.

Aura of Hate and Fear. Ustilagor produce a psionic effect that causes those who are close by to become hateful and fearful of their allies and surroundings. The effect can cause even close friends to begin bickering with each other, or even to outright attack each other.

Climate/Terrain: any climate; Astral Plane, caverns, laboratory, ruins, sewer



Legends and Lore

With an Arcana check, the characters can learn the following:

DC 10. The ustilagor is the larval form of the intellect devourer.

DC 15. Although unintelligent by most standards, ustilagor have psionic abilities that negatively affect the minds of those who are close by.

DC 20. Ustilagor are considered a delicacy by many telepathic aberrations. Others find they taste like tangy mushrooms, and so they are a popular, if very dangerous, food for many creatures.

Monster Encounters

CR 0-2 2d4 ustilagors.

CR 3-4 Intellect devourer controlling a commoner and 2-3 ustilagors.

Signs

- 1-2. A member of the adventuring party is suddenly inexplicably angry at and distrusting of their allies.
3. A half-eaten humanoid corpse, which is covered in burned and melted skin.
4. Unusually-shaped lumps of mold covers the ground, walls, and ceiling.

Behavior

1. Tracking prey.
2. Devouring a corpse.
3. Watching a group of mind-affected humanoids slaughter each other.
4. On the run from some aboleth thralls, who are gathering them as a treat for their master.

Ustilagor

Tiny plant (aberration); Challenge 1/4 (50 XP)

AC 12

HP 10 (4d4; bloodied 5)

Speed 20 ft.

STR 7 (-2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 15 (+2)

Proficiency +2; **Maneuver** DC 12

Skills Stealth +4 (+1d4)

Condition Immunities blinded, charmed, deafened, fatigue, frightened, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Limited Telepathy. The ustilagor can share basic emotions with each other and with creatures that can communicate telepathically that are within 30 feet.

Pack Tactics. The ustilagor has advantage on attack rolls against a creature if at least one of the ustilagor's allies is within 5 feet of the creature and is not incapacitated.

Pliable. The ustilagor can move through an area as narrow as 1 inch wide without squeezing.

Telepathic Projections. The ustilagor radiates an aura of phobic emotions in a 15-foot radius sphere. A creature that starts its turn in that area or enters the area for the first time on its turn must make a DC 12 Intelligence saving throw or be rattled and confused until the end of its next turn. Aberrations and creatures that are immune to being charmed are immune to this effect. The ustilagor can use a bonus action to suppress this ability.

Actions

Tentacle Whip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) acid damage, and the target must make a DC 10 Constitution save or take 1d4 ongoing acid damage. A creature can use an action to wipe off the acid on itself or a creature within 5 feet.

Reactions

Energy Control. When targeted by an attack that inflicts cold, fire, or lightning damage, the ustilagor gains resistance to the damage from that attack.

Combat

Ustilagor prefer to remain in hiding and let victims tire themselves out by attacking each other first before moving in for the kill. They retreat upon being injured.

Kallikantzaros

The Ungrateful Dead, Dragon Magazine #138

Created by Tom Moldvay; art by Jennell Jaquays

Kallikantzaroi (sing. kallikantzaros) look like short (about 4 1/2 feet tall), black-furred humanoids with boar-like tusks, long, lolling tongues, and the ears, legs, and tail of a donkey. They smell sulfurous. Their eyes are burning red but they have very poor vision. They are a stupid, easily distractible, and highly disorganized creature. Even though they tend to live in large groups, they have no ability to coordinate their actions and they bicker amongst each other constantly.

Mischievous. Kallikantzaroi are agents of destruction—very minor destruction. They enjoy breaking objects, scaring livestock, pinching and scratching people, stealing food, and other such rude behavior. But perhaps as a side-effect of their birth,, they are also fond of punishing evil-doers, particularly those who break vows and promises. If a person is being harassed by these fiends, it is likely that that person has broken a vow they have made. When not engaging in this sort of mischief, they enjoy dancing and singing vulgar songs.

Queen Bees. Unlike many other fiends, kallikantzaroi aren't created *ex nihilo* or from souls, nor are they necessarily created in the Lower Planes. Instead, a female kallikantzaroi must consume the heart of a good person after which the kallikantzaroi produces a large litter of rapidly-maturing young. This is a particularly difficult for them, as not only are they able to directly harm truly good people, only about one in twenty kallikantzaroi are female. These rare females rule the roost and order the males about, as if they were the queens of a swarm of bees (unlike bees, there may be more than one female in a group), although they only barely more organized or competent than the males are.



Legends and Lore

With an Arcana or Religion check, the characters can learn the following:

DC 10. A kallikantzaros is a very minor fiend of mischief. They tend to gather in large, disorganized groups and are known to punish oath-breakers and liars.

DC 15. Kallikantzaros fear fire, although they are not particularly vulnerable to it. They are able to confuse and bewilder people with just a touch.

DC 20. Kallikantzaroi need the heart of a truly good person in order to reproduce, and engineer accidents to procure such hearts.

Kallikantzaroi Encounters

Terrain: Abyss, forest, hills, settlement

CR 0-2 2d4 kallikantzaroi

Treasure: 25 gp, 60 sp, 2 agates (10 gp each), *oil of slipperiness*, *spell scroll of shatter*

CR 3-4 2d4+8 kallikantzaroi; 2d6 kallikantzaroi and 2d4 kallikantzaroi whelps (use **goblin** statistics, but change the type to fiend)

Treasure: 600 sp, local map with sacred areas circled (worth 25 gp), fancy hat that used to belong to a local high-ranking official (worth 50 gp), *chime of opening*, *oil of etherealness*

Signs

1. People suffering from embarrassing accidents and petty thefts.
2. A sensitive character feels a slight weakening in the planar walls.
3. Evil chuckling from the eaves and under the floorboards.
4. A sulfurous stink.

Behavior

1. Carrying piles of stolen treasure back to its lair.
2. Bickering and tussling with one another.
3. Trying to destroy a temple or shrine.
4. Goosing a character.

Names

Katachanas, Magras, Megalos, Paroritis,

Kallikantzaros

Medium fiend; Challenge 1/2 (50 XP)

AC 13 (natural armor)

HP 27 (6d8; bloodied 13)

Speed 30 ft., burrow 5 ft., climb 30 ft.

STR 8 (-1) **DEX** 12 (+1) **CON** 10 (+0) **INT** 7 (-2) **WIS** 7 (-2) **CHA** 12 (+1)

Proficiency +2; **Maneuver** DC 11

Skills Sleight of Hand +3, Stealth +3 (+1d4)

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 8

Languages Common, Abyssal

Chaotic Evil. The kallikantzaros radiates a Chaotic and Evil aura.

Destructive Confusion. When a creature is subjected to the kallikantzaros' *confusion* spell, on a roll of 1-4, instead of doing nothing, it tries to break random nearby objects.

Fear of The Light. When the kallikantzaros takes fire or radiant damage, it is rattled until the end of its next turn. While in bright light, the kallikantzaros has disadvantage on attack rolls.

Innate Spellcasting (3/Day). The kallikantzaros can cast *confusion*. Its spellcasting trait is Charisma (spell save DC 11).

Keen Smell, Poor Vision. The kallikantzaros has advantage on Perception checks that rely on smell, but disadvantage on Perception checks that rely on sight. It is blind in sunlight and has disadvantage on saving throws to avoid being blinded by other means.

Unholy. The kallikantzaros cannot attack a creature with the Good alignment.

Actions

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

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Bonus Actions

Nimble Escape. The kallikantzaros takes the Disengage or Hide action.

Variant: Queen Kallikantzaroi

Kallikantzaroi queens are slightly larger than the males are, and usually quite a bit fatter. They have Int and Wis 8 (-1) and are proficient in Engineering. Additionally, they can cast *minor illusion* at will with their Innate Spellcasting trait.

Kiita

The Dragon's Bestiary, Dragon Magazine #149
Created by Kurt Martin; art by Jennell Jaquays

Kiita resemble a cross between a llama and a horse, with flat, expressive faces, small eyes, and broad mouths. Their fur is thick, shaggy, and blue, and they have small, delicate hooves—good for climbing, but they need frequent shoeing if used as a mount. They are omnivorous but subsist primarily on grasses and other vegetation. They don't neigh, but instead make clicking noise or a thin wail as a warning. Kiita are native to cool mountains and hills and dislike heat.

Psychically Aware. Kiita have the natural psionic ability of mind-reading, which they use whenever they see someone, to determine that person's intents. While they can't dig through a person's mind, the glimpses they get are enough to give them forewarning, allowing them to be able to easily avoid many attacks.

Magic Wary. Kiita are fascinated by humanoids, but also wary of them. They dislike and distrust magic, especially flashy magic. They are somewhat more comfortable with simple, beneficial spells such as healing magic, but other types of magic, even benign ones such as illusions used for entertainment, make them somewhat skittish.

Marital-Minded. Perhaps because of their fear of magic, they gravitate towards non-spellcasters, particularly warriors. Kiita tend to have a romantic “knight in shining armor” view towards these people—although they don't limit their fascination to literal knights. Rough-and-tumble brawlers, battled-hardened soldiers, leather-and fur-clad wilderness warriors, and even weaponless martial artists all pique their interest, and for whatever reason, kiita like to imagine themselves as the noble companion to such a combatant. When a kiita finds such a person, they study them for a while to determine if they are suitable for the kiita's attentions. If so, they may choose to bond with that creature, and the kiita's innate psionic abilities cause that person to become more effective warriors, as well as allowing them to communicate telepathically.

Despite being willing to bond with warriors, kiita refuse to wear bridles or saddles, and barely tolerate a blanket—and many of their potential bondmates refuse to ride bareback on a shaggy blue llama-horse. It's often difficult for a kiita to find their true shining knight.

Climate/Terrain: subarctic, temperate; hills, mountains



Legends and Lore

With a Nature check, the characters can learn the following:

DC 10. Kiita are distantly related to horses and are prized as mounts.

DC 15. Despite looking and acting like animals, kiita are intelligent creatures who are choosy about who they allow to ride them—and they don't tolerate bridles or saddles.

DC 20. Kiita are wary of magic, especially arcane magic. They have a fondness for warriors, however, and a kiita who bonds with such a creature psychically lends that person a bit of power that enhances their martial prowess.

Kiita Encounters

CR 0-1 1d4 kiita

Signs

1. With a DC 10 Perception check, a tuft of blue wool caught in a bramble.
2. Clicking and snapping sounds.
3. Small single-toed hoofprints of the wrong shape and size to be either horse or pony.
4. With a DC 13 Intelligence check, a sensitive target realizes their mind is being read.

Behavior

- 1-2. Grazing peacefully.
3. Watching the characters intently, deciding if it likes one of them.
4. Fleeing from a hunter who is after its hide.

Kiita

Large monstrosity; Challenge 1/2 (100 XP)

AC 11

HP 22 (3d10+6; bloodied 11)

Speed 60 ft., climb 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 13 (+1)

Proficiency +2; **Maneuver** DC 13

Skills Insight +3, Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages understands Common but can't speak it

Bonding. If the kiita spends at least 1 hour observing a creature while within 60 feet of it, it may magically bond with that creature. The bond lasts until the kiita chooses to end it or the bonded creature dies. While bonded, the kiita can communicate telepathically with the bonded creature to a distance of 120 feet, and the bonded creature's Maneuver Save DC increases by 1.

Keen Hearing and Smell. The kiita has advantage on Perception checks that rely on hearing and smell.

Sure-Footed. The kiita has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target must make a DC13 Strength saving throw or fall prone.

Bonus Actions

Read Thoughts. The kiita magically reads the surface thoughts of one creature it can see within 60 feet. Until the end of its turn it has advantage on attack rolls made against that creature and it gains a d4 expertise die to its AC against attacks made by that creature. It can't use this ability against constructs or undead.

Combat

Kiita prefer to flee rather than fight.