

DRAGONFLIGHT

The Essential Guide To Playing And Running Dragons



WRITTEN BY
Ryan Servis

PRODUCED BY
2CGaming

5E COMPATIBLE



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INTRODUCTION

DRAGONFLIGHT

Greetings. I am Pyrathraxis Hexfang, crimson scourge of the silver realms, wielder of ancient arcana predating your species, eleventh generation of the Burning Tempest lineage, keeper of... a bunch of things you've never heard of. The point is I am a dragon, an exceptional specimen of my kind with a keen interest in knowledge. I tire of the lies, rumors, and false legends that surround us. Such an insult cannot be allowed to persist.

To that end, I have compiled the greatest collection of factual information concerning dragonkind into a single tome. In its pages you will discover secrets only we dragons could impart—hidden powers, unusual species, obscure ecology, and much more. By all means, read on and behold the true scope of our magnificence. Learn what it truly means to live as a dragon and why we are legends across all realms.

Preface

Dragons hold a special place in fantasy. Cultures from across time speak of these formidable creatures. In stories, dragons range from apocalyptic forces of destruction to peaceful keepers of magical wisdom and everything in between. For those familiar with 5th Edition, you will know dragons as the legendary foes lurking in dungeons, awaiting tasty adventurers to test their mettle. While this portrayal is functional for a quick game, dragons have so much more to offer. That is why *Dragonflight* exists. These iconic creatures are more than monstrous challenges guarding hoards of treasure. They are important characters in the grand tradition of RPG storytelling. Their significance demands the opportunity to be the most interesting part of a 5th Edition campaign, and this book helps make it a reality. Everything there is to know about dragons—history, culture, species, biology, psychology, magic, religion, powers, portrayals, and more—can be found within. *Dragonflight* is your companion to the ultimate draconic experience for the 5th Edition of the world's greatest roleplaying game.

However, *Dragonflight* is also the realization of a remarkable fantasy. By means of magic and other options, players from across 5th Edition have taken on aspects of dragonkind. Soaring the skies as a mighty, magical, fire-breathing dragon is the daydream of many. *Dragonflight* seeks to make that experience a reality as compelling as standard 5th Edition play. With the aid of this book, players will experience life as a dragon, claiming territory, collecting treasure, and growing to extraordinary levels of power. This legendary experience is one your table will never forget as a fresh approach to exploring 5th Edition's most famous creatures.

Content Warning

Dragonflight is about playing, creating, and exploring dragons like never before. In order to create an experience that reinforces a dragon's unique perspective and lifestyle, some of the content in this book explores concepts that may be troubling to some readers. We feel that such designs and fiction add a sense of believability and immersion to dragons, who have every reason to not hold to a human outlook on morality. However, that doesn't mean it is for everyone, and you should take the prospect of integrating such aspects of this book seriously. You can still have a great *Dragonflight* experience without reinforcing a dragon's xenophobic outlook, disdain for "lesser" life, or genocidal scale of destruction. The last thing we want is to see someone walk away from your game table because of something we made, so please talk to your players about how far you can explore certain themes before the game begins.

Acknowledgements

Making RPG books for a living is a dream come true, and thanks to the legion of backers who supported this project, it's a dream that lives on. Thanks to their generous support, thoughtful opinions, poignant criticisms, and brilliant ideas, *Dragonflight* fulfills a dream many have been seeking since

INTRODUCTION

they first picked up their dice. Our hope is that this book reinvents dragons at your table, and by extension enhances your interaction with all of 5th Edition. We are so fortunate to facilitate this experience. To all our backers, we make the following dedication:

We at 2CGaming put tremendous emphasis on artistry and innovation within game design. We want our books to not only be functional but inspirational, thanks to a concerted effort to explore the wondrous potential found within fantasy writing. Few projects have been more ambitious in this regard than *Dragonflight*. Our expectations for the design and fictional presentation of this book were high, and your faith in us to deliver on such a vision is something we do not take lightly. Thank you for this incredible opportunity to write about our favorite monsters. We hope you enjoy it!

— The 2CGaming Team

Like all great projects, we had a fantastic team who worked night and day to put this awesome book together. We would like to specifically thank our contributing writers, whose unique perspectives and colorful imaginations gave *Dragonflight* a level of quality we could not have achieved otherwise.



Ryan Servis serves the dual role of Lead Designer and Writing Director at 2CGaming, ensuring the writing quality and game design are always improving and achieving a diverse array of high-quality projects. You can herald his coming or issue a challenge at www.2cgaming.com or on Twitter @2cgaming.



Joshua Mendenhall is one of the project directors for the fantastic 5th Edition campaign setting The Islands of Sina Una. Josh (known as HTTPaladin online) has joined the *Dragonflight* project to lend his writing skills and wondrous imagination to dragonkind.



Casey Machado is cofounder of Roll It Slant, an organization whose mission is to empower, educate, and entertain the TTRPG community. She has worked on numerous D&D publications released on DMs Guild including the platinum bestselling reflectionist class. She enjoys her role at the table as a DM, creating experiences that both challenge players mechanically and create compelling, collaborative stories. While not enjoying TTRPGs, Casey works as a research engineer, designing and operating robots to explore the most difficult-to-access regions in the world.

How to Use This Book

It should come as no surprise that *Dragonflight* is full of dragons. From tiny wyrmlings to formidable great wyrms, this book is bursting with terrific examples of dragonkind from all areas of fiction. To make them functional and fulfilling within your game, dragons also need context, lore, and support. This is the true value of *Dragonflight*. It gives your draconic creations an impressive level of polish, mechanical strength, and storytelling potential. By utilizing *Dragonflight*, your dragons will be some of the best components of your next 5th Edition game.

Tested and refined over this book's development process, *Dragonflight* has something for both players and DMs alike. *Dragonflight* allows players to experience the thrill of playing a dragon. In the spirit of books from older editions such as *Draconomicon* and *Council of Wyrms*, players can take wing in a whole new style of 5th Edition adventuring. Make no mistake—this book is no mere draconic skin for a traditional adventurer to wear. It is an entirely new way to build upon 5th Edition's design principles.

REFERENCES

This book provides nearly all the content required to run *Dragonflight* to its fullest capacity, but some content is referenced or pulled from other sources. These books are either written by 2CGaming or Wizards of the Coast, and it is expected you have access to their content to get the most of certain designs.

- **The 5th Edition core rules**, including the *PHB*, *DMG*, and *MM*
- **XGE**, official supplement sourcebook for 5th Edition
- **The Epic Legacy Hero's Handbook**, 2CGaming's rules for 5th Edition play at levels 21–30

Epic Legacy Compatibility

Over the years, 2CGaming has produced an expansive rule-set for Epic-level play in 5th Edition called Epic Legacy. The books in this series (the *Epic Legacy Hero's Handbook*, the *Epic Legacy Campaign Codex*, and the *Epic Legacy Tome of Titans*) contain rules that help players take their characters

to new heights and help DMs run truly grandiose campaigns. *Dragonflight* is designed to have considerable (but not exclusive) compatibility with the Epic Legacy system, particularly when it comes to creating and playing Epic dragons. These designs assume you understand the general rules and principles of the Epic Legacy system when exploring compatible content found here. Be sure to familiarize yourself with the general rules of Epic Legacy to get the best possible experience from this content! If you are not using Epic Legacy, expect to see some content that is too powerful for standard 5th Edition play. 2CGaming is not liable for the horrific deaths of standard 5th Edition characters facing the fury of a great wyrm.

What Is in This Book

Dragons fill several important roles in 5th Edition. From ultimate antagonists to worldbuilding assets, few things inspire a campaign better than a mighty dragon. This book assumes you understand the basics of 5th Edition and how to play it. It uses terms, rules, and keywords found throughout the core rules and applies them in contexts appropriate for players and DMs. Each chapter of the book covers a different aspect of dragonkind and how to play them. From rolling your first dragon character to establishing territory to building encounters appropriate for a team of dragons, this book has it all. Chapters 1, 2, and 4 are for players getting

Pyrathraxis Hexfang's Wyrm Wisdom

After considerable effort and no small amount of personal expense, the red dragon Pyrathraxis Hexfang was contracted to provide her personal notes and insights throughout *Dragonflight*. She calls these musings “Wyrm Wisdom.” While she can be demeaning at worst and persistently sassy at best, we felt the inclusion of these statements provides insight into what it means to view the world as a dragon. She is an expert after all. While she is still only an adult red dragon, her keen interest in knowledge and surprising willingness to converse with humanoids was instrumental in writing this book. Should you encounter her in your adventures, be sure to show her the appropriate respect. Her tolerance for humanoid shenanigans has limits you do not want to cross.

their first taste of playing a dragon. Chapter 6 explores the Epic Legacy options for *Dragonflight*, providing instructions for building and playing Epic dragons. DMs should read most of the book with a thorough focus on chapter 3. The basic principles of 5th Edition are not enough to run a successful game showcasing the features of *Dragonflight*. If you are looking to create dragons as NPCs, you will want to read chapters 1, 2, 4, and 5. With the powers of these chapters combined, *Dragonflight* will meet all your game’s draconic needs.

CHAPTER 1: DEFINING DRAGONS

This chapter explores a wide range of shapes, sizes, and species of dragons. This ensures that the dragons appearing in your games will be as wondrous and diverse as they deserve. Chapter 1 is also key to dragon creation. When building a dragon for any purpose, you will need to make decisions informed by the information in this chapter. It is at the start for a reason. This chapter not only showcases the many types of dragons this book supports, but also explores their biology and physiology. If you are curious about how a dragon can exist in a world of fantasy on a physical level, read and find out!

CHAPTER 2: THE DRAGON DESIGNER

Dragons are exceptional creatures. To complement their diverse appearances, dragons need an equally interesting selection of mechanics. While chapter 1 provides the skeleton upon which to build your dragon, chapter 2 is the muscle. Everything you need to give your creation a worthy selection of statistics is here. Whether you are forging a humble wyrmling or ferocious great wyrm, you can find tools to support you. To aid in this process, *Dragonflight* offers a dragon class model that can be used to construct unique and powerful designs. Whether it’s a cunning mastermind, brilliant magic-user, or engine of destruction, the dragon you dream of can be created using this chapter.

CHAPTER 3: RUNNING GAMES FOR DRAGONS

Dragons are more powerful than traditional 5th Edition heroes by a tremendous margin, and for good reason. Bringing the dream of playing a dragon to life requires a lot of changes to the traditional adventuring model, all of which are detailed in chapter 3. These new rules support two different styles of play. The first is one-on-one play between a single DM and one player rolling their mighty dragon. The second is a campaign featuring three dragons working together, fittingly

INTRODUCTION

known as a dragonflight. Each style has its own rules and recommendations to assist a DM in running these unique games. There is much dragons can do that ordinary heroes cannot, and chapter 3 is guaranteed to introduce a host of new experiences fit for a dragon.

CHAPTER 4: HOARDS, TERRITORIES, AND LAIRS

Once your dragon is built, it needs a home. Whether a character or an NPC, no dragon is complete without a hoard of treasure and a magical place to keep it. Remember, these creatures are important. Their impact on the world is felt by their every action, including sleep. Chapter 4 provides a ton of options to help make your creation a living, breathing part of any campaign setting. Whether it's randomly generating a dragon's hoard, determining what magical properties are caused by its slumber, or building a powerful selection of lair actions, this chapter has much to offer.

CHAPTER 5: DRAGON SOCIETY AND PSYCHOLOGY

While it may not be as dense as a bustling metropolis or as intimate as a close human family, dragons do have a society and culture. Because of their tremendous power and extensive age, dragons have established grand traditions and complex worldviews wholly distinct from humanoids. Because *Dragonflight* strives to fully detail what it means to be a dragon, this chapter exists to help players and DMs get into character. When your game begs the question, "How would a dragon feel about something?" the answer can be found in chapter 5.

CHAPTER 6: GREAT WYRMS AND BEYOND

Greatest among dragonkind and feared among mortals, the mighty great wyrms represent the pinnacle of draconic potential. If you've ever wondered just how powerful dragons can get, this chapter holds the answer. Integrating *Dragonflight* content with 2CGaming's critically acclaimed Epic Legacy system, this chapter takes your dragons to the literal next level. These fearsome creations are not only capable of taking on Epic heroes, but they can also challenge some of the mightiest beings in existence. While everything you need to put these dragons together is here, you stand to benefit tremendously by utilizing the *Epic Legacy Hero's Handbook* to get the most out of this section. Be warned! These dragons are not fit for standard 5th Edition play. Handle with care.

CHAPTER 7: DRAGONS OF LEGEND

When considering the potential of dragons, there exist certain species and beings that are exceptional even by draconic standards. Chapter 7 explores such specimens, showcasing unusual dragons along with iconic, legendary members of dragonkind. If you are looking for examples to follow when building your own dragon or need inspiration from tremendous tales of draconic exploits, look no further.



DEFINING DRAGONS

Dragons are the epitome of life! Look at what other species must do to mimic a fraction of our power, intellect, and magic.

DRAGONS ARE extraordinary creatures. Even in a world full of dangerous magic, angry gods, fiendish hellspawn, deadly dungeons, and daring heroes, they hold a special place of significance. Every culture and society tell tales of dragons: a furious red that burned nations to the ground, a noble silver that fostered orphaned gnomes, a duplicitous green that seduced a celestial. These are but a handful of legendary tales that reveal only a fraction of a dragon's extraordinary potential. This chapter presents a wide array of dragons for use in your games. It describes the varied shapes their bodies can take, their many species, and the lineages and cultures that bind them together. Much of what you read here is intended to encapsulate the nature of dragons across the multiverse—an impossible task. There are likely many draconic cultures, species, and behaviors this chapter is unable to account for. It is wise to never assume one knows everything there is to know about dragons, especially if you are a tasty humanoid looking for trouble. Take this chapter's content as an approximation of the most well-known representations and truths about dragonkind. Imperfect, but hopefully useful and inspirational.

What Is a Dragon?

Entire libraries on the subject have failed to adequately answer this question.
Shame they never interviewed me!
I would have warned them against such foolhardy endeavors.

The term "dragon" encompasses a vast range of creatures in the world of fantasy. While you may be inclined to picture a quadrupedal reptile with large, bat-like wings, a long neck, and a sinewy tail, that fails to account for the numerous ways dragons present in the world. Some are the size of

humanoids, blending bipedal physiology with draconic features. Others are landlocked, wingless, and spend their entire lives burrowed beneath the ground. No matter what plane of existence you visit, it is likely you'll discover some breed of dragon living there, unique to its environment. To help organize this vast spectrum of biological diversity, we have dragons into two main categories: true dragons and dragonkin. This book primarily focuses on true dragons, as they are the far more significant and legendary specimens adventurers fear and respect.

True Dragons

I already know I'm amazing, but it's nice to see it in print.

Many creatures call themselves dragons, but few are truly worthy of the legendary title. While dragons take on a bewildering array of shapes and sizes, there exist several commonalities shared between the most powerful of dragonkind: true dragons. These traits can be used to collectively define them and, in turn, understand how they exist in a world of fantasy. Other creatures may hail from draconic bloodlines but lack the key characteristics required to be classified as true dragons. Generally speaking, true dragons must meet the following criteria to fall into this category (the details of which are found in chapter 2):

- Possess a breath weapon
- Grow significantly both physically and mentally over great periods of time
- Be supernaturally obsessed with some form of treasure
- Be descended from an ancient draconic lineage (more information on this is presented later in this chapter)

The later sections of this chapter detail the biology and nature of true dragons, providing insight into what it means to be a dragon on a physical and magical level.



Dragonkin

Kobolds, drakes, dragonkin. Pale imitations of our magnificence. You humanoids have more in common with tiny monkeys than we with such creatures.

The blood of dragons flows through many creatures. Whether by magic, a romantic tryst, or more mysterious means, entire species of creatures owe their origins to dragons. These beings are fearsome and often possess draconic powers but pale in comparison to true dragons. Examples of these beings include kobolds, half-dragons, dragonborn, draconians, drakes, wyverns, and many more that carry the mark of their progenitors. While many dragonkin share a close affiliation with the “true” members of dragonkind, this relationship is rarely bound by blood or kinship. Even the most benevolent true dragons see dragonkin as distant cousins at best, undeserving of special treatment.

Behind the Curtain: Dragons in 5th Edition

Odds are you are familiar with the dragons from the 5th Edition core rules and how they are presented. This book seeks to build upon those concepts and designs while allowing for a diverse field of dragon designs, characters, and stories. You may notice many of the sections in this chapter (and those beyond) do not adhere to the lore and guidelines laid out by 5th Edition. This is intentional. Running dragons using those models can be restrictive, and our hope is that these options and lore help you create far more interesting dragons than what is possible with such limited resources. Additionally, because *Dragonflight* offers you the chance to play dragon characters, it is vital that players feel they can create characters that are unique and interesting to them. Being forced to play a chaotic evil red dragon, while lore-appropriate for most settings, is not particularly fun. Dragons can be so much more than their traditional models, ensuring their presence at your table is a far more memorable and exciting one.

Dragon Biology

Our bodies can endure for a thousand years, growing stronger with each day. How strange it must be for humanoids, to peak and then decline so swiftly. No wonder they are always rushing about.

A dragon is among the most physically mighty forms to soar the realms. At first glance a dragon may resemble a reptile, sharing scales, teeth, tail, claws, and other features with such creatures. Upon closer inspection it becomes immediately obvious that true dragons are far more. Their forms come in a wide variety of shapes and styles, each of which bears anatomy that could not have been conceived by natural forces. This section explores the various parts of a dragon’s body, along with their functions and variants.

BODY TYPES

True dragons have many unique qualities, but all share a core selection of body types upon which they are based. These forms include the following configurations: wyrms, land drakes, wind serpent, and wyvern. A true dragon species is not necessarily bound to a single body type. There may be gold dragon wyrms, land drakes, wind serpents, and even wyverns, though this degree of diversity is quite rare. It is unknown what causes this strange disparity between body types, but it is clear biology is not the only factor. Strange magics, divine intervention, or even the will of an embryonic dragon may have some bearing on what shape a dragon takes.

Wurm

The “classic” dragon, wyrms are quadrupedal dragons with long necks, bat-like wings, and even longer tails. Most true dragons fall into this category, and the first dragons were nearly all shaped in this form. A wyrmling possesses the following characteristic.

Dexterous Claws. The front claws of a wyrmling are particularly dexterous, possessing an opposable thumb and flexible joints. While not nearly as dexterous as a humanoid, these “hands” can be used to hold and manipulate objects or creatures with reasonable delicacy. The larger wyrms are, the more difficult this becomes relative to the size of the thing with which they are interacting, but the feat is impressive nonetheless. Consequently, wyrms can utilize their claws as hands to interact with objects, structures, and magic items as competently as a clumsy humanoid.

CHAPTER 1: DEFINING DRAGONS



Land Drake

While most dragons enjoy the freedom to soar the skies, some are of a terrestrial nature. Known as land drakes, these dragons have taken full advantage of their lack of flight by becoming larger, stronger, or faster. Land drakes possess the necks, bodies, and tails of wyrms but lack the bat-like wings so common to many species. A land drake possesses the following characteristics.

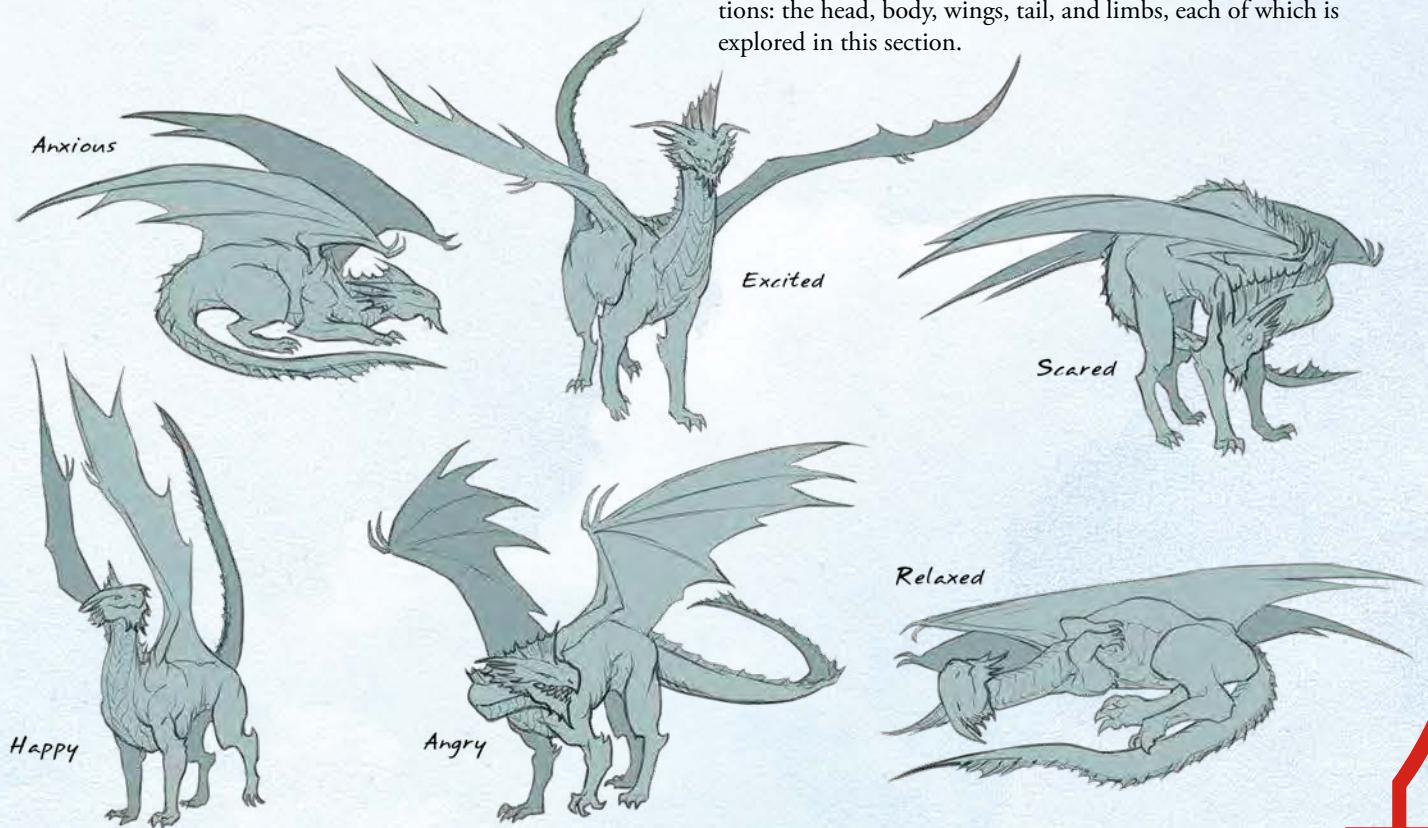
Flightless. Land drakes do not possess a flying speed.

Mighty Form. The ability score maximum for a land drake's Strength, Dexterity, and Constitution is always increased by 2, and it may increase two of those ability scores by 2, up to its ability score maximum.

Wind Serpent

Generally considered quite rare and exceedingly mystical are the strange wind serpents. These dragons have embraced their magical nature on a deeper biological level and have become long, sinewy dragons with snakelike bodies. Wind serpents still possess four claws but rarely use them thanks to their ability to float as if weightless. Wind serpents do not have wings, twisting through the skies as though they were swimming through water. A wind serpent possesses the following characteristic.

Mystic Flight. A wind serpent's flying speed gains the hover trait, and the wind serpent is weightless unless it chooses not to be.



Wyvern

Often found in more wild and isolated regions, wyverns are dragons that have embraced a more bestial form ideal for preying upon other powerful creatures. Wyverns are bipeds, possessing only a powerful set of rear hind claws, while using their exceptionally large wings as "arms" to crawl around. The extra muscle mass and area dedicated to the wings afford these dragons exceptional flying capability, at the cost of the more distinguished and versatile anatomy. A wyvern possesses the following characteristic.

Mighty Wings. A wyvern's base flying speed is increased by 30 feet.

EXTERNAL ANATOMY

Keep your monstrous "researchers" away from me! We are not some scientific specimens to be examined. Our bodies are art, to be appreciated and admired.

A dragon's anatomy has far more in common with mammals such as bats, cats, and wolves than it does with any reptile. Once you get past the scales, it becomes clear a dragon's anatomy echoes that of more highly evolved animals and is merely cloaked in a blanket of thick reptilian scales. A dragon's external anatomy is typically divided up into five main sections: the head, body, wings, tail, and limbs, each of which is explored in this section.

Head

A dragon's head is a fearsome thing. From its maw can spew a torrent of death, the nature of which varies dramatically by species. The anatomy of the mouth is extraordinarily diverse: turtle-like beaks, flatter feline maws, elongated lypine mouths, and traditional reptilian styles have all been observed. Regardless of its shape, within each mouth hides a tremendous array of serrated teeth, sharpened to a razor's edge to slice through anything the dragon bites. Accompanying these teeth are four fangs (two upper and two lower), perfect for snaring prey and holding it in place. When a dragon bites a target, it typically must tear off chunks of flesh and swallow in large gulps. Savoring a meal can be a time-consuming experience, as the teeth of a dragon are ill equipped for chewing. The bite force of a dragon is legendary. The creatures have been observed biting through not only steel, but magical imbued alloys and even adamantine. If a dragon loses a tooth or two in such an endeavor, they are typically regrown over the course of a month.

The tongue of a dragon is among their mouth's most distinguished features. Long and snake-like, a dragon's tongue acts like a delicate sensor. It is the only part of a dragon's body that can sense texture thanks to an otherwise armored body. A dragon uses its tongue to interact with anything it wishes to taste or delicately feel—a most disconcerting experience for any creature on the receiving end.

The faces of dragons are unique, even among a single species. Their ears can be pronounced and maneuverable, like a cat's or dog's, or merely holes in the sides of their heads like those of a lizard. Because dragons lack the muscles to form facial expressions, the movement of their ears is often an indicator of their emotional state. Beware a dragon whose ears are constantly twitching in agitation. In almost all cases true dragons possess an array of horns that grow as they age. These horns are extremely durable and often serve as a way of indicating seniority to fellow dragons. They also assist with grooming, as the dragon uses its long neck to scrape clean any refuse its body accumulates. Some dragons even use their horns for digging or battle, having specially adapted them for this purpose.

The most important feature of a dragon's head is its eyes. Dragon eyes are famously beautiful, possess a cat-like iris in a sclera of color in accordance with the dragon's scales. As dragons age, their pupils become hidden behind an opaque membrane, transforming their eyes into pools of color that barely hint as to where the dragon is looking. Many believe a dragon's eyes to be its weak point, but this is foolish nonsense. A dragon's eyes are protected by several membranous layers that can withstand a direct blow from a lance or even other dragons. Their vision is even able to zoom in and out, allowing them to observe minute details at a great distance. Thanks to their other sharp senses, dragons can spend their time taking in every detail of what they see while visually ignoring all else and suffer little consequence.

Body

A dragon's body is covered from head to talon in a layer of scales of such legendary durability that it is the dream of many a warrior to one day own a suit of dragon scale armor. These scales can range from tiny plates the size of coins to great bulwarks larger than a shield. Even when a dragon stretches or extends itself, this suit of armor never betrays any gaps. Penetrating a dragon's scales takes incredible force, and most dragons bear incalculable numbers of nicks and scratches from those foolish enough to try. The older a dragon gets, the stronger its scales become, eventually rivaling the strongest magical metals in their durability. Depending on the species of dragon, its scales may take on a variety of configurations and styles. In all cases a dragon's scales carry some element of its nature. A gold dragon's scales literally contain elements of gold, for example, while a red dragon's scales are scorched as if by flame. Most dragons are smooth to the touch unless one runs their hand against the grain, with the finest scales having an almost silken texture. Dragons do not shed. Instead, when a scale suffers catastrophic damage due to injury or age, it simply falls off and is regrown within a month. In most cases this experience does not compromise a dragon's safety, but lacking particularly large scales on the chest and face can pose a problem for any dragon expecting a fight.

Even without exercising, dragons are muscular. Their extreme weight suggests some kind of magic is required to move with such speed or fly, but dragons seem to somehow manage. Even those that do not focus on developing their strength are svelte thanks to a dragon's extreme metabolism. It takes a truly legendary appetite for a dragon to achieve girthy proportions and a truly excessive hunger to maintain them for long periods of time.

Most dragons possess a selection of spines that runs from the top of their head all the way down to the tail. These spines are rigid and composed of the same material as a dragon's teeth. Most dragons can raise or lower these spines, and quite a few possess membranous material that fills the gaps between them. The purpose of these spines is purely ornamental, used to primp and preen in attempts to impress or intimidate other dragons. Some species are famous for their spine configurations, most notably silver dragons and their "mohawk" array.

Average Dragon Weight by Size

Size	Average Weight
Small	25–50 lbs.
Medium	265–510 lbs.
Large	1,215–3,123 lbs.
Huge	4,250–11,525 lbs.
Gargantuan	21,655–82,300 lbs.
Immense	100,000+ lbs.

CHAPTER 1: DEFINING DRAGONS

A dragon can grow to truly absurd proportions. Some legendary specimens have been measured at over 200 feet in length, weighing hundreds of thousands of pounds. Remarkably, dragons seem able to choose how large they wish to grow. While it may seem common sense to become as big as possible, many ancient dragons have maintained a modest size for the sake of convenience or other personal reasons. Whatever the case, a dragon's size has significant bearing on its weight.

Wings

The wings of a dragon are the subject of legend and great scientific curiosity, appearing in a bewildering degree of configurations. Most possess gigantic, bat-like wings with vestigial claws (or functional ones, in the case of wyverns). Most of these wings are covered by a thick membrane stretched over long, evolved finger bones of tremendous strength. However, the flowing wings of the luminescent gold dragon and many other species can run the length of a dragon's body. When these dragons take flight, their wings allow them to "swim" through the air like a manta ray or skate. It takes catastrophic damage to disable the wings of a dragon. The creatures have been observed still flying with shredded membranes or broken bones. The only way to ensure a winged dragon cannot take flight is to bind its wings or remove them entirely. This is thanks to a dragon's ludicrous pain tolerance and powerful adrenal response to injury, especially where its wings are concerned.

Regardless of species or wing configuration, a dragon's wings are the strongest and largest part of its body. A typical dragon wingspan is nearly one and a half times wider than its body is long, with some extending even farther. When in flight, dragon wings generate astounding force. With a single flap, dragons can propel themselves into the air—a herculean feat given their great weight. Moving from a grounded position to full flight often requires a takeoff maneuver, with the dragon's limbs providing a jump to get airborne. Even with all these factors, it is difficult to believe a dragon can fly without the assistance of magic. When considering birds and other flying creatures, science would indicate a dragon's wingspan must be absolutely massive to carry their prodigious bulk. This is clearly not the case. In defiance of every convention of aerodynamics and physics, dragons fly with remarkable alacrity and little effort. The most dexterous of dragons can perform complex aerial maneuvers—hovering in place, flying backward, precision dives, and more have been witnessed by awestruck mortals.

Tail

A dragon's tail is a powerful tool essential to its movement. Most specimens possess long, sinewy appendages that extend a considerable length, much like a lizard or crocodile. The exact length often varies by species, but it is not uncommon for a dragon's tail to be as long as its neck and body combined, and in some cases far longer. What is truly extraordinary about a dragon's tail is its versatility. Where lizards

and other reptiles primarily use their tails for balance and movement, a dragon makes far greater use of it. In flight, a dragon's tail serves as a rudder and counterweight, essential to swift maneuvers and balance. This function is similar when swimming, with the tail typically doubling as a paddle for improved speed. When socializing, dragons use their tails as a form of emotional expression. This makes a dragon's tail a peculiar combination of feline and reptilian in nature. Most dragons can use their tail as a weapon, but some take this even further by training their tails to be as functional as prehensile limbs. With snakelike strength, a dragon can learn to grab hold of other objects or creatures with its tail and even exercise fine motor control with the tip.

Limbs

Most dragons have four limbs arrayed below their bodies like that of quadrupedal mammals. These limbs are remarkable in their design. The two forward limbs possess the grasping power of talons and the dexterity of feline paws, ideal for deftly manipulating objects and snatching prey. The rear limbs are typically less dexterous but considerably stronger, perfect for launching the dragon into the air or perching on nearly any surface. Dragons with the wyvern body type forgo these forward limbs in favor of more dexterous claws on the forefront of their wings. In any case, a dragon can use these limbs to swim, burrow, and run at tremendous speeds. However, dragons lack a delicate touch. Even the smallest dragons struggle to carefully handle objects or creatures with their limbs. This rarely bodes well for the subject in question; a thick suit of armor or a magical item can typically endure such contact with superficial damage. While the semi-opposable limbs of a dragon's claws make it capable of grasping most objects and other creatures, it lacks any fine motor control or the ability to manipulate objects.

INTERNAL ANATOMY

The only thing interesting about our insides should be the taste, which I'm pleased to report is suitably spicy.

While the outside of a dragon is a strange, magical conglomeration of anatomy, its insides are stranger still. The interior of a dragon is fundamentally similar to most vertebrates, including its skeleton, musculature, nervous system and senses, and internal organs.

Skeleton

A dragon's skeleton is among its greatest biological marvels. A typical specimen possesses more than four hundred bones and adds considerably more as it ages. Each bone

is as strong as adamantine and light as mithral, with the entire structure typically accounting for less than 7 percent of a dragon's weight. Consequently, dragons almost never suffer major fractures and can place tremendous stress upon their bones. Upon close examination, it is revealed the bones are "woven" from interlocking fibers, allowing for considerable tensile strength while minimizing the severity of cracks and breaks. However, the claws, teeth, horns, and spines of dragons are far more rigid, composed of a keratin-like substance as hard as diamond but prone to chips and splinters. Any losses or damages suffered are typically replaced within 1 month, though larger specimens can require longer.

Musculature

It comes as no surprise that dragons are tremendously strong. Thanks to tightly woven muscles in every corner of their body and an unusually efficient metabolism, dragons are always in peak physical shape. While not all dragons are "strong" relative to others of their kind, their might is more than enough to surpass most other creatures. This is particularly true of a dragon's wings. In order to sustain flight for days on end and lift themselves off the ground, a dragon's wing muscles can generate tremendous force. Thanks to the dragon's resilient skeleton, the speed at which larger dragons flap their wings can exceed the sound barrier at the tips, producing a thunderous crack and a proportional blast of wind. The other notable area of strength is the jaws. When a dragon bites, its muscles contract to pull the mouth closed like a bear trap. The strongest of dragons can perform this maneuver so swiftly it produces a small explosion of air and utterly obliterates anything caught between its teeth.

Nervous System and Senses

The senses of a dragon are supernaturally acute and specialized for a life of predation. While its sense of touch may be blunted by a coat of thick scales, a dragon can count on its extraordinary array of sharp senses to compensate. Each is ideal for a typical dragon's lifestyle and is highly evolved.

Sight

A dragon's most acute sense is its sight. Their formidable eyes not only function well in the dark, but over vast distances. Most dragons can spot minute details about what they observe at a distance of more than five miles, with some specimens exceeding even that. This is ideal for spotting prey while on the wing, along with seeing even the smallest scraps of treasure to be found when looting. In addition to their darkvision, dragons can see farther in both directions on the spectrum of light. This makes the world seem more vibrant and colorful to them than it would be for a humanoid, particularly when soaring the skies.

Smell

Less impressive but still formidable is a dragon's sense of smell. Most species can detect odors normally hidden from humanoid senses, particularly the smell of metals. At minimum, a dragon is typically aware of the presence of other creatures by smell alone, but rarely enough to pinpoint their exact location. When questioned about their preference for smells, most dragons seem to view alkaline and metallic smells as favorable, while sweet and "wet" smells are distasteful to them. However, one category of smells is perceptible only by dragons, and to an exceptional degree: other dragons. Dragons can smell each other even when assuming other forms and at a startling distance. What's more, most dragons can identify the species, and often lineage, of the dragon in question, particularly if such a specimen has been encountered before. Other creatures seem unable to experience this sense even when a dragon is in its true form, leading many scholars to believe the gift has a source other than a dragon's physiology.

Hearing

The ears of a dragon are surprisingly average. An acute sense of hearing is of little use when you are thousands of feet in the air or your indoor voice is a dull roar, so the hearing of a dragon is often equated to that of a human. Dragons speak loudly even when trying not to and request that other creatures do the same in their presence so as not to miss a word. These creatures can also hear a wide range of low tones beyond the range of most humanoids. While they rarely use these tones for speech, some draconic words are only pronounceable using these tones. The art of dragonsong (described later in the book) uses these tones almost exclusively.

Taste

A dragon's sense of taste fares even worse than its hearing. A dragon's palate is simplistic, with a talent for detecting acids and bases, but responding poorly to sweetness. Most are only capable of identifying different flavors of meat, while a few more culinary-minded dragons have learned to appreciate certain spices and seasoning found in humanoid food. Over its lifetime, a dragon's obsessive personality often leads to a strong attraction to a favorite food. Once it's identified something it loves, a dragon can consume their favorite meal at every opportunity without ever getting bored.

Touch

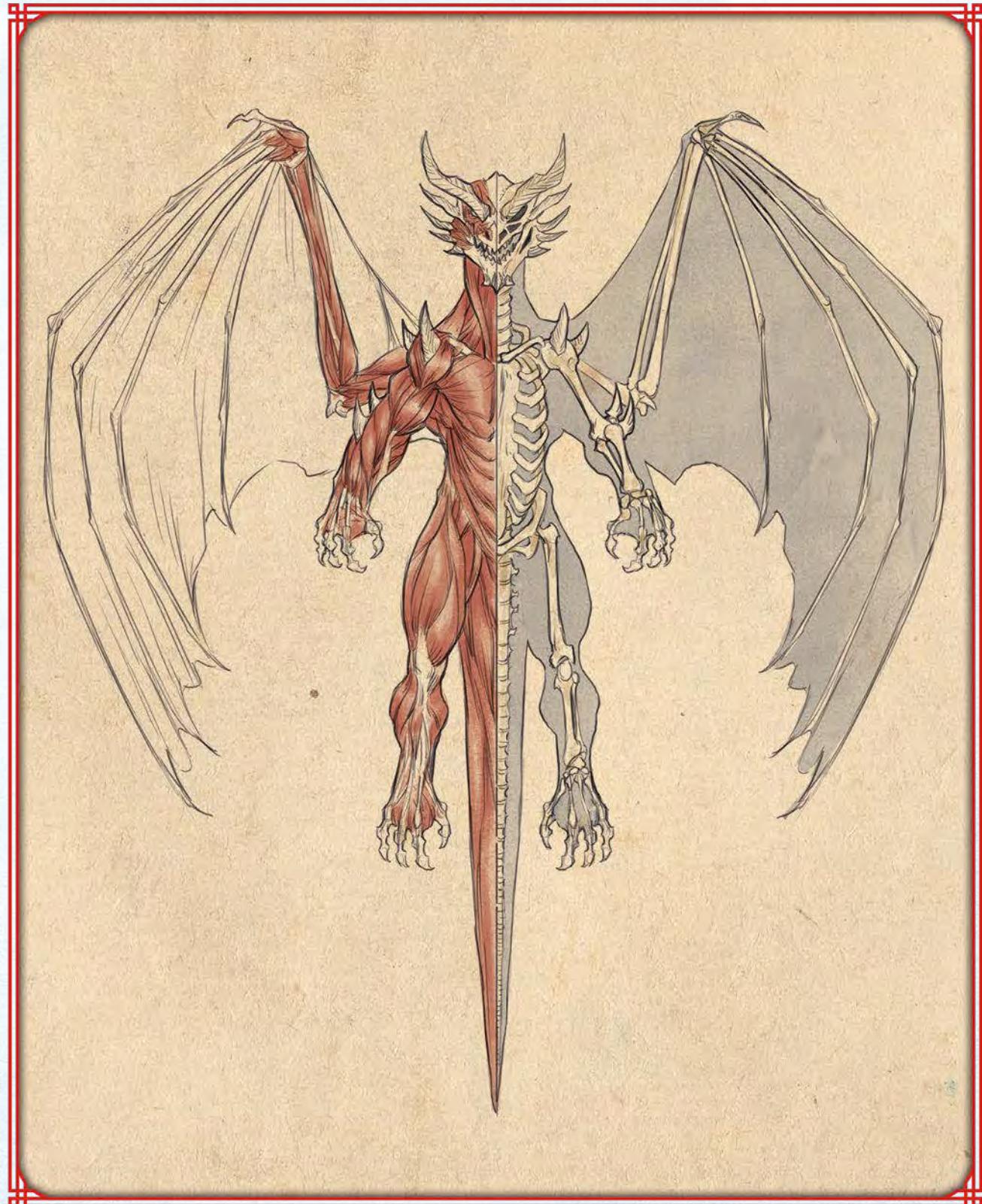
A dragon's sense of touch is pitiful in almost all areas of their body thanks to their coat of scales. Clumsy dragons are notorious for causing unintentional mayhem around other species by unknowingly brushing against less-than-sturdy surfaces. The one exception to this is their tongue, which is as soft and fleshy as a humanoid one, albeit far longer. When seeking to examine the texture of something, a dragon will often lick it thoroughly. This scenario can be deeply unsettling for any non-dragon subjected to this examination.

CHAPTER 1: DEFINING DRAGONS

Blindsight and Other Senses

The true wonder of the draconic senses is their blindsight. This supernatural sixth sense allows the average specimen to know when others are nearby. None can say where exactly this sense comes from, and dragons have so far proven incapable (or unwilling) to explain. This remarkable sense

not only allows a dragon to know exactly where a creature is without seeing it, but also its general shape and size. Experienced dragons can easily learn about those they detect with blindsight. Those they have encountered before can be quickly identified, and species they've never seen can also be sensed.



Some dragons, through magic or growth, develop additional senses to complement this formidable array. These senses can be the result of biology, magical enhancement, divine blessings, or more, depending on the life a dragon has chosen to lead. These senses and their many benefits are detailed in chapter 2.

Internal Organs

While a dragon possesses an anatomy appropriate for predation, its uniquely magical nature and peculiar habits have resulted in several organs to suit its needs, including the most expected—brain, lungs, heart—and a strange, unique gland called the fundamentum.

Brain

A dragon's brain is divided into three parts—the upper left, upper right, and lower—each of which manages different processes of the dragon's body. A dragon which loses or suffers catastrophic damage to any of these sections of its brain is doomed to die without treatment; their bodies are simply too complex to function without them. Thankfully a dragon's skull is more than up to the challenge of protecting this vital organ. If a force is capable of piercing its robust bulwark, it is likely the dragon is already dead. The upper left section of the brain is dedicated to reasoning, creativity, speech, intelligence, and other high-level cognitive functions. The upper

Behind the Curtain: Are Dragons Magical?

Nature is full of countless biological miracles. But some things are beyond even evolution's ability to produce. No finer example of this exists than the dragon. Between physics-defying flight, a breath of deadly energy, and the capacity for speech, a dragon could not exist without the aid of supernatural forces. In 5th Edition fantasy, this is best explained by the power of magic. However, that isn't to say dragons are as magical as spells or a *holy avenger*. Their bodies, breath weapons, and other features still function in areas of antimagic, and such features can't be affected by effects that specifically target magic (such as *dispel magic*). Unless a feature presented in *Dragonflight* uses the "magical" rules keyword when discussing the feature's properties, it may be biologically impossible, but it is not magical in a rules sense. This allows us to preserve the fantastical nature of dragons without getting bogged down in niche rules interactions.

right section deals with magic. While all dragons possess an aptitude for the mystic arts, their bodies are naturally suffused with it. Managing these mighty energies takes a lot of effort, even more so if the dragon is proficient in casting spells. This section is also responsible for the many mystically peculiar behaviors unique to dragons, including their instinctual obsession with treasure, inherent sense of superiority, and other quirks. The lower portion of the brain handles all the dragon's physiological functions, from movement to digestion. This massive section is constantly active unless a dragon is at rest, at which point it takes a much-deserved break.

Lungs

A dragon's lungs are a terrific combination of biology and magic. Their task is formidable. They must provide a tremendous amount of oxygen to the dragon while facilitating the expulsion of cataclysmic energies via its breath weapon. For this reason, the lungs are among the most durable of the dragon's organs. However, a dragon must be careful not to push its lungs too far. Once it has expended its breath weapon, the dragon must wait until it has healed before doing so again. Thankfully the lungs regenerate rapidly, with most dragons able to unleash their mighty energies in mere moments.

Heart

The heart of a dragon has a tough job. Not only must it pump blood throughout an incredibly intricate circulatory system, it must also endure more than a thousand years of service. Thankfully the heart is more than up to the task. When a dragon is conceived, its heart is the first organ to form, absorbing much of the parent's magic donated to the egg. Imbued with immortal sinews and an unceasing rhythm, a dragon's heart will continue beating well after brain death has occurred. For this reason, a dragon's heart is highly prized for all manner of alchemical and magical reagents. Long after a dragon's flesh has rotted and its bones have shattered, its heart remains.

Fundamentum

A uniquely draconic gland responsible for much of a dragon's arcane power, this organ fuels the body with natural magic and a nigh-unlimited source of energy. Here the sustenance the dragon consumes is filtered for magical energy, which is then distributed throughout the body. This is what allows dragons to do so much while consuming relatively little. Each species possesses a unique fundamentum, thematic to the family from which it hails. For example, the fundamentums of chromatic dragons glow with elemental energy, while the fundamentums of metallic dragons glisten like metallic sculptures. The secrets of the fundamentum are unknown to mortal scholars. When a dragon dies or the organ removed, it is instantly consumed by its own energies. Such a remarkable biological mechanism can only be the result of a grand design, bent on ensuring the secrets behind the powers of dragonkind are never fully revealed.

DRAGON LIVING

We have scales but are not reptiles. We fly but are not birds. The temperature of our blood does not easily identify us. Stop comparing us to other creatures and start comparing them to us—a far more sensible arrangement.

The life of a dragon is a saga of tremendous proportions. Over the course of many centuries, a typical specimen will perform countless epic feats, spend an inordinate amount of time sleeping, and eat its way to the top of the food chain. While it would be an insult to define a “typical” draconic lifestyle, there are certain commonalities found between true dragon species.

Diet and Metabolism

While dragons are anatomically inclined to be predators, their internal organs allow them act as omnivores of the highest caliber. Anything a dragon eats is digested in its stomach, filtered by its fundamentum, then digested again. As a result of this efficient system, dragons produce almost no waste unless they overeat. Additionally, they can consume nearly anything

Behind the Curtain: The Slumbering

Most dragons are content to live their lives patiently, slowly aging over the centuries until they become ancient and eventually die. Others are more ambitious, practicing a draconic lifestyle known as “the slumbering.” Such dragons focus on growing as quickly as possibly through the magic of their hoards and a more adventurous attitude. Where others are content to spend centuries taking it slow, these dragons grab life by the horns. By acquiring excessive treasure and constantly testing their mettle, these practitioners build up a repository of mystic power that can accelerate their growth. By entering brief periods of hibernation, a dragon practicing the slumbering can reach ancient dragon levels of power in a fraction of the time. Such a practice is unusual and nontraditional but has grown in popularity on worlds where humanoid adventurers prove an ever-increasing nuisance. The details of the slumbering and how it impacts dragon growth are found in chapter 2.

without suffering any ill effects. Dragons have even been known to consume precious metals and gems when so inclined. So long as there is some nutrition or magical energy to be gleaned from whatever a dragon eats, the dragon considers it a meal. Thanks to this efficiency, a dragon can eat incredibly infrequently, especially when considering the size of a typical specimen. Most dragons are not prone to such restraint. Like most creatures, they enjoy a good meal and eat often for the pure pleasure of it.

When considering what to eat, a dragon’s preferences are informed by its species, lineage, and personal taste. However, it is rare for a wyrm to enjoy humanoid food. Something about all the work that goes into its preparation—along with the comically small portions—seems to offend dragons.

The metabolism of a dragon is informed by its energy type. Their ideal metabolic state varies by species but is nearly unshakable in all but the most extreme environments. Dragons using acid, cold, necrotic, poison, or psychic damage as their energy type are typically “cold blooded,” with a body temperature that lowers with age. The dragons suffer seemingly no ill effects from this condition. Those with a fire, force, lightning, radiant, or thunder energy type are typically “warm blooded,” growing hotter as the years pass. The oldest of dragons can be frigid or scalding to the touch.

Dragon Life Cycle

I remember being small. It was frightening.
I can't imagine what it's like to feel that
way and know you will never get bigger.
Why don't you enlighten me?

Provided they are not slain or fall prey to their own ambition, true dragons are known to live well over 1,000 years. From humble wyrmling to mighty ancient, a dragon’s life is one of constant growth. The older a dragon gets, the more powerful it becomes. This stands in stark contrast to most humanoids, as the oldest dragons are at their physical and mental peak. Only once a dragon enters a phase of life known as “the twilight” does it begin to finally decline. The following age categories are used to classify dragons: egg, wyrmling, young, adult, ancient, twilight, and great wyrm.

Age Category	Years Old
Egg	0–2
Wyrmling	3–25
Young	26–100
Adult	101–500
Ancient	501–1,000
Twilight	1,000+
Great Wyrm	Special (see description)



CHAPTER 1: DEFINING DRAGONS

Egg

I remember my time within the egg.
It was very boring.

All true dragons have humble beginnings. Each starts its life as a roughly twenty-pound egg the size of a chicken. Dragons lay their eggs in clutches of two to six after an incubation period of about a year. The eggs are the same colors as their parents and are as tough as stone, appearing almost like gemstones of tremendous size. Thanks to their durability, few creatures can predate on dragon eggs. However, dragon eggs are still highly sought after by many species for obvious reasons. Most dragons secure their eggs in nests within their lairs, intending to raise their young when they hatch. Others lay their eggs in the wild, expecting the wyrmlings to fend for themselves and taking no interest in parenting. Fortunately, the eggs require no nurturing to hatch, sustained by the magic imparted by their parents. After a period of about two years, a dragon egg hatches into a fully fledged wyrmling ready to face the world.

Wyrmling

Draconic childhood is harder than the average humanoid lifetime. Minus the diapers and puberty. No one should have to go through such horrors.

Small in stature but already fearsome in power, a wyrmling dragon is fully capable of fending for itself on day one. The first act of every wyrmling is to consume its eggshell and establish a lair, ensuring their independence and self-determination. That isn't to say wyrmlings don't benefit from parenting. Many stay with their parents until they reach their young stage. A wyrmling dragon is foolhardy, inexperienced, and immature. It spends much of its time practicing draconic habits: gathering treasure, hunting prey, scouting for a lair, and concocting schemes. In order to succeed in a world hostile to their existence, wyrmlings must be diligent students. Their insatiable curiosity keeps them constantly on the hunt for new things to learn. Their ferocious intelligence allows them to process huge quantities of information extremely quickly, surpassing most learned humanoids in a few short years. Among a wyrmling's first lessons is how to acquire treasure and prestige, feeding an instinctive need for isolation and competition with its peers. At the end of the day, these infant dragons are primarily concerned with their own survival.

The physiology of a wyrmling makes them awkward in appearance next to their older, majestic counterparts. Their heads and feet are slightly oversized, with even more oversized eyes glittering with ambition. While their natural

weaponry is far from optimal, it is still fearsome. A wyrmling won't be satisfied until it has hunted and killed its own prey. Wyrmlings who grow up without parental oversight are consequently far more aggressive than their peers, having been taught harsh lessons by mother nature. Regardless of their upbringing, infant dragons quickly learn the ways of draconic culture. Nothing is more important to their survival than understanding what are likely to become their most dangerous enemies. Most older dragons are willing to tolerate the indiscretion of precocious wyrmlings, but only for a time. Many wyrmlings have claimed territory and won several battles by the time they grow out of this age category, entering the young stage of life with a strong start.

Young

I made my lair in the home of a stone giant runesmith I had slain with magic.
It took me seventy years to execute that scheme.
I keep her skull as a reminder to always take
my time.

Having survived the perils of the wyrmling stage, young dragons are the teenagers of dragonkind. At this point, a dragon's life goals transition from basic survival to ambitious schemes. A young dragon has set a plan for itself, an elaborate scheme that must begin immediately and span well into the twilight of its life. However, the dragon is far from competent enough to pull all this off. There is still much to learn and many harsh lessons to experience. Chief among them is the dragon's relationship with its lineage. Whether it chooses to honor or abandon the traditions of its family will be among the most important decisions of its entire life. In the meantime, there is much to do. A young dragon has treasure to acquire, informed by its burgeoning obsession with a particular valuable. And what good are all those treasures without somewhere to store them? Territory and a true lair soon follow, ensuring the dragon's independence and establishing it as a member of the broader dragon community. By the end of its young stage, a dragon will have made a name for itself among humanoids and dragonkind alike, setting the stage for a burgeoning legend as it enters the adult stage.

Adult

My life isn't even halfway over and I already feel there isn't enough time. I've heard there is magic to help with that. Do you happen to know anything about lichdom?

An adult dragon is formidable in every way. Its awesome power is tempered by considerable experience from all walks of life. Most will have overcome mighty foes to reach this

stage, legendary acts that are spoken of in the songs of humanoids or whispered with respect by its peers. The considerations of an adult dragon are exceedingly broad. Most consider raising a family, seeking out companionship for love and meaning. Others turn their minds inward, exploring philosophy to add an ethos and meaning to their actions. Even if an adult is slain, by this point a dragon has secured its legacy and lived a full life. Now is the time for risk taking, not sitting in a lair surrounded by gold. These dragons are interested in leaving their mark upon the world and are willing to die trying. Why else would they have come so far and attained so much power? Those that succeed are among the precious few to achieve the status of ancient, ranking among the most powerful of all dragonkind.

Ancient

I have heard in humanoid cultures being called “ancient” is offensive. Unintentional comedy has always been a humanoid strongpoint.

For most dragons, reaching the ancient age category is the fulfillment of a dream held since they were wyrmlings. By virtue of surviving this long, a dragon has become one of the most powerful beings in existence. For the “average” ancient, this position was earned. Conquering mighty foes, controlling vast swathes of territory, and acquiring incalculable wealth are standard achievements for ancient dragons, with most exceeding these modest goals to a considerable degree. Nearly everything about these dragons is exceptional. Whatever the dragon chose to dedicate itself to—its Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma—it excelled. Its name is known by anyone that matters, its hoard contains magical artifacts of terrific power, and their knowledge is the envy of scholars everywhere. Even the most villainous ancient dragons are tremendous cultural and historical assets, having witnessed centuries firsthand with a near-perfect memory. Only the most ambitious ancient dragons are looking to change the world; most are content to live out their days enjoying the fruits of their labor. Their view of the world and time is broad, but caution is often unnecessary. Only creatures of similar strength are worthy of their patience and consideration—all others are unremarkable caricatures the dragon has encountered a thousand times. An ancient dragon that survives well past the thousand-year mark will either enter the twilight stage or life or ascend to a great wyrm. The choice is theirs to make.

Twilight

It is fitting we choose the manner of our death.
I'd say we earned that right after a thousand years of glorious achievement.

As an ancient dragon ages, it hears the siren song of death calling it to oblivion. This is known as “the twilight” and is the universe offering the dragon the chance to die with peace and dignity. The longer the dragon lives, the more compelling this instinct becomes. This effect acts like “static” in a dragon’s consciousness, becoming louder and more disruptive as the days pass. Some ancients persist for centuries in this state, though few would describe such a life as a happy one. An afflicted dragon enters a deep melancholy, retreating deeper and deeper into its own mind. Eventually, an ancient dragon will decide it is time to die. It will seek out a place of significance and die in peace alongside its most treasured possessions. Most dragons consider this act a dignified moment. To defile or rob the grave of a noble dragon who passed away is one of the greatest social faux pas a fellow dragon can commit. In rare instances, a dragon who passes away during their twilight may become a guardian, the details of which are discussed in chapter 5.

Great Wyrm

Power on a scale which even I cannot conceive.

While ancient dragons are indeed formidable, there exists an exceedingly rare and terrifically powerful category known as the great wyrm. These dragons are epic in every sense of the word. Their power is legendary, their minds unparalleled, and their ambitions world-shaking. Becoming a great wyrm is not a matter of time, but choice. An ancient who wishes to embark on this journey must make a difficult decision. They must consume half their wealth, including the single most valuable object in their possession. This gluttonous display knows no cheat or loophole, as it is founded upon an ancient magic that cannot be circumvented. To most dragons, such an act is torturous in the extreme. They would rather die peacefully surrounded by their hard-earned gains than make such a sacrifice. For this reason, great wyrms are feared among their peers and beyond. Even deities have cause to respect these creatures, who may even ascend to godhood themselves. Great wyrms are discussed in greater detail in chapter 6.

Dragon Species

My kind has evolved into dozens of unique species over countless mortal lifetimes. I will happily tell you of them, so long as we agree that red dragons are the best.

Dragons come in a dizzying variety of forms, each more unique and interesting than the last. This section explores a wide variety of such species and the benefits they provide to the dragons counted among their number. Each species details that dragon's skill proficiencies, breath weapon (shape and requisite saving throw), energy type, and other traits. The details of the numerous species of dragons in worlds of fantasy could fill a dozen tomes, and *Dragonflight* aspires to account for many of them here.

Additionally, dragon species are divided up into families which share a theme of biological relationship. Examples of this include groups such as the traditional metallic or chromatic dragons, but also more obscure dragons such as gem or orchid. Each dragon species contains one or more family traits that all dragons of that species possess. In some cases, these traits may allow you to make further choices from a selection of options it provides. Unless stated otherwise, you may only pick a single option from such a selection.

The following dragon species are presented here in alphabetical order.

CHROMATIC DRAGONS

Chromatic dragons are the descendants of an evil progenitor deity, the infamous Dark Dragonqueen. Their name stems from the vibrant selection of colors they are known to come in: black, blue, brown, green, orange, purple, red, white, and yellow. Each is uniquely fearsome and powerful, wielding elemental energies and primal savagery inherited from their divine ancestor. Chromatic dragons exemplify the predatory nature of dragonkind. While not inherently evil, within each chromatic dragon beats the heart of an apex predator, born to conquer and kill as it sees fit. Coupled with cruel cultural traditions and faced with general antagonism from most species they encounter, chromatic dragons are often destined for a life of violence and hardship.

Chromatics traditionally come in five colors: black, blue, green, red, and white. However, it is a poorly kept secret that these species are merely the favored of the Dark Dragonqueen and that additional colors of chromatics lurk in the shadows. Known as "off-colors," these dragons are seen as shameful outcasts and abominations in

the culture of the well-known chromatic dragons. Though they are rare, these dragons are no less fearsome, possessing unique abilities that can be found nowhere else among dragonkind.

Family Trait. All chromatic dragons gain the following family trait:

Primal Might. You possess ancient power from when dragonkind first roamed the realms. You gain proficiency in a saving throw of your choice. If you are already proficient in a saving throw you choose, you instead double your proficiency bonus when attempting that saving throw.

Black Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Acid

Skill Proficiencies: Perception, Stealth

Lineage: Most black dragons are extremely prolific, measuring the worthiness of their offspring on their ability to survive. Hatchlings are left to fend for themselves in a cruel and dangerous world. Those that survive past the wyrmling stage of life are then sought out by their parents and tested. These trials are grueling, further thinning the herd, leaving only the strongest standing. For this reason, families of black dragons are extremely competitive and horribly fractured. Any semblance of familial love is buried or destroyed by decades of neglect. Despite this, black dragons are still proud of their lineage. Few black dragons can follow their lineage back for more than a generation or two, with the oldest lineages considered to be the most powerful for surviving the brutality of black dragon society.

Blue Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Lightning

Skill Proficiencies: Athletics, Perception

Lineage: Most blue dragons respect power above all and form lineages around personal achievement. Until a blue dragon proves itself, it garners no respect from its peers. At best, a family of blue dragons ensures its offspring all begin their journey through life on equal footing and nothing more. A lineage gains prestige and acclaim if its members achieve extraordinary success and personal power. Blue dragons are expected to solve their own problems, and asking for help brings grave dishonor upon the lineage, one that often leads to violent retaliation. Honor is imperative to a blue dragon lineage. Those that employ underhanded tactics to achieve prestige are swiftly dealt with by their fellow family members, regardless of the consequences to the lineage.

Brown Dragon

Breath Weapon: Line; Constitution saving throw, special (see description)

Energy Type: Special (see description)

Skill Proficiencies: Athletics, Perception

Lineage: Misshapen compared to other dragon species, brown dragons combine a smattering of qualities of the other chromatic types. From this bizarre combination is born a ravenous hunger that never ceases. This genetic anomaly drives all brown dragons toward acts of wanton destruction, and they consume everything that barely qualifies as edible (and even a few things that don't). With this hunger comes a metabolism of epic proportions. Brown dragons can easily consume their weight in food in a single day with room for more. Brown dragon lineages are completely geared around food. A powerful family of these creatures has consumed countless meals, developing a discerning and experienced collective palate that knows no equal. Such lineages can recommend the perfect meal for any occasion for nearly any species with impeccable taste, though their recommendations can often come as quite horrific to most other creatures.

Special Breath Weapon. The breath weapon of a brown dragon is not based on any energy. Instead, it is a blast of flensing energy that deals slashing damage in the affected area.

Special Energy Type. As brown dragons are a hybrid of other chromatic dragons, they may choose their energy type between acid, cold, fire, lightning, or poison whenever they would produce an effect that uses an energy type. However, brown dragons do not have immunity to damage based on their energy type. Instead, they have resistance to acid, cold, fire, lightning, and poison damage.

Green Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Poison

Skill Proficiencies: Deception, Perception

Lineage: Masters of secrets and intrigue, green dragons treat their lineage like a mystery for others to unravel. The less other creatures know of their ancestry the better. It is not uncommon for green dragons to be unaware of their parents, let alone the rest of their family. Those that manage to unravel the elaborate webs of intrigue spun around their lineage are deserving of its honors. While most green dragons rise to this test, others seek to spin their own webs and found new dynasties, ever complicating the scenario beyond what many mortal minds can understand.

Orange Dragon

Breath Weapon: Line (special, see description); Constitution saving throw

Energy Type: Necrotic

Skill Proficiencies: Athletics, Perception

Lineage: As one of the three off-color chromatics, orange dragons are loners and survivors. They pride themselves on their resilience, keeping their lineages secret from the world. Orange dragons are exceedingly proud of their aberrant status. They seek the respect of other powerful beings befitting of their strength, even if doing so would force a violent confrontation. The more respect a lineage of orange dragons has commanded, the greater its prestige. Consequently, orange dragons that value their lineage are always looking for opportunities to force fealty and admonition from others, especially other dragons. Their dual nature as both off-color and chromatic makes this challenge formidable, with the greatest of orange dragon lineages having confronted legendary beings and demanded their respect.

Special Breath Weapon. An orange dragon's breath weapon isn't technically a breath weapon; its effects are instead caused by its tongue laced with necrotic saliva. The orange dragon makes a melee weapon attack against each creature in the affected area of its breath weapon. On a successful hit, the dragon deals its breath weapon's damage, and affected creatures must succeed on a Constitution saving throw or have their hit point maximums reduced by the necrotic damage dealt.

Purple Dragon

Breath Weapon: Line; Wisdom saving throw, special (see description)

Energy Type: Force

Skill Proficiencies: Arcana, Perception

Lineage: Purple dragons are a magic-obsessed species of off-color chromatic dragon. In place of elemental energies, the body of a purple dragon overflows with antimagic, which in turn is used to feed on arcane energies encountered in their environment. This practice has had a deeply influential impact on purple dragon culture. Their lineages are entirely centered around the consumption of powerful magics, with each group priding themselves on which unique and extraordinary magics they have stricken from the world. A prestigious purple dragon lineage has obliterated entire civilizations' worth of magics. Such families find nefarious glee in knowing they are responsible for such a loss, like a strange magical iconoclast.

Special Breath Weapon. In lieu of a more traditional draconic breath weapon, a purple dragon exhales a gout of antimagic. Each creature in the affected area of the breath weapon must attempt a Wisdom saving throw. On a failure, all spells affecting the target immediately end, or the target takes the breath weapon's energy damage (target's choice). On a success, the target takes half the breath weapon's energy damage. The damage of the breath weapon occurs regardless of whether an affected creature is under the effects of a spell.

CHAPTER 1: DEFINING DRAGONS



Red Dragon

Breath Weapon: Cone; Dexterity saving throw

Energy Type: Fire

Skill Proficiencies: Intimidation, Perception

Lineage: The favored of the Dark Dragonqueen's children, red dragons hold their divine heritage in the highest regard. Dominion, triumph, and acquisition are the measure of a red dragon family's success. The oldest of red dragon lineages have pillaged the wealth of nations. While its members would never share a single coin with their fellows, their combined wealth brings coveted prestige. A red dragon brings honor to its heritage by acquiring all it can. Those that follow less covetous paths bring not only disgrace but also the wrath of the family upon them, as such behavior lowers the collective "value" of their lineage. Consequently, red dragons either hold strongly to their lineage or forsake it entirely.

White Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Cold

Skill Proficiencies: Perception, Survival

Lineage: White dragons are creatures of violence. The more they kill, no matter the reason or result, the better. Families of these dragons hold an extraordinary body count to their name. Each member is expected to make meaningful contributions to this grisly achievement. The more powerful the creature slain, the more prestige brought to the lineage. As such, most white dragons do not survive to adulthood, let alone to the ranks of venerable ancients. This brutal lifestyle is not for all white dragons. Many members who defect from the lineage often become targets, as few things bring more acclaim to the family name than the death of traitorous offspring. Relationships within these groups are strained. The rampant competitiveness and wonton violence rarely forges meaningful bonds, though the consequences of betrayal keep most white dragons loyal, to a point.

Yellow Dragon

Breath Weapon: Cone; Intelligence saving throw, special (see description)

Energy Type: Psychic

Skill Proficiencies: Insight, Perception

Lineage: Yellow dragons are enhanced and twisted with rampant psionic power. While the dragons lack the precise control over this force, particularly when compared to their gem dragon kin, these abilities are still formidable. As outcast off-colors, yellow dragon lineages are small but fierce groups. Such families measure their success by the number of defeated enemies who dare not challenge them again. A dead

enemy cannot respect or fear you, so yellow dragons aspire to reduce powerful and deadly foes to shattered ruins of their former selves. A mighty lineage of yellow dragons has left a tremendous trail of broken minds, bodies, and souls in its wake, whispering tales of the mind-shattering power of yellow dragons in hushed, fearful tones.

Special Breath Weapon. A creature that fails its saving throw against a yellow dragon's breath weapon can choose to either take the breath weapon's damage or be stunned until the end of its next turn. If a creature is immune to either psychic damage or the stunned condition, it instead suffers the alternative effect.

METALLIC DRAGONS

Born of the Platinum Dragonking and possessing resplendent beauty, metallic dragons are admired and respected across the realms for their wisdom and grace. These dragons are the pinnacle of culture and refinement. They approach life with a thoughtfulness and wisdom unrivaled by all but the most powerful creatures. Metallic dragons see themselves as highly evolved beings that have progressed far beyond their ancient origins. While they are still dragons, metallics take a dim view of more traditional draconic activities such as wanton violence and predatory behavior. While just as arrogant as their kin, a metallic dragon would prefer to demonstrate their superiority through wit and will rather than a test of skill. However, only fools could mistake this restraint for weakness. If pushed, a metallic dragon's instincts can quickly rise to the surface, making them as fearsome as any dragon.

The noble traditions and lineages of metallic dragons incline the species toward goodness and virtue. Not all members share this outlook, however. Many metallic dragons eschew the dignified practices of their fellows in favor of a more traditional draconic lifestyle. While rarely falling into despicable practices, more than a few metallic dragons have proven to be villainous by the standards of humanoid morality, reinforced by a smug self-confidence and overwhelming superiority complex.

Family Trait. All metallic dragons gain the following family trait:

Secondary Breath Weapon. You gain a secondary breath weapon, chosen from the options in the Secondary Breath Weapons table detailed in this section. When you use your breath weapon, you can choose to use either its ordinary effect or the chosen secondary effect. Regardless of which effect you choose, your breath weapon retains any restrictions it would ordinarily have before you can use it again.

Secondary Breath Weapons

Breath Weapon Option	Effect
Corrosive Breath	You exhale a cloud of corrosive saliva in the shape of your breath weapon. Creatures in the affected area must succeed on a Dexterity saving throw or suffer a -5 penalty to their AC for 1 minute. An affected creature can use an action to wipe off the saliva and end the effect.
Dispelling Breath	You exhale a blast of antimagic in the shape of your breath weapon. Spell effects in the affected area immediately end if $10 + \text{the spell's level}$ is less than your dragon save DC.
Hurricane Breath	You unleash a blast of hurricane-force winds in the shape of your breath weapon, blasting your enemies off their feet. Creatures in the affected area must succeed on a Strength saving throw or be thrown directly away from you to the end of the breath weapon's area or until they encounter a solid object, landing prone.
Necrotizing Breath	You exhale a cloud of necrotic gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or have its hit point maximum reduced to its current hit points. This reduction lasts until an affected creature benefits from a <i>greater restoration</i> or <i>heal</i> spell, or similar magic.
Obscuring Breath	You exhale a thick cloud charged with elemental energy in the shape of your breath weapon. The affected area is covered in the cloud that heavily obscures the area for 1 minute. When a creature enters the area for the first time on a turn or starts its turn there, it takes 2 (1d4) damage of your energy type for each level you have in the dragon class. This effect ends early if you use this breath weapon again, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
Paralyzing Breath	You exhale a cloud of paralyzing gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or be paralyzed 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. Creatures that are immune to the dragon's energy type are immune to this effect.
Sleep Breath	You exhale sleeping gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or if someone uses an action to wake it.
Slowing Breath	You exhale a cloud of slowing gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Constitution saving throw or become slowed for 1 minute. While so slowed, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
Weakening Breath	You exhale a cloud of weakening gas in the shape of your breath weapon. Each creature in the affected area must succeed on a Strength saving throw or have disadvantage on Strength-based attack rolls, ability checks, and saving throws for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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Adamantine Dragon

Breath Weapon: Line; Dexterity saving throw, special (see description)

Energy Type: Radiant

Skill Proficiencies: Intimidation, Perception

Lineage: The favored children of the Platinum Dragonking and inheritors of his legacy, adamantine dragons are the paragons of metallic dragon society. These resplendent dragons are exceptionally beautiful and dignified. Their lineages are small but strong. Each has endured since its inception, never faltering nor suffering a single disgrace. Such a prestigious track record does not come without cost. Adamantine dragon lineages are excessively disciplined and ritualistic. Even the dourest of metallic dragons finds their culture to be grating and tedious in the extreme. Sloth or lack of discipline to even the smallest degree is intolerable within these lineages. Each member is expected to fulfill their role perfectly, continuing a grand tradition of virtue millennia in the making.

Special Breath Weapon. An adamantine dragon's breath deals its damage to unattended objects and structures in the affected area (not just creatures). Additionally, any unattended objects and structures reduced to 0 hit points by this damage is disintegrated to dust.

Brass Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Fire

Skill Proficiencies: Perception, Persuasion

Lineage: The endlessly talkative nature of brass dragons produces peculiar lineages. The acclaim of a brass dragon lineage is told, literally and in great detail, in a historical epic that all members of the lineage can recite from memory. This epic details every great (in a brass dragon's opinion) deed ever performed by members of the lineage. The resulting piece can take days to perform, though most brass dragons relish the opportunity to tell the story of their family. Those that forsake their lineage have a mighty task ahead of them: to commit enough deeds worthy of song to rival the achievements of their former family. While such a split is rarely amicable, violence is not an anticipated outcome unless things get out of hand.

Bronze Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Lightning

Skill Proficiencies: Insight, Perception

Lineage: Warriors at heart, bronze dragons bring honor to their lineage by participating in heroic conflicts between titanic powers. Each successful campaign is counted among the family's great honors, and most bronze dragons are proud, win or lose, to have served on the battlefield. However, not every battle is worth fighting. Those dragons that serve in particularly bloody or destructive conflicts can be seen as warmongers by their fellows, to be cast out

before they visit further disgrace upon the lineage. Bronze dragons that break with their families are respected for such an act of independence, particularly if they make a name for themselves upon as many battlefields as possible.

Copper Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Acid

Skill Proficiencies: Deception, Perception

Lineage: A good comedian is a riot. A family of comedians is a menace. The combined force of a copper dragon lineage produces a tide of pranks and jokes that could fill a library of comedic anthologies. However, to this lineage, only one joke is worth speaking of—the cleverest, most devious, and most entertaining act of comedy in their history. This legendary feat is the bar all members aspire to surpass. Those in their lineages that rise to this standard are afforded great prestige, while those that cannot meet the comedic challenges suffer damage to their reputation. A lineage may regard one of its members wishing to free itself from such a burden as a coward, though competing families often celebrate this as an act of creative freedom and expression.

Gold Dragon

Breath Weapon: Cone; Dexterity saving throw

Energy Type: Fire

Skill Proficiencies: Perception, Persuasion

Lineage: Noble and virtuous beyond measure, a lineage of gold dragons is one of the greatest forces for good in the known realms. This reputation is well earned, for each gold dragon is expected to commit heroic deeds in the name of its family, often at personal expense. The greater the sacrifice made by an individual member, the greater the honor brought to its lineage. Understandably, many gold dragons chafe at this expectation, which can stifle their personal ambitions or perspectives. Defections, however, are rare. To leave a gold dragon lineage is to turn one's back on a legacy that brooks no disrespect. Nearly all gold dragons frown on those that choose to start new lineages, holding such renegades to impossibly high standards of success.

Quicksilver Dragon

Breath Weapon: Cone; Dexterity saving throw

Energy Type: Lightning

Skill Proficiencies: Deception, Perception

Lineage: The elusive and mysterious quicksilver dragons are a peculiar offshoot of silver dragons. Possessing an innate paranoia and fierce emotions, these dragons are difficult to associate with at the best of times. Their lineages are groups that are barely held together and whose loyalty to each other is dubious at best. These lineages measure their success by how long they can hold together before descending into conflict and anarchy. Quicksilver dragons are notoriously opinionated and only cease arguing with each other when

they can argue with someone else. A prestigious lineage of these dragons may have maintained its cohesion for centuries, enduring tremendous debates, debacles, feuds, and other internal struggles with as much dignity as they can muster.

Silver Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Cold

Skill Proficiencies: Arcana, Perception

Lineage: The free and dignified silver dragons view their lineage as a confederation of love and friendship. There is no higher honor one can bring to the legacy of a silver dragon family than to live one's life as fully and passionately as possible, so long as the act of doing so does not impede that goal in others. These lineages afford an unusual degree of respect for non-dragons, even adopting other species into their lineage should they be worthy. A silver dragon only breaks with its lineage if it has been deeply wronged or has wronged its lineage on a personal level. The values of each family are unique but are generally shared among each member and are always of a virtuous nature. Forming a new lineage involves creating a community, fostering both family and friendships that last dozens of mortal lifetimes.

Steel Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Poison

Skill Proficiencies: Insight, Perception

Lineage: Grim and focused, the feared steel dragons are renowned for single-minded determination and flexible morality. These dragons put tremendous value on success, whether that is in love, life, conflict, or any other of a million things. To a steel dragon, nothing is more shameful than failure, particularly if one's ethics or conscience prevents the job from getting done. Consequently, the lineages around these dragons are fearsome, effective organizations. Their legacies are ones of overwhelming success and brutal compromise, which, while others may find them horrifying, the steel dragons view as virtuous pragmatism. The moral quibbling of their critics is insignificant to steel dragon lineages, which only point to their extensive line of victories to demonstrate how the ends justify the means.

GEM DRAGONS



The crippling obsession with treasure has taken dragonkind in many peculiar directions, none more so than the psionic phenomenon that is the family of gem dragons. These reclusive dragons developed an extraordinary fascination with gemstones, exploring their every facet and flaw with an obsession only a dragon can muster. How this transformed them into the psychic powerhouses seen today is unknown, but the mystical potency of their abilities is undeniable. Gem dragons can be found throughout the realms, wielding their

psionic might from the shadows in ways that are still not yet understood.

The family of gem dragons consists of many strange and wondrous species, each based on a type of naturally occurring gemstone: amethyst, crystal, emerald, obsidian, sapphire, and topaz. While not nearly as populous as most other types of dragons, gem dragons are on the rise. Their powers make them incredibly distinct from their fellows, resulting in fierce rivalries and draconic disputes. With a surprisingly aggressive reemergence into the world at large, gem dragons are ready to carve out a place of their own, no matter who gets in their way.

Family Trait. All gem dragons gain the following family trait:

Psionic Power. All gem dragons are innately psionic, allowing them to pick one of the following psionic boons from the options in this section. In lieu of gaining a dragon feat as it advances, a gem dragon may choose to instead gain an additional psionic boon.

Amethyst Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Force

Skill Proficiencies: History, Perception

Lineage: Amethyst dragons hoard knowledge and wisdom the way other dragons hoard treasure. To these vibrant specimens, an unusual truth, hard-earned scientific fact, or fantastical secret is just as valuable as a flawless diamond. The lineages of amethyst dragons reflect this truth in their collective activities, gathering knowledge in a vast gemstone library for their eyes only. The more extensive and extravagant this collection, the more prestige the lineage earns for itself. This activity is not purely for self-gratification either. Amethyst dragons are keenly aware their repositories likely contain priceless information others seek and leverage this advantage at every opportunity. Like others of their kind, these gem dragons desperately seek to dominate the realms like their more well-known kin have done for millennia, but they prefer the subtler approach their lineages provide. Amethyst dragons are only known to form their own lineages when a personal discovery of knowledge is so valuable as to serve as a foundation upon which a new one can be built, such as an ancient arcane repository or cosmically significant secret.

Crystal Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Radiant

Skill Proficiencies: Perception, Persuasion

Lineage: Among the most conversational of the gem dragons, one could easily mistake the peaceful nature of crystal dragons for benevolence. In truth, crystal dragons are master manipulators who have learned that the power of diplomacy often eclipses that of teeth or claw.

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Lineages of these dragons have established vast networks of influence, which they use to impact everything within their territory and beyond. These networks often span generations, involving businesses, government, and powerful creatures, many of which have no idea a family of dragons is behind it all. When competing with other dragon lineages, crystal dragons utilize stealth, subterfuge, and intrigue. Those that are forced into open conflict disgrace a lineage, which are seen to have resorted to crude and distasteful methods that could have been avoided. Crystal dragons form their own lineages when encountering networks outside their influence. A force that has yet to be harnessed and controlled is the perfect opportunity for a crystal dragon to start fresh.

Emerald Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Thunder

Skill Proficiencies: Perception, Persuasion

Lineage: Emerald dragons are insatiably curious about others, but they are equally paranoid. These contradictory desires make these gem dragons ideal spies and masterminds, working tirelessly to satisfy their desires without compromising their safety. Lineages of emerald dragons are mysterious, secret societies whose true capabilities and membership is nigh impossible to comprehend. Emerald dragons prefer it this way and go to great lengths to keep their secrets. Such groups pride themselves on their ability to know everything about everyone, down the most minute and pointless detail. Particularly successful lineages can know everyone in an entire nation by name, along with

personal desires to exploit, dirty secrets for blackmail, and other extraneous details whose significance to the dragons is questionable at best.

Obsidian Dragon

Breath Weapon: Cone; Dexterity saving throw, special (see description)

Energy Type: Fire

Skill Proficiencies: Deception, Perception

Lineage: Cantankerous and blunt, the lineages of obsidian dragons are defined by stoicism and commitment. When a lineage is formed, it is always in service of some grand, constructive objective of ludicrous difficulty. To the dragons, such a challenge is thrilling to both the mind and soul, and the entire community is expected to contribute. Such tasks are often significant only to the dragons, such as carving an entire mountain into a great statue or planting a forest of extraordinary beauty. Such endeavors often take centuries to complete, with multiple generations working simultaneously on the project. Those obsidian dragons who shirk this responsibility are shunned. To these dragons, the merit and strength of their lineages are measured in collective achievement, no matter how arbitrary or esoteric the task may be. Obsidian dragons may form their own lineage if inspired to begin a great work—the only scenario in which a lineage will respect the secession of one of its members.

Special Breath Weapon. An obsidian dragon's breath weapon is a gout of molten stone and rock. The breath weapon deals half damage to all targets caught in the affected area, and on a failed save an affected target is

Psionic Boon Options

Psionic Boon	Benefit
Levitation	While you are not incapacitated, your flying speed gains the hover benefit and you are immune to the prone condition.
Mental Fortress	You add psychic damage to your energy type(s).
Psychic Spells	You can cast spells without the need for any components other than material components with a listed cost.
Telekinesis	You can telekinetically manipulate unattended objects within 300 ft. of you. To do so, you must use your action to seize control of the object, which cannot weigh more than you do. While manipulating an object in this manner, you can expend your movement to move the object a distance through the air equal to the movement expended. A creature within reach can attempt to free a telekinetically manipulated object from your influence by taking an action to succeed on a Strength (Athletics) check versus your dragon save DC. While you manipulate an object in this manner, you must concentrate (as though concentrating on a spell), and the effect ends if the object is ever more than 300 ft. from you.
Telepathy	You gain telepathy out to a range of 120 ft.





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coated in molten material for 1 minute. A creature so coated takes fire damage equal to your Constitution score at the start of each of its turns. The molten material can be removed by a creature within reach of an affected target by succeeding on a Wisdom (Medicine) check versus your dragon DC.

Sapphire Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Thunder

Skill Proficiencies: Perception, Persuasion

Lineage: The most aggressive and territorial of the gem family, sapphire dragons take the fight to any who dare challenge their ambitions. Seeing conflict as the most efficient solution to every problem, sapphire dragons typically offer honorable combat to those standing in their way. Those who surrender are expected to stand aside and offer no more resistance, while those who accept are in for a vicious battle during which the dragon does everything in its power to win. However, combat with a sapphire dragon often does not lead to death. It is enough for these creatures to demonstrate superiority through arms, with their lineages collectively supplicating entire nations if necessary. These aggressive tactics put sapphire dragons at odds with almost everyone. The results are always bloody, with a lineage willing to fight to the death to assure victory even in the smallest battles. The most successful lineages are full of honored champions who died nobly for the cause and whose names will never be forgotten.

Topaz Dragon

Breath Weapon: Cone; Constitution saving throw, special (see description)

Energy Type: Acid

Skill Proficiencies: Intimidation, Perception

Lineage: Misanthropic and isolationist, even for their kind, topaz dragons love to live alone. A lineage of topaz dragons is one of long distance. Its members only communicate at specific moments of significance, such as a hatching or a death in the family, but otherwise keep the updates to a minimum. These dragons relish the time they spend alone with their thoughts, though non-family members are more tolerable company. A successful lineage of topaz dragons is one in which its members are spread far and wide, living free of the emotional responsibilities of knowing each other's lives. The youngest in a lineage are most often called upon to resolve issues, while the eldest enjoy the privilege of solitude in all but the most extreme circumstances. Topaz dragons who form strong social or familial ties are seen as deviants, polluting the lineage with their social affluence. Topaz dragons start their own lineages when their family units are slain, or a particularly irksome interfamily interaction drives one to leave.

Special Breath Weapon. Instead of breathing acid, topaz dragons can exhale a cone of dehydrating vapor. Flesh-and-blood creatures in the affected area gain two levels of exhaustion on a failed saving throw. These levels of exhaustion last for 1 hour or until the creature receives fluids it would ordinarily require to remain hydrated over a 24-hour period.

ORCHID DRAGONS

Orchid dragons are a bizarre and reclusive family and are as rare as they are deadly. Each member of the species is a curious mix of plant and dragon, emitting deadly pheromones that can ravage the mind and body. Many veteran dragonslayers have been completely baffled by their peculiar abilities. The dragons are notoriously aggressive, even toward other dragons, viewing themselves as highly evolved predators which have chosen their own unique path to dominance. Each orchid dragon species is a flamboyant specimen: carnation, lily, lotus, paradise, rose, and sun dragons are among the species observed, with potentially many more yet to be discovered. Like the flowers from which the dragons earn their names, an orchid dragon begins its life in a humble shape, slowly “blooming” into its fantastical plumage with age. The oldest of orchid dragons are astonishingly beautiful creatures, with their scales prized for both their majesty and durability.

Family Trait. All orchid dragons gain the following family traits:

Strange Anatomy. Due to your plantlike nature, you do not gain immunity to damage of your energy type(s) via your Damage Immunities trait.

Toxic Pheromones. As bonus action, you can flare your scales and “bloom,” emitting a cloud of invisible pheromones in a sphere centered on you. The bloom ends after 1 hour or when you use a bonus action to end the bloom early, after which you must finish a long rest before you can bloom again.

The radius of your toxic pheromones is determined by your age category, as detailed in the Toxic Pheromones Range table.

Toxic Pheromones Range

Age Category	Radius Sphere
Wyrmling	15 ft.
Young	30 ft.
Adult	60 ft.
Ancient	120 ft.
Great Wyrm	300 ft.

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While in bloom, when a creature in the affected area starts each of its turns, you can force the creature to attempt a Constitution saving throw versus your dragon save DC, becoming affected by the pheromones on a failure.

Unless surprised, a creature with the anatomy to cover its means of breathing can do so to avoid the saving throw at the start of its turn. If the creature does so, it can't smell and must hold its breath until the start of its next turn. If the creature attempts to breathe in the meantime, it must immediately attempt the saving throw.

You must choose a type of pheromone from the options detailed in the Toxic Pheromones table to be your effect for this feature. Once you have made this choice, you cannot change your Toxic Pheromones option.

Carnation Dragon

Breath Weapon: Special (see description)

Energy Type: Lightning

Skill Proficiencies: Nature, Perception

Lineage: Vibrant and boisterous, carnation dragon lineages are defined by one key activity: partying. These dragons love nothing better than to gather for grand festivities that span weeks at a time whenever there is a moment of significance within the lineage. Births, deaths, victory, defeat—these dragons find reasons to celebrate. Lineages that have more to celebrate are considered particularly prestigious, lording

their affluence over their rivals with glee. A dragon brings honor to such a lineage by hosting and creating unique parties with eccentric festivities. The newer and more exciting the experience is to the rest of the lineage, the better. Those who have poor taste in these activities bring disgrace to the lineage. If the situation isn't corrected soon by a worthy shindig, a member may find themselves no longer on the guest list at the next event. These dragons start their own lineages when they feel the party scene within their own growing stale, causing them to seek out fresh experiences in new and exciting locations.

Special Breath Weapons. You can produce two different breath weapons, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.

Conductive Gas. You breathe a cone of electrically conductive gas, which fills and heavily obscures the affected area for 1 minute. Creatures, objects, and structures in the affected area are vulnerable to lightning damage dealt by you. A strong wind disperses the cloud of gas.

Shock Pollen. You spit a stream of electrical pollen in a line. Each creature in the affected area must succeed on a Dexterity saving throw versus your dragon save DC or become charged with electrical energy for 1 minute. The next time an affected creature is hit with a weapon attack, it discharges the energy, taking bonus lightning damage equal to your breath weapon's damage.

Toxic Pheromones

Pheromone Type	Effect
Affection	On a failed save, for 1 minute an affected creature must move toward you at every available opportunity by the most efficient and direct means available to it. If the creature is within 5 ft. of you, it cannot willingly move away from you.
Despair	On a failed save, the affected creature's speed is halved, and it cannot take bonus actions or reactions for as long as it remains in the affected area.
Poison	On a failed save, the creature takes poison damage equal to your Constitution score. The creature's hit point maximum is reduced by an amount equal to the poison damage taken, and a creature reduced to 0 hit points by this effect is slain instantly. This reduction ends if an affected creature gains the benefits of a <i>heal</i> or <i>greater restoration</i> spell or is not exposed to your Toxic Pheromones feature for 1 hour.
Rage	For 1 minute, the affected creature cannot concentrate on spells or other features. Additionally, if the creature does not attack another creature by the end of each of its turns, it takes psychic damage equal to your Constitution score.
Tranquility	An affected creature is filled with feelings of peace and tranquility for 8 hours on a failed saving throw. A creature so overcome cannot knowingly harm or affect other creatures without said creature's explicit consent. If the affected creature takes damage from an enemy creature, it may immediately repeat the saving throw to end the effect.

Lily Dragon

Breath Weapon: Special (see description)

Energy Type: Radiant

Skill Proficiencies: Perception, Persuasion

Lineage: The peaceful lily dragons are lovers, not fighters. A lineage of lily dragons is defined by its expressions of love. Whether it's familial, romantic, platonic, or any other, the love lily dragons feel for each other binds them together. The more authentic and effective these expressions of love, the more prestige an individual brings to a lineage. The greatest of lily dragon lineages are filled with legendary love stories from its greatest members. Poetry, theater, and other artistry recounts these tales, and lily dragons expect all members of their lineages to know these performances by heart. Those who fail to find love or do harm in their intentions to express it bring disgrace to the lineage. Dragons who fail in matters of love may even leave and form their own lineages, believing the current dynamics and cultural expectations are more trouble than they are worth.

Special Breath Weapons. You can produce two different breath weapons, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.

Blast Pollen. You exhale a cone of explosive pollen, which fills the affected area for 1 minute, and the area becomes partially obscured. When a creature enters the area for the first time on a turn or starts its turn there, it takes fire and radiant damage equal to your Constitution score, half of which is fire, half of which is radiant.

Psychedelic Gas. You breathe a cone of hallucinogenic gas. Each creature in the affected area must succeed on a Constitution saving throw versus your dragon save DC or be poisoned for 1 minute. A creature so poisoned has its senses reduced to 10 feet and is blinded beyond that radius, with everything outside the area becoming a part of a vivid psychedelic hallucination. At the end of each of its turns, an affected creature can repeat the saving throw to end the effect.

Lotus Dragon

Breath Weapon: Special (see description)

Energy Type: Acid

Skill Proficiencies: Intimidation, Perception

Lineage: Nefarious and dangerous, lotus dragon lineages honor those in their community who kill. It matters not the strength or nature of those they slay, only that each is a prolific killer that has killed with impunity. To lotus dragons, delivering death is a beautiful moment of performance art. The more distinctive and memorable the kill, the more prestige a member brings to the lineage. The memories of these deaths are shared in laborious detail with others of the lineage, and each member can recite every creature they have ever slain from memory. Lotus dragons who show no passion for killing bring dishonor upon the lineage, and those who actively detest it are cast out. Those seeking to establish their own lineages do so because their betters have already performed the most interesting kills, leaving little to be explored in the lineage's current location and community.



CHAPTER 1: DEFINING DRAGONS

Special Breath Weapons. You can produce two different breath weapons, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.

Acidic Mist. You exhale a blast of acidic mist in a line. When this occurs, each creature in the affected area must attempt a Dexterity saving throw versus your dragon save DC, taking your breath weapon's damage on a failure, or half as much on a success. Unattended objects and structures in the affected area take double damage from this effect, and if they are reduced to 0 hit points, they are melted into irrecoverable ruin.

Extreme Allergens. You exhale a cloud of highly irritating allergens in a cone, which fills the affected area for 1 minute. When a flesh-and-blood creature in the affected area starts each of its turns, it must succeed on a Constitution saving throw or suffer an extreme allergic reaction until the start of its next turn, suffering one of the following effects of your choice.

- **Dribbling Sneezes.** The creature begins sneezing uncontrollably, becomes unable to concentrate on spells or magical effects, and cannot communicate verbally.
- **Hacking Cough.** The creature begins coughing profusely. It cannot consume or drink anything, and if it is holding its breath it must either take a breath or begin suffocating (creature's choice).
- **Watery Eyes.** The creature's eyes fill with tears. The range of its vision is reduced to 5 feet, and it is blind beyond that radius.

Paradise Dragon

Breath Weapon: Special (see description)

Energy Type: Radiant

Skill Proficiencies: Performance, Persuasion

Lineage: Aptly named, paradise dragons aspire to create perfect environments in which their lineages can dwell. When establishing territories, each member is expected to make theirs adjacent to the others. Once settled, the dragons collaborate to create a diverse collection of biomes that showcase a variety of environments. The lineage spends entire humanoid lifetimes ensuring every facet of their territory is perfectly arranged and every inhabitant is in its proper place. Those who spend considerable effort innovating and curating their territories bring prestige to the lineage, while those who venture far from home at the expense of their "yards" are frowned upon. Paradise dragons that have grown bored of their gardens and environments often strike out to form their own lineages, far from the plants and animals they are used to interacting with.

Special Breath Weapons. You can produce two different breath weapons, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.

Hypnotic Pollen. You breathe a cone of hypnotic, multicolored pollen, which fills the affected area for 1 minute. When a creature other than you enters the area for the first time on a turn or starts its turn there, it must succeed on a Wisdom saving throw versus your dragon save DC or become charmed for as long as it remains within the pollen or until it takes damage (whichever comes first). While charmed in this manner, a creature is also incapacitated.

Kaleidoscopic Blast. You exhale a line of multicolored light. Creatures in the affected area must succeed on a Dexterity saving throw versus your dragon save DC or take prismatic damage equal to your breath weapon's damage.

Prismatic Damage

Some dragons deal a special type of damage called prismatic damage. When a dragon deals this damage, it rolls a d8 and deals a type of damage according to the result of the roll, which is determined by the following options. If you are running such a dragon and want to cut down on the number of times you must roll to determine damage type, you may instead only roll on the table once on each turn the dragon deals prismatic damage, using the result for all instances of prismatic damage for the remainder of the turn.

1. **Red.** Fire damage.
2. **Orange.** Acid damage.
3. **Yellow.** Lightning damage.
4. **Green.** Poison damage.
5. **Blue.** Cold damage.
6. **Indigo.** Thunder damage.
7. **Violet.** Necrotic damage.
8. **Mysterious.** Force damage.

Rose Dragon

Breath Weapon: Special (see description)

Energy Type: Fire

Skill Proficiencies: Deception, Persuasion

Lineage: Territorial and vain, rose dragons primp and preen themselves in an eternal competition to determine who among their lineage is the most beautiful. The interactions between members of a rose dragon lineage resemble the pettiest spats between shallow siblings vying for attention, as each seeks to gain the approval of the family by constantly peacocking at every opportunity. The most beautiful dragons are considered to be the heads of the lineage; despite their vanity, rose dragons are remarkably honest about whether their peers have surpassed them in beauty. Those who engage in these vain, petty squabbles

bring honor to the lineage, while those who lean away from the shallow affairs are seen as “acting too good” for the lineage. Rose dragons who are sick of being compared to their family members sometimes strike out and form their own lineages, beginning the cycle anew.

Special Breath Weapons. You can produce two different breath weapons, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.

Chloral Venom. You spew a gout of poison in a line. Each creature in the line must succeed on a Dexterity saving throw versus your dragon save DC or be coated in a sticky venom. A creature so coated cannot regain hit points and is vulnerable to all damage. As an action a creature so coated can scrape off the venom to end the effect. Fully immersing the affected creature in water also removes the venom.

Flame Pollen. You exhale incendiary pollen in a cone. Each creature in the area must attempt a Constitution saving throw versus your dragon save DC, taking your breath weapon’s damage on a failure, or half as much on a success. Additionally, any ground in the affected area becomes saturated with incendiary pollen for 1 minute. A creature that enters the area for the first time on a turn or starts its turn there takes fire damage equal to your Constitution score.

Sun Dragon

Breath Weapon: Special (see description)

Energy Type: Radiant

Skill Proficiencies: Acrobatics, Perception

Lineage: Sun dragons are a happy-go-lucky species of dragonkind, and their lineage reflects that. Communities of these dragons put tremendous emphasis on being happy as both individuals and as a collective. The greater the overall happiness of the lineage, the more prestige it earns. As such, sun dragon lineages are often thoughtful and generous, so long it provides mutual enjoyment. Those who consistently fail to enjoy the gifts and revelry of their fellows struggle to fit in with the lineage and may even be cast out to seek their fortunes elsewhere.

Special Breath Weapons. You can produce two different breath weapons, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.

Luminescent Pollen. You exhale a cone of sticky, glowing pollen, which coats everything in the affected area. Creatures in the area must succeed on a Dexterity saving throw versus your dragon save DC or be coated in the pollen for 1 minute. While so coated, an affected creature sheds dim light in a 15-foot radius, and when it deals damage to you, the pollen ignites and the creature takes your breath weapon’s damage. When this occurs, the pollen is consumed and the effect ends.

Sunflare. You exhale a cone of blinding light. Each creature in the affected area must succeed on a Constitution saving throw or be permanently blinded.

UNIQUE DRAGONS

While many dragons are organized into prominent families and subspecies, others stand apart. These dragons are wholly unique species, sharing no kinship or biology with other species other than their qualification as true dragons. Their origins are as strange as the dragons themselves. Some are the result of arcane experimentations, unfortunate hybridizations with other creatures, or acts of cosmic happenstance. Whether it’s the horrific brain-eater dragons, the mighty imperial dragons, the elegant song dragons, or half a dozen other wondrous forms, unique dragons can be found across the realms. While they may not hold the legendary acclaim and recognition of their more familial kin, one can always count on such dragons to more than live up to their distant relatives.

Dracolithid (Brain-Eater Dragon)

Breath Weapon: Cone; Intelligence saving throw

Energy Type: Psychic

Skill Proficiencies: Insight, Perception

Lineage: Dracolithids are created when a brain-infesting parasite is introduced to a dragon. The alien larval spawn mixes exceedingly poorly with the inherent magic of a dragon, birthing a tentacle-mawed creature with no memory of its former life. Brain-eater dragons are feared and shunned from most societies, even by the nefarious octopus-headed aberrations which spawned them. With a ravenous hunger for brains and a visage that is terrific to behold, brain-eater dragons usually live a solitary existence. While not inherently sinister, it takes great efforts for these dragons to not be seen as monsters. They do not form lineages of their own, for they are far too rare. Instead, they are often “adopted” by other dragons who take pity on them or find use for their unusual talents. Most dracolithids are nomads with no ties to family and are not capable of creating one of their own.

Unique Dragon Trait. As a unique dragon, you gain the following traits.

Special Attack. When you would make a Bite attack against a flesh-and-blood creature that is grappled in your mouth or incapacitated, you can forgo that attack to instead make a special attack that attempts to extract its brain. This attack is a melee weapon or spell attack (your choice as to which and what associated ability score to use). On a successful hit, the target takes piercing damage equal to your breath weapon’s damage. If this damage reduces a target to 0 hit points, the creature dies instantly as you devour its brain. When you devour a creature’s brain in this manner, you learn everything it knew, including its memories. Once you have used this feature, you cannot use it again until you finish a long rest.

Telepathy. You have telepathy out to a range of 120 feet or the boundaries of your lair, whichever is greater.

CHAPTER 1: DEFINING DRAGONS



Feral Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Thunder

Skill Proficiencies: Perception, Stealth

Lineage: Hunters of incredible skill and unrivaled cunning, feral dragons have earned their name by preying upon some of the deadliest creatures in existence. These brown, low-slung dragons are striped like a tiger and have intimidatingly sharp fangs and claws. The lineages of these dragons is tenuous at best, for they gleefully hunt each other when given the chance. Feral dragons socialize by gifting each other trophies of their kills. A member brings honor to its lineage by providing trophies of considerable strength, especially when one-upping another member. Feral dragons that fail to provide interesting or prestigious trophies bring shame to the lineage, often resulting in their death by their fellows.

Special Breath Weapon. You can produce a special breath weapon instead of an ordinary breath weapon, as detailed in this section.

Battle Roar. You unleash a roar that can be heard by creatures up to 10 miles away. Each creature of your choice within 120 feet of you must succeed on a Constitution saving throw versus your dragon save DC or be permanently deafened and fall prone.

Unique Dragon Trait. As a unique dragon, you gain the following trait.

Stealthy Movement. When you move while hidden, you can move at half speed to remain heavily obscured over the course of your movement so long as you remain within an area that would ordinarily be lightly obscured or provide at least half cover.

Imperial Dragon

Breath Weapon: Line; Dexterity saving throw

Energy Type: Force

Skill Proficiencies: Athletics, Perception

Lineage: Imperial dragons are nomads and adventurers, remarkably busy for their kind. They can be found anywhere provided something interesting piques their curiosity.



This something usually takes the form of a dangerous creature that promises a good fight. Anything with a reputation for power and skill in battle inevitably draws an imperial dragon looking for a challenge. Evil imperial dragons devastate the lands they visit in titanic conflicts, while neutral and good dragons give a bit more consideration toward the impact their presence has on the world. When given the choice, imperial dragons prefer spacious areas that allow them to exercise and practice without being disturbed. This makes them remarkably easy to find (simply follow the sound of a dragon battling), but few want to risk approaching these fearsome creatures, lest they be considered worthy foes.

Unique Dragon Trait. As a unique dragon, you gain the following traits.

Heavy Armor. If you take 10 or less damage from a single attack or effect, you instead take no damage.

Overpowering Breath Weapon. A creature that fails its saving throw against your breath weapon by 10 or more takes double damage from its effect.

Song Dragon

Breath Weapon: Cone; Constitution saving throw

Energy Type: Thunder

Skill Proficiencies: Perception, Performance

Lineage: Inventors of the ancient art of dragonsong, these simple-looking dragons possess humble features and pale, white scales. Where other dragons take on a majestic form, it is the melodious voice of the song dragon which grants it beauty. These dragons always speak in perfect pitch, often creating melodies throughout a conversation with effortless grace. While few song dragons exist, they do form lineages. These communities each possess a unique song that takes days to perform. The members are expected to contribute to the song, increasing its length with inspired works of musical genius. Those who add poor or insulting elements to the song bring shame to the lineage, while the musical genius

of song dragons recognize a masterful contribution when they hear it.

Special Breath Weapon.

You can produce a special breath weapon in addition to your ordinary breath weapon, as detailed in this section. Regardless of which option you choose, you must recharge your breath weapon before you can use either option again.





Ancient Dragonsong. You begin singing a mystical song which can be heard by creatures up to 300 feet away. Each creature of your choice that hears the song must succeed on a Wisdom saving throw versus your dragon save DC or begin dancing to its melody for as long as you maintain the song and the creature can hear it. While dancing this manner, a creature cannot use movement to leave its space, and other creatures have advantage on attack rolls against it. If you become incapacitated, the song immediately ends. On each of your turns, you must use your action to continue the song, or the effect immediately ends.

Wyld Dragon

Breath Weapon: Special (see description)

Energy Type: Fire

Skill Proficiencies: Nature, Perception

Lineage: Possessing an extreme affinity for the primordial forces of nature, wyld dragons are hermits who enjoy the quiet solitude of the wilderness. They meet once every century, during which time the wisdom gained from each member's time in isolation is shared between the community. Those who contribute the most profound insights are honored by the lineage, while those who display no growth or wisdom bring shame to the community.

A member that fails this trial two sessions in a row is expelled from the lineage. Since there is only a single lineage of wyld dragons, excommunication is a particularly severe punishment, but one the dragons feel is necessary to retain enlightened asceticism.

Special Breath Weapon. You can produce a special breath weapon instead of an ordinary breath weapon, as detailed in this section.

Emerald Flame. You unleash a gout of emerald flame in a cone. Each creature of your choice in the affected area must succeed on a Dexterity saving throw against your dragon save DC or take fire damage equal to your breath weapon's damage, or half as much on a success. Additionally, each creature of your choice in the affected area magically regains a number of hit points equal to your breath weapon's damage. Once a creature has regained hit points in this manner, it cannot regain them again from this effect until it finishes a long rest.

Unique Dragon Trait. As a unique dragon, you gain the following trait.

Wyldwalker. You can move through solid plants as though they were difficult terrain, and you are immune to difficult terrain caused by plants. If you end a turn within a plant using this feature, you are instead shunted to the nearest occupied space.



CHAPTER 2

THE DRAGON DESIGNER

The hail of arrows clattered harmlessly off the blue dragon's scales. She smiled, taking a moment to enjoy the fear and disbelief on her enemies' faces before thundering forward in a fresh storm of teeth and claws. With half the First Legion engaged in a hopeless battle and the other strewn bloody and broken across the field, few were in a position to notice the blur of bronze scales snatching General Ethelric himself, horse and all, from behind his scattering lines. The second dragon relieved Ethelric of his magical, gem-encrusted spear and, with a low growl, crushed both the general and his black stallion in a single, snapping bite. High above, a third dragon wheeled, shining crimson in the setting sun. He spoke words of power in the tongue of the first wyrms, and flaming ruin fell from the skies on what remained of the general's forces. As the lands burned, all three dragons took wing, greedy talons clutching the latest addition to their ever-growing hoard. None who survived the destruction of the legion would ever forget the day the dragons came.

Building a Dragon Character

AS WHEN CREATING any character, you need a standard 5th Edition character sheet, something to write with, and a set of dice to begin building your dragon. If you're a DM making a dragon NPC for your game, you can either use a character sheet or condense the information into a standard monster statistical block. Note that if you are creating a dragon as a monster, explicitly spelling out its every feature and all its stat block changes is unnecessary and often detrimental to its functionality due to a bloated statistical block. Aim to condense things whenever possible.

STARTING TRAITS

Species. Your dragon must be of a species of true dragon, each of which possesses unique characteristics and powers. (See chapter 1 for more information on dragon species.) This choice is hugely significant, for while your dragon need not adhere to the stereotypes common to its species, it still represents a legendary breed of creature about which other cultures and species have strong opinions. While what constitutes a "true dragon" is determined by your campaign setting, as a rule all true dragons meet the following qualifications:

- Possess a breath weapon and the ability to fly
- Greatly advance in power as they age (growing through multiple age categories)

Ability Score Increase. You can increase two different ability scores of your choice by 2.

Breath Weapon. You have a primary breath weapon option according to your species. The saving throw DC of your breath weapons is equal to your dragon save DC (see the "Dragon Paradigms" section later in this chapter. The range

and damage of your breath weapon are determined by your class (see the Dragon class features table), while the type of damage dealt by your breath weapon and its saving throw type is determined by your species. On a successful saving throw, a target takes half damage from your breath weapon.

Once you have used a breath weapon, you cannot use this feature again until you recharge it. To recharge it, roll a d6 at the end of each of your turns. On a 5–6, your breath weapon recharges. Your breath weapon also recharges when you finish a short or long rest.

Energy Type. Certain features and attacks deal damage of your energy type, which is determined by your species. If an effect deals multiple types of damage, damage of your energy type is divided evenly between those damage types (rounded down).

Damage Immunities. You are immune to the type(s) of damage your breath weapon deals (determined by your species).

Alignment. Dragons are typically born with an alignment according to their species. You are free to choose any alignment you wish, but know that choosing one atypical of your species may bring harsh judgment from others of your kind.

Size. Your size is based on your Constitution, as detailed in the Features by Constitution table.

Speed. Your speed is based on your size, as detailed in the Features by Constitution table.

Languages. You can speak, read, and write Draconic.

STARTING ABILITY SCORES

Now you need some ability scores! It is strongly recommended you generate your starting statistics using the "point buy" system provided in the 5th Edition core rules. You can use the standard array or roll for your ability scores if you wish.

When assigning ability scores for your dragon, you should consider what kind of dragon you want to create. Unlike traditional characters, dragons are extremely versatile and can

benefit tremendously from every ability score. While Strength and Dexterity offer their usual benefits, your Constitution score also determines your dragon's size. Bigger dragons have stronger Bite, Claw, and Tail attacks as well as improved movement speeds. The saving throw DC of your breath weapon and other draconic abilities are based on Strength, Dexterity, or Constitution, so one of those ability scores should be high.

When you reach 2nd level, you will choose your dragon paradigm, moving down the path of the Arcanist, the Knight, or the Imperator. Arcanist dragons rely on a high Charisma for casting their spells, Knights emphasize physical attributes in their combat-focused approach, and Imperators use their Intelligence to concoct masterful schemes. Wisdom, while not directly tied to a dragon paradigm, still determines your resilience to spells and mental effects, and it affects important skills like Insight and Perception.

As a dragon you get many more opportunities to increase your ability scores than typical characters, so don't worry about getting it exactly right at the start.

CHOOSING A BACKSTORY

The next step in dragon character creation is developing a backstory for your dragon, which is analogous to the background of a normal character. Your dragon came from somewhere, and its origins shape its personality, behavior, and abilities. Dragons are born with an innate ambition to become powerful and acquire treasure, but how they channel those behaviors and to what end are what make your dragon

unique. The abilities and features your dragon will gain from the Dragon Designer system set it apart from others of its kind, and its backstory should support the direction in which you want to initially take your character. Dragons are not humanoids. They rarely have the same emotions and responses that one can expect from lesser creatures. Some are cold like reptiles. Others are passionate to the point of near insanity. While you don't have to make your dragon unrelatable, its personality, passions, and moral choices will often play out on a very different scale and may be difficult for non-dragons to fully understand. Your backstory should cover your dragon's basic personality characteristics as well as where its life began. Remember, dragons have no period of infancy; they are born ready to face the world and strike out on their own. If you are playing a dragon, detail the backstory on your character sheet where you would ordinarily describe a character's backstory, and add a few key personality traits to the section of the same name while you're at it.

Each dragon has special aspects of its personality that are uniquely draconic in nature: ambition, obsession, and lineage. A dragon's ambition replaces an ordinary character's ideals, its obsession replaces bonds, and its lineage replaces flaws, so you should adjust your character sheet accordingly if you are playing a dragon character.

Ambition

A dragon's ambition defines what it strives to accomplish over the course of its lengthy life. These are almost always broad goals that are impossible to fully achieve, but the dragon attempts to nonetheless. Lesser goals like acquiring treasure

Dragon Ambition

d6 Ambition

- Influence.** I seek to change the world according to my superior, draconic sense of morality. The lives of lesser creatures are best suited to an existence of my choosing, and I must acquire the influence to make this a reality.
- Opulence.** A hoard that is the envy of all other dragons is my dream. I am never satisfied with what I acquire and always hunger for more. Allies, adventures, and power—all are just a means to gain wealth beyond mortal comprehension.
- Prowess.** I must be the best at what I do. So long as there is doubt as to which dragon in this world is the greatest at my area of expertise, I am not satisfied. Every battle is just another test to prove to others what I already know: I am the greatest.
- Respect.** I want to be acknowledged by the greatest of my kind for my talents. Whether I am feared or loved matters not, only that I am afforded the proper respect by those whose opinions truly matter—other dragons.
- Soulmate.** With such a long life and prodigious mind, it is difficult to find another soul who both understands me and is deserving of my affection. Species and gender are far less important characteristics than the capacity to understand the kind of existence I lead.
- Understanding.** A dragon is a figure of supreme significance, and I wish to understand my role in this material world. With every victory I attain, my purpose becomes clearer. A journey of self-discovery is my path, taking place over a hundred mortal lifetimes.

CHAPTER 2: THE DRAGON DESIGNER

and territory are worthy pursuits, but they are not a dragon's life mission. You can roll on the Dragon Ambition table or create an ambition of your own design to determine this facet of your dragon's personality.

Obsession

A dragon's obsession is an uncontrollable attraction to a certain kind of treasure. All true dragons value treasure, but there is always something in their collections that fills them with incredible satisfaction. Your dragon's obsession can be an affinity for mundane coins, rare and elusive languages, or even a menagerie of creatures. However, no dragon ever willingly parts with objects of its obsession, and the theft of such items is enough to send even the most well-tempered dragon on a rampage. You can roll on the Dragon Obsession table or design your own to determine this vice for your dragon.



Dragon Obsession

d20 Obsession

- 1 Rare coinage
- 2 Paintings of a particular style or from a specific artist (your choice)
- 3 Pottery and earthenware of a specific make
- 4 Poetry written by a specific race or on a specific subject matter
- 5 Historical texts, records, and other documents of antiquity
- 6 Weaponry, armory, and other tools of war
- 7 Exotic and bizarre plants
- 8 Taxidermied creatures—the more unique and unusual, the better
- 9 Musical instruments of all styles and designs
- 10 Skulls of unusual creatures defeated in battle
- 11 Objects of natural beauty, untouched by humanoid hands
- 12 Items of arcane power and significance, preferably of magic not encountered before
- 13 Preserved foods and other delectable confectionaries
- 14 Records of prophecies, some of which have transpired and others that have not yet come to pass
- 15 Elaborate glassware that must be handled with extreme care
- 16 Crowns, masks, and other humanoid headwear
- 17 Detailed and high-quality topographical maps of various planes
- 18 Holy symbols of various faiths
- 19 Cut gemstones, with a single type of gemstone favored
- 20 Textiles, fabrics, and embroidery—the more colorful, the better

Lineage

Dragon families are complex. While some dragons are born never knowing their parents, others are raised in ancient dynasties with strict rules that govern behavior and mating practices. A dragon's relatives can be rivals, allies, or friendly competitors, and its lineage determines the relationship it has with them. Your dragon's lineage determines how it is viewed by other dragons and sometimes by the world at large. You should think about where your dragon comes from. Is it part of a legendary family, a noble bloodline, perhaps even royalty among dragon-kind? Were you raised by loving parents or thrust into a cold and brutal world to fend for yourself? Because dragons are so long-lived, you may want to use the lineage as a plot point or adventure hook throughout a campaign. The lineage of a dragon is often unique to its species, and the general parameters for describing your lineage can be found in chapter 1.

SIZE AND GROWTH

Your size is based on your Constitution score unaltered by magic or other outside influence. When your Constitution score reaches certain levels, you increase in size, gaining all the associated benefits as detailed in the Features by

Constitution table. If your Constitution score is affected by magic or outside influence, your size does not increase or decrease.

Your ability scores and species features form the foundation of your character, which begins as a 1st-level dragon. The dragon class presented here is like a typical character class but with more customization opportunities and raw power. The “Estimated Challenge Rating” column in the class features table is for DMs building a dragon NPC, so players can safely ignore it.

Dragon Class Features

As a dragon, you gain the following class features.

HIT POINTS

Hit Dice: 2d12 per dragon level

Hit Points at 1st Level: 24 + twice your Constitution modifier

Hit Points at Higher Levels: 2d12 (or 13) + twice your Constitution modifier per dragon level after 1st

Features by Constitution

Constitution Score	Size	Speed	Damage and Reach by Size		
			Bite Damage, Reach	Claw Damage, Reach	Tail Damage, Reach
1–11	Small	30 ft., fly 60 ft.	1d8 piercing, 5 ft.	1d6 slashing, 5 ft.	—
12–17	Medium	30 ft., fly 60 ft.	1d12 piercing, 5 ft.	1d8 slashing, 5 ft.	—
18–21	Large	40 ft., fly 80 ft.	2d8 piercing, 10 ft.	2d6 slashing, 5 ft.	1d8 bludgeoning, 15 ft.
22–25	Huge	40 ft., fly 80 ft.	2d10 piercing + 2d6 (energy), 10 ft.	2d8 slashing, 5 ft.	2d8 bludgeoning, 15 ft.
26–30	Gargantuan	50 ft., fly 120 ft.	2d12 piercing + 4d6 (energy), 15 ft.	2d10 slashing, 10 ft.	3d8 bludgeoning, 20 ft.
31+	Immense	60 ft., fly 140 ft.	3d12 piercing + 6d6 (energy), 15 ft.	2d12 slashing, 10 ft.	4d8 bludgeoning, 25 ft.

CHAPTER 2: THE DRAGON DESIGNER

The Dragon

Level	Proficiency Bonus	Features	Breath Weapon Damage, Range	Estimated Challenge Rating
1st	+2	Age Category: Wyrmling, Draconic Instincts, Hoard	2d10 (energy), 15-ft. cone/40-ft. line	2
2nd	+2	Dragon Paradigm	3d10 (energy), 15-ft. cone/40-ft. line	3
3rd	+2	Ability Score Improvement	4d10 (energy), 15-ft. cone/40-ft. line	4
4th	+2	Multiattack	5d10 (energy), 15-ft. cone/40-ft. line	5
5th	+3	Ability Score Improvement, Dragon Feat	5d10 (energy), 30-ft. cone/60-ft. line	6
6th	+3	Dragon Paradigm Feature	6d10 (energy), 30-ft. cone/60-ft. line	7
7th	+3	Age Category: Young	7d10 (energy), 30-ft. cone/60-ft. line	8
8th	+4	Ability Score Improvement	7d10 (energy), 45-ft. cone/90-ft. line	9
9th	+4	Dragon Feat, Multiattack (2)	8d10 (energy), 45-ft. cone/90-ft. line	10
10th	+4	Dragon Paradigm Feature (2)	9d10 (energy), 45-ft. cone/90-ft. line	11
11th	+5	Ability Score Improvement	9d10 (energy), 60-ft. cone/120-ft. line	12
12th	+5	Dragon Feat	10d10 (energy), 60-ft. cone/120-ft. line	13
13th	+5	Age Category: Adult	11d10 (energy), 60-ft. cone/120-ft. line	14
14th	+6	Multiattack (3)	11d10 (energy), 75-ft. cone/150-ft. line	15
15th	+6	Ability Score Improvement	12d10 (energy), 75-ft. cone/150-ft. line	16
16th	+6	Dragon Paradigm Feature (3)	13d10 (energy), 75-ft. cone/150-ft. line	17
17th	+7	Dragon Feat	13d10 (energy), 90-ft. cone/180-ft. line	18
18th	+7	Ability Score Improvement	14d10 (energy), 90-ft. cone/180-ft. line	19
19th	+7	Age Category: Ancient	15d10 (energy), 90-ft. cone/180-ft. line	22
20th	+8	Dragon Paradigm Feature (4)	16d10 (energy), 105-ft. cone/210-ft. line	25

PROFICIENCIES

Armor: None**Weapons:** Natural weapons (bite, claw, tail)**Tools:** None**Saving Throws:** Constitution, Wisdom, Charisma**Skills:** Choose one from Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Persuasion, and Stealth

AGE CATEGORY: WYRMLING

At 1st level, you are a wyrmling, a mere child to others of your kind though already more powerful than many lesser creatures will ever be. As a wyrmling, you have the following features.

Ability Score Increase. You can increase four ability scores of your choice by 1. The same ability score can be increased multiple times using this feature.

Ability Score Maximum. Your maximum for any ability score is 21.

Natural Weapons. Your claws, bite, and tail are powerful natural weapons, which you can use to make attacks. The damage of these attacks is based on your size, as shown in the Features by Constitution table. You use your Strength modifier for attack and damage rolls with your natural weapons. You can choose to attack with one of your natural weapons each time you take the Attack action.

Natural Armor. While you are not wearing armor, your AC is equal to 17.

Senses. You have blindsight out to a range of 10 feet, and darkvision out to a range of 60 feet.

Age Restricted. While you may grow in power through combat experience, you cannot advance to 7th level until you reach the next age category, becoming a young dragon. To advance your age category, you must be 6th level and have a hoard upon which your entire form can rest comfortably, equivalent in value to the entire holdings of a wealthy noble. The DM determines exactly how much you need to form this hoard. When you have met these prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation, you awaken as a young dragon of your species.

DRACONIC INSTINCTS

At 1st level, you have an overpowering and instinctual drive to survive. You choose one of the following draconic instincts.

Cunning

You stalk your prey from the shadows, striking with frightening speed. While not wearing armor, your AC is equal to 13 + your Dexterity modifier, and your speed is calculated as though you were one size category larger than your normal size according to the Speed column of the Features by Constitution table.

Additionally, your natural weapons are considered finesse weapons, and you are proficient in Dexterity saving throws.

Finally, your dragon save DC is calculated as follows:

$$\text{Dragon save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$
Power

You punch above your weight class. Your natural weapon attacks deal damage as though you were one size category larger than your normal size according to the Damage and Reach by Size columns of the Features by Constitution table.

Additionally, your carrying capacity is doubled.

Finally, your dragon save DC is calculated as follows:

$$\text{Dragon save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$
Survival

You endure brutal hardships and punishing environmental conditions with ease. Your hit point maximum increases by 2. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

Additionally, you recover all your Hit Dice when you finish a long rest instead of half your maximum Hit Dice.

Finally, your dragon save DC is calculated as follows:

$$\text{Dragon save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

HOARD

A dragon's hoard is essential to its growth and health, and you must maintain your hoard to advance as a dragon. The area where you keep your hoard is considered your lair, which you must safeguard against would-be thieves. Starting at 1st level you should work with the DM to determine the location of your lair. You may relocate your lair later. If you are playing in a dragonflight, you must decide where to house your collective, working together to amass a hoard larger than any of you could achieve alone.

Your hoard is more than treasure—it is a part of you. As you advance in levels and grow in age, the area around it may gain special magical properties befitting your species. The details of these effects and their impact on you are detailed in chapter 4.

CHAPTER 2: THE DRAGON DESIGNER

DRAGON PARADIGM

At 2nd level, you develop your body and mind to exemplify one of three mighty aspects of dragonkind: Arcanist, Knight, or Imperator. The details of each paradigm are at the end of the class description.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 5th, 8th, 11th, 15th, and 18th level, you can increase two different ability scores of your choice by 2, one ability score of your choice by 2 and two ability scores of your choice by 1, or four ability scores of your choice by 1. You can't increase an ability score above your ability score maximum using this feature.

MULTIATTACK

Beginning at 4th level, when you take the Attack action, you can make one attack with your Bite or Tail, and one with your Claw.

At 9th level, when you take the Attack action, you can make one attack with your Bite or Tail, and two with your Claw.

At 14th level, when you take the Attack action, you can make one attack with your Bite, two with your Claw, and one with your Tail.

DRAGON FEAT

When you reach 5th level, you can expand your draconic abilities and traits in the form of dragon feats. You may select a single feat from the "Dragon Feats" section at the end of this chapter. You must meet any prerequisites specified to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

At 9th, 12th, and 17th level, you may learn an additional feat for which you meet the prerequisites.

AGE CATEGORY: YOUNG

At 7th level, you have grown in size and power, becoming a young dragon. As a young dragon, you gain the following features.

Ability Score Increase. You can increase four different ability scores of your choice by 2.

Ability Score Maximum. Your maximum for any ability score is 25.

Natural Armor. While not wearing armor, your AC is equal to 18.

Senses. You have blindsight out to a range of 30 feet, and darkvision out to a range of 120 feet.

Age Restricted. While you may grow in power through experience and adventuring, you cannot advance to 13th level until you also advance your age category, becoming an adult dragon. To become an adult dragon, you must be 12th level and have a hoard of equivalent value to a monarch's royal treasury. The DM determines exactly how much that is. When you have met these prerequisites, you must slumber with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation, you awaken as an adult dragon of your species.

AGE CATEGORY: ADULT

At 13th level, you have attained the size and power of an adult dragon. As an adult dragon of your species, you gain the following features.

Ability Score Increase. You can increase four different ability scores of your choice by 1.

Ability Score Maximum. Your maximum for any ability score is 28.

Natural Armor. While not wearing armor, your AC is equal to 19.

Frightful Presence. When you take the Attack action, you can forgo making one of your attacks to instead act in a fearsome manner that terrifies your enemies. When you do so, each creature of your choice within 120 feet of you that you are aware of must succeed on a Wisdom saving throw versus your dragon save DC or become frightened of you for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

Legendary Dragon (Solo Character or NPC Only). If you are the only character at your game table or are creating a solo dragon NPC, you gain the following benefits:

Legendary Actions. You can take 3 legendary actions, choosing from your legendary action options. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Legendary Action Options. You learn three legendary action options, choosing from the selection detailed at the end of the dragon class description. When you gain levels in this class, you can choose one legendary action you know and replace it with another legendary action for which you meet the necessary prerequisites.

Legendary Resistance (3/Day). When you fail a saving throw, you can choose to succeed instead.

Dragonflight Founding (Dragonflight Only). If you are a part of a dragonflight or are creating an NPC as a part of a dragonflight, you gain the following benefits:

Dragonflight Formations. You coordinate with the other members of your dragonflight to choose two different formations, as detailed in the Dragonflight Formations section later in this chapter. These formations are shared between all the members of your dragonflight, and if you leave the dragonflight you cannot benefit from the formations until you rejoin or form a new dragonflight. If you form a new dragonflight, you may collaborate to select new formations for that dragonflight.

Why No Legendary Actions for Dragonflights?

A dragonflight is an adventuring party of three or more dragons. Due to the mechanical nature of legendary actions, several such creatures presented on a single battlefield create a logistical disaster of epic proportions. Players will spend too much time interrupting each other to use legendary actions, reducing gameplay to a snail's pace and ruining the fun. While this does make a draconic character less powerful, note this is only true for as long as they remain part of a dragonflight, where their capacity to synergize with their fellow dragons compensates for the loss of legendary actions. Should that character strike out on their own or become an NPC, they can immediately gain access to their legendary actions.

Age Restricted. While you may grow in power through experience and adventuring, you cannot advance to 19th level until you advance your age category, becoming an ancient dragon of your species. To advance your age category, you must be 18th level and have a hoard with a value equivalent to the combined wealth of a small nation, the exact quantity of which is determined by the DM. When you have met both prerequisites, you must hibernate with your treasure hoard for a period of time determined by the DM, rapidly maturing your body. At the end of your hibernation, you awaken as an ancient dragon of your species.

AGE CATEGORY: ANCIENT

At 19th level, you have become awe-inspiringly large and powerful, even for one of your kind. You are an ancient dragon. As an ancient dragon of your species, you gain the following features.

Ability Score Increase. You can increase three different ability scores of your choice by 2.

Ability Score Maximum. Your maximum for any ability score is 30.

Natural Armor. While not wearing armor, your AC is equal to 21.

Expanded Legendary Actions (Solo Character or NPC Only). If you are the only character at your game table or are creating a dragon NPC, you learn two legendary actions for which you meet the prerequisites, choosing from the legendary action options detailed at the end of the dragon class description.

Expanded Dragonflight Formations (Dragonflight Only). If you are a part of a dragonflight or are creating an NPC as a part of a dragonflight, you learn two additional dragonflight formations, chosen collectively with your dragonflight. If you form a new dragonflight, it also gains the benefits of this feature.

Dragon Paradigms

As dragons focus their abilities into narrower paths, they commonly exemplify one aspect of their draconic nature: arcane magic, physical prowess, or exemplary leadership. These paradigms don't detract from what makes a dragon powerful but add to its array of already formidable abilities. Respected and feared among their own kind, these dragons are paragons of their species.

ARCANIST

All dragons are magical beings, but only some can tap into the tremendous reservoir of arcane energy flowing beneath their scales. These rare few are Arcanists and are among the most wondrous and mysterious of dragonkind, sculpting the world with their powerful magics. Capable of laying waste to an entire army without lifting a claw, Arcanists also use their magic to explore new worlds, safeguard their hoards, and influence lesser beings.

Spellcasting

When you reach 2nd level, you add the ability to cast spells to your already formidable draconic abilities. Your spellcasting follows the standard 5th Edition rules, with a few exceptions. You gain the following features:

Draconic Magic. Spells you cast using this spellcasting feature can be cast without the need for somatic components, nor material components without a listed gp cost. Your maximum reach for touch spells is the same as your reach for your Bite attack.

You have an Arcanist spell list from which you choose which spells you know.

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The Arcanist Spellcasting table shows the number of cantrips you know, the number of spells of 1st level or higher you know, your maximum spell points, and the maximum level of spell you can cast, all based on your Arcanist level.

Cantrips. You learn three cantrips of your choice from the Arcanist spell list.

Spell Points. The Arcanist Spell Point Cost table shows how many spell points you must spend to cast your spells of 1st level and higher. To cast one of these spells, you must expend a number of spell points according to the table.

Casting spells at a higher level requires an expenditure of additional spell points to match a spell of that level. You cannot increase the level of spell using spell points to a level higher than your maximum spell level. You regain all expended spell points when you finish a long rest.

Spells Known of 1st Level or Higher. At 2nd level, you know three 1st-level Arcanist spells of your choice.

The Spells Known column of the Arcanist Spellcasting table shows when you learn more Arcanist spells of 1st level or higher.

Whenever you gain a level in the dragon class, you can replace two of the Arcanist spells you know with other spells of your choice from the Arcanist spell list. The new spells must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Arcanist spells, as your magic flows from within your body, called forth by your force of personality. You use your Charisma modifier whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an Arcanist spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus +
your Charisma modifier

Arcanist Spells¹

Cantrips	<i>control flames*, dancing lights, fire bolt, frostbite*, mage hand, mending, message, minor illusion, prestidigitation, resistance, shape water*, thunderclap*, vicious mockery</i>
1st Level	<i>alarm, animal friendship, charm person, comprehend languages, create or destroy water, detect magic, dissonant whispers, earth tremor*, entangle, fog cloud, hideous laughter, magic missile, shield, silent image, sleep, speak with animals, thunderwave, unseen servant</i>
2nd Level	<i>alter self, crown of madness, darkness, detect thoughts, earthbind*, hold person, invisibility, knock, lesser restoration, locate object, magic mouth, mind spike*, pass without trace, phantasmal force, shatter, silence, snowball swarm*, suggestion, zone of truth</i>
3rd Level	<i>animate dead, bestow curse, call lightning, clairvoyance, counterspell, daylight, dispel magic, erupting earth*, fireball, glyph of warding, hypnotic pattern, lightning bolt, major image, nondetection, plant growth, sending, slow, speak with plants, tidal wave*</i>
4th Level	<i>banishment, blight, charm monster*, compulsion, confusion, conjure minor elementals, control water, freedom of movement, greater invisibility, ice storm, locate creature, phantasmal killer, polymorph, storm sphere*, vitriolic sphere*, wall of fire</i>
5th Level	<i>cloudkill, cone of cold, conjure elemental, contact other plane, destructive wave, dominate person, dream, geas, hold monster, immolation*, legend lore, modify memory, negative energy flood*, planar binding, scrying, synaptic static*, telekinesis, transmute rock*, wall of force</i>
6th Level	<i>bones of the earth*, chain lightning, contingency, create undead, eyebite, freezing sphere, globe of invulnerability, guards and wards, magic jar, mass suggestion, mental prison*, programmed illusion</i>
7th Level	<i>fire storm, mirage arcane, plane shift, power word pain*, prismatic spray, project image, symbol, teleport, whirlwind*</i>
8th Level	<i>antimagic field, antipathy/sympathy, control weather, dominate monster, earthquake, feeblemind, illusory dragon*, maddening darkness*, mind blank, power word stun, telepathy</i>
9th Level	<i>foresight, mass polymorph*, power word kill, shapechange, storm of vengeance</i>

¹ Spells marked with a * can be found in the official 5E supplement XGE.

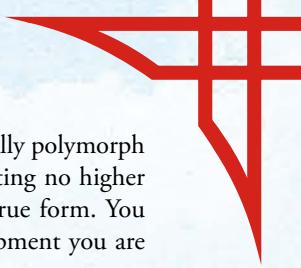
Arcanist Spell Point Cost

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

**Arcanist Spellcasting**

Arcanist Level	Cantrips Known	Spells Known	Spell Points by Level	
			Spell Points	Maximum Spell Level
2	3	3	8	1st
3	3	4	12	2nd
4	3	5	18	2nd
5	3	6	24	3rd
6	3	7	31	3rd
7	3	8	38	4th
8	4	9	46	4th
9	4	10	54	5th
10	4	11	63	5th
11	4	12	72	6th
12	4	13	82	6th
13	4	14	92	7th
14	5	15	103	7th
15	5	16	114	8th
16	5	17	126	8th
17	5	18	138	9th
18	5	19	151	9th
19	5	20	164	9th
20	6	21	188	9th

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Arcane Jaws

At 2nd level, when you score a hit with your Bite attack, you can expend a number of spell points up to your character level to deal bonus damage of your energy type to the target in addition to the attack's normal damage. The extra damage is 1d6 for every 2 spell points you expend.

Spellflurry

At 6th level, when you cast a spell with a casting time of an action, you may take a bonus action and expend 3 spell points to cast a cantrip.

At 9th level and again at 14th level, when you use a bonus action to cast a cantrip in this manner, you can expend 3 additional spell points to cast an additional cantrip as a part of that action, to a maximum of three cantrips at 14th level.

Mystical Heritage

At 10th level, the latent magic within you becomes ever present, influencing creatures and the environment around you. You gain the Change Shape feature, and either the Beguiling Presence, Magical Senses, or Mysterious Stranger feature.

Change Shape. As an action, you can magically polymorph into a humanoid or beast with a challenge rating no higher than your character level or back into your true form. You revert to your true form if you die. Any equipment you are



wearing or carrying is absorbed or borne by the new form (your choice). In a new form, you retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, Intelligence, Wisdom, and Charisma scores, and the Change Shape action. Additionally, if you have them, you retain your Legendary Resistance, lair actions, Beguiling Presence, Magical Senses, and Mysterious Stranger features. Your statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Additionally, while you are in the form of a humanoid, you retain your Spellcasting feature, regardless of the effect used to assume your new form.

Beguiling Presence. Your every movement and spoken word entralls lesser creatures. Unless you choose otherwise, at the start of each of your turns, each creature within 30 feet of you with a challenge rating or character level equal to half your character level (rounded down) or lower must succeed on a Wisdom saving throw against your dragon save DC or become charmed by you for 8 hours. Once a creature has been charmed by this feature or has succeeded on a saving throw against it, it cannot be charmed by this feature again for 24 hours. This effect ends early for a creature if you directly harm it.

Magical Senses. When you touch an object, you instantly learn about its nature as though you had cast the spell *identify* and targeted the object. Additionally, you can smell the presence of magic within 60 feet of you. If you smell magic in this way, you can use your action to learn the exact location of the source along with its school of magic, if any.

Mysterious Stranger. If a creature with a challenge rating or character level equal to half your character level (rounded down) or lower spends 1 hour or less in your presence, you can

attempt to erase all memory of the encounter. When the creature leaves your presence, you can force it to attempt a Wisdom saving throw, causing it to forget the events which transpired during its encounter with you on a failure. This effect occurs over the course of 24 hours. The affected creature's mind fills in the gaps this may leave in its memory with harmless, mundane memories.

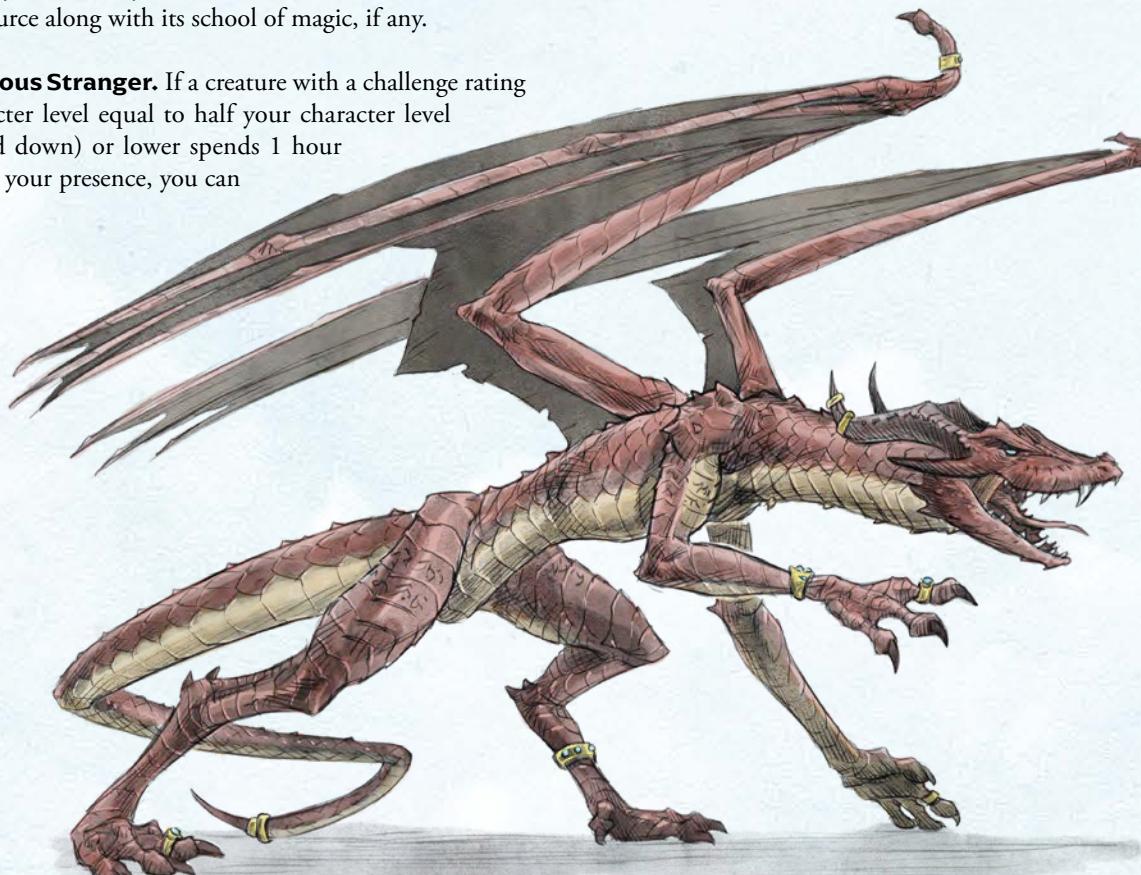
Spellbreath Weapon

At 16th level, you can imbue your breath weapon with your magic. When you use your breath weapon, you may also cast a spell with a casting time of an action with an area of effect (cone, cube, cylinder, line, or sphere) and a duration of instantaneous. This spell's area changes to become the area of your breath weapon, and you choose which effect (the breath weapon or the spell) occurs first. After using your breath weapon in this manner, you cannot use your breath weapon again until you finish a short or long rest.

High Arcanist

At 20th level, your magical heritage is in perfect symbiosis with your other abilities. When one of your features would use your dragon save DC, you may instead use your spell save DC.

Additionally, you have advantage on saving throws against spells and magical effects and have resistance to damage from spells.



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KNIGHT

Even with scales as thick as shields, teeth as sharp as swords, and a tail like a battering ram, some dragons are not satisfied with being a living arsenal. The results of this discontent are the Knights, dragons of might and uncontested physical prowess. These dragons are rightly feared by others of their kind for their love of battle, and every Knight wears its numerous battle scars with pride.

Primal Fury

At 2nd level, you can tap into the animalistic and predatory instincts buried deep within all dragons. As a bonus action on your turn, you can enter a blood frenzy which grants you the following features for its duration.

- You have advantage on attacks with your natural weapons.
- Your natural weapons deal extra damage equal to your proficiency bonus.
- You have advantage on saving throws against any effect that would cause you to be incapacitated, knocked unconscious, paralyzed, petrified, or stunned.
- You cannot communicate verbally.



Your blood frenzy lasts for 1 minute and ends early if you are knocked unconscious. If you are not in combat while still in your blood frenzy, you attempt to consume the bodies of slain enemies as long as doing so would not harm you. If no corpses are available, you rampage through the environment, smashing and destroying nonvaluable objects around you—even in a blood frenzy, dragons love treasure.

Once you have used this feature, you must finish a short or long rest before you can use it again.

At 10th level, you can use this ability twice between a short or long rest instead of once.

Honor the Code

Beginning at 2nd level, you choose to follow one of the philosophies of draconic existence known as draconic codes. These codes are paths of conduct which exemplify what it means to be a true dragon. The Code of the Predator puts you on the path of draconic physical supremacy, ensuring your place at the top of the food chain. The Code of the Shaper teaches you to draw forth the mystical power found deep within yourself and explore your elemental power. The Code of the Sentinel embodies the enduring spirit and long-lived nature of dragons, ensuring you will never succumb to violence without a fight.

These codes are not like those sworn by humanoid knights or similar pledges. They are instead deep commitments to oneself and one's personal growth as a dragon. Most Knights take these codes extremely seriously, seeing them as physical, spiritual, and lifestyle guidelines with positive benefits.

You gain the following features according to which code you select.



Code of the Predator. When you consume a creature you have killed that is no more than one size category smaller than you, you regain a number of Hit Dice equal to your Constitution modifier.

Code of the Shaper. As an action, you can infuse an object or structure with protective energy. The target gains immunity to damage of your energy type. You can affect a number of targets in this manner equal to your proficiency bonus. If you would exceed this amount, the oldest instance of the effect immediately ends.

Code of the Sentinel. You no longer need to sleep. Instead, you may spend the time you would ordinarily sleep during a long rest performing any light activity. However, you must still slumber to advance your age category.

Knightly Arts

At 6th level, you further develop your physical skills as a dragon. You gain one of the following features according to which code you selected via your Honor the Code feature.

Code of the Predator: Savage Rending. When you take the attack action on your turn and make all your attacks with that action against the same target, the attacks score a critical hit on a roll of 19–20.

Code of the Shaper: Shape Breath. When you use your breath weapon, you can choose any number of creatures in the affected area to automatically succeed on their saving throw against your breath weapon.

Code of the Sentinel: Thick Scales. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Advanced Techniques

At 10th level, your talents as a knight have unlocked even more formidable techniques. You gain one of the following features according to which code you selected via your Honor the Code feature.

Code of the Predator: Snatch Prey. Once per turn when you score a hit with your bite or claw attack against a creature your size or smaller, you may attempt to grapple your target (no action required). Additionally, if a creature you are grappling is at least one size category smaller than you, your movement speed is not reduced as a result of grappling that creature.

Code of the Shaper: Controlled Breathing. Your breath weapon now recharges on a d6 roll of 4–6.

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Code of the Sentinel: Aerial Acrobatics. While you are moving using your flying speed, creatures have disadvantage on attack rolls against you.

Conquering Power

At 16th level, your combat abilities are nearly at their peak. You gain one of the following features according to which code you selected via your Honor the Code feature.

Code of the Predator: Power Dive. If you fly at least 60 feet in a straight line and immediately make an attack at the end of that movement, you may take a -5 penalty to that attack roll. If that attack hits, it deals 20 additional damage.

Code of the Shaper: Maximize Breath. When you use your breath weapon, you can choose to deal maximum damage on the weapon's damage dice. When you use your breath weapon in this manner, you cannot use your breath weapon again until you finish a short or long rest.

Code of Sentinel: Sweeping Tail. When you hit a creature at least one size category smaller than you with your Tail attack, you can choose to force it to attempt a Strength saving throw against your

dragon save DC. On a failure, the creature is thrown up to 60 feet away from you in a straight line in a direction of your choice, landing prone.

Dragonaut

At 20th level, your physical abilities have no equal among dragonkind. While you are in a frenzy per your Primal Fury trait, you deal maximum damage on damage rolls made with your natural weapons.

Additionally, you gain one of the following features according to which code you selected via your Honor the Code feature.

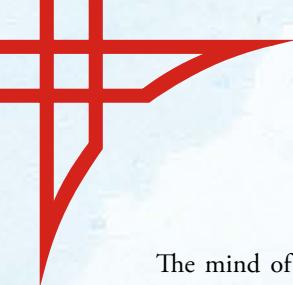
Code of the Predator: Draconic Hunger. When you hit a creature at least two size categories smaller than you with a Bite attack, you can attempt to swallow it. The target must succeed on a Dexterity saving throw against your dragon save DC or be swallowed by you. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside you, and it takes 35 (10d6) damage of your energy type at the start of each of your turns. If you take 30 damage or more on a single turn from a creature inside you, you must succeed on a Constitution saving throw at the end of that turn, with a DC equal to 10 + half the damage taken or regurgitate all swallowed creatures. If you die, a swallowed creature is no longer restrained and can escape from your corpse by using 20 feet of movement, exiting prone.

Code of the Shaper: Energy Mantle. When you use your Primal Fury feature to enter your blood frenzy, you can choose to wreath yourself in a coat of mystical power of your energy type. While you are so mantled, when a creature touches you for the first time in a round or hits you with a melee attack while within 10 feet of you, it takes 11 (2d10) damage of your energy type. Additionally, while you are so mantled your natural weapons deal an additional 7 (2d6) damage of your energy type.

Code of the Sentinel: Invincible.

When you succeed on a Strength, Dexterity, or Constitution saving throw and would suffer an effect on a success, you instead suffer no effect.





IMPERATOR

The mind of a dragon is a fearsome thing. Imperators are strategists and leaders among dragonkind, wielding their prodigious intellect in multilayered and complex schemes. They view the entire world as a chessboard and its inhabitants (even other dragons) as game pieces. Everything these dragons do is in service of a master plan, and their schemes can take centuries to come to fruition. On the battlefield, Imperators are always two steps ahead of their opponents, predicting and countering each effort with astonishing efficiency.

Tactical Genius

Beginning at 2nd level, you see the world as a game of strategy that can be mastered and won. When you would make a Charisma (Deception, Intimidation, or Persuasion) ability check, you use your Intelligence modifier instead of your Charisma modifier when determining your ability score bonus for the check.

Additionally, immediately after you take your action on each of your turns, you may use your bonus action to take the Disengage or Hide action.



CHAPTER 2: THE DRAGON DESIGNER

Plan of Attack

At 2nd level, as a bonus action on each of your turns you may examine a creature you can see within 120 feet of you and discover a flaw in its defenses. The next time before the start of your next turn that you or one of your allies that can see or hear you hits the target with a weapon attack, the attack deals an extra 2d12 damage.

This damage increases to 4d12 at 6th level, 6d12 at 10th level, 8d12 at 14th level, and 10d12 at 20th level.

Draconic Brilliance

At 6th level, your superior Intelligence gives you an edge against less brilliant foes. You are proficient in Intelligence saving throws and have advantage on Intelligence ability checks.

Additionally, you become proficient in three skills of your choice that are based on Intelligence, Wisdom, or Charisma. If you would select a skill in which you are already proficient, your proficiency bonus is doubled for any ability check you make that uses the chosen skill(s).

Dragonsworn Servant

At 10th level, you attract a humanoid follower enamored with your draconic power and influence. Called a dragonsworn, this humanoid is a bodyguard, agent, and adjutant wrapped into one and imbued with powerful draconic magic. Your dragonsworn has the same alignment as you and prioritizes your goals, interests, and motivations above all others.

If your dragonsworn is slain, it can no longer be your dragonsworn (even if restored to life), and you attract a new dragonsworn within 1 month. A dragonsworn has the following statistics.

Dragonsworn

Medium humanoid (race of your choice), (your alignment)

Armor Class 20 (plate, shield)

Hit Points 9 (2d8) + (10 per level you have in a dragon class)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	19 (+4)	20 (+5)

Saving Throws Proficient in Strength, Constitution, and Charisma saving throws; uses your proficiency bonus to determine the bonus to its saving throws

Skills Proficient in Athletics, Insight, and Perception; uses your proficiency bonus to determine the bonus to its skills

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception (see Skills)

Languages speaks and understands all languages you speak

TRAITS

Bound. The dragonsworn is bound to serve you for its entire life. As long as the dragonsworn and you are on the same plane of existence, you can telepathically call the dragonsworn to you, and the dragonsworn knows the exact distance and direction to you. If the dragonsworn is within 120 feet of you, half of any damage you take (rounded up) is transferred to the dragonsworn.

Dragon Strike. The dragonsworn's attacks are magical. When the dragonsworn hits with any attack, it deals an extra 5 (1d10) damage of your energy type (included in the attack). This damage increases to 11 (2d10) when you reach 14th level, and 16 (3d10) at 19th level.

Innate Spellcasting. The dragonsworn's spellcasting ability is Charisma (spell save DC = 13 + your proficiency bonus). It can innately cast the following spells, requiring no material components:

At will: *create food and water, detect magic, prestidigitation*

1/day each: *greater restoration, heroes' feast, locate creature*

1/year: *mighty fortress*²

Loyalty. The dragonsworn cannot be compelled to act in a manner that is contrary to your interests.

War Master. The dragonsworn is proficient in light armor, medium armor, heavy armor, and shields as well as simple and martial weapons.

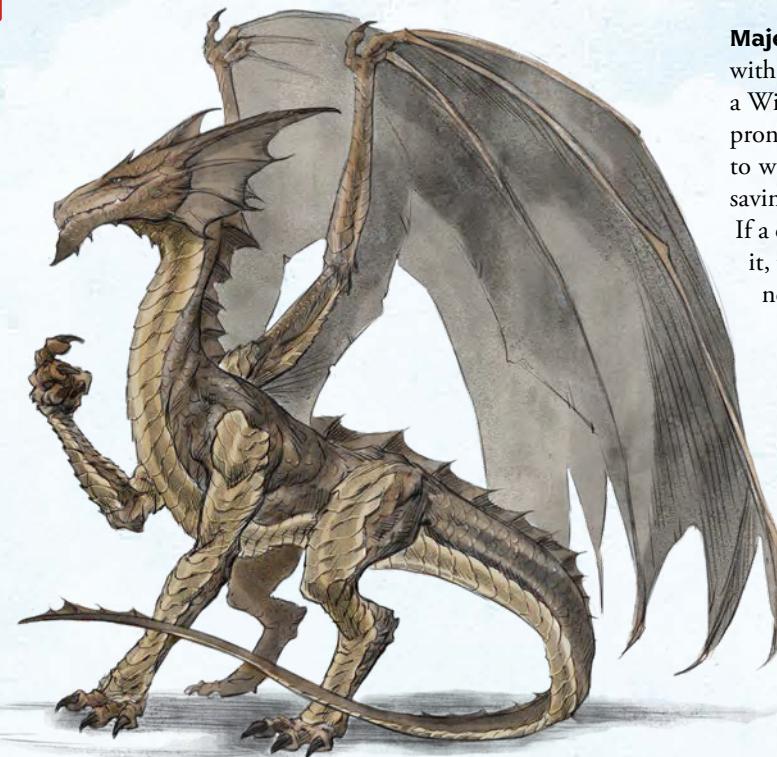
ACTIONS

Multiattack. The dragonsworn either makes three attacks or makes one attack and takes one other action.

Longbow. *Ranged Weapon Attack:* (5 + your proficiency bonus) to hit, range 150 ft./600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 5 (1d10) damage of your energy type.

Longsword. *Melee Weapon Attack:* (5 + your proficiency bonus) to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 5 (1d10) damage of your energy type. If the target is a Large or smaller creature, it is grappled (escape DC 11).

² This spell can be found in the official 5E supplement XGE.



Supernatural Presence

At 16th level, you have learned to use your very presence to bolster your allies or weaken your enemies. You select one of the following effects. When you would use your Frightful Presence feature, you may instead cause the effect you selected.

Challenging Presence. You provoke your enemies into challenging your might. Each enemy creature of your choice within 120 feet of you that is aware of you must succeed on a Wisdom saving throw against your dragon save DC or be compelled to meet your challenge for 1 minute. An affected creature cannot willingly move away from you and cannot target its allies with spells, magical effects, or other features. An affected creature can repeat the saving throw at end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Challenging Presence for the next 24 hours.

Inspiring Presence. Your visage fills your allies with confidence, granting each creature of your choice within 120 feet of you that is aware of you the following benefits for 1 minute. Once a creature has benefited from this feature, it cannot benefit from it again until it finishes a long rest.

- When a target makes an attack roll or ability check and rolls a 9 or lower, it instead rolls a 10.
- The target is immune to the charmed and frightened conditions.

Majestic Presence. Each enemy creature of your choice within 120 feet of you that is aware of you must succeed on a Wisdom saving throw against your dragon save DC or fall prone, be unable to stand up for 1 minute, and be unable to willingly look at you. An affected creature can repeat the saving throw at the end of each of its turns to end the effect. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Majestic Presence for the next 24 hours.

Superior Presence. You exude supernatural danger and mystery, giving your enemies pause. Each enemy creature within 120 feet of you that is aware of you and has an Intelligence score lower than yours has disadvantage on attack rolls and ability checks against you for 1 minute, or until you deal damage to them (whichever comes first). If the effect ends for it, a creature is immune to your Superior Presence for the next 24 hours.

Dragon Sovereign

At 20th level, you have achieved the peak of brilliance, using your unrivaled intellect to master the world around you. You gain the following benefits.

- When you would attempt a Wisdom or Charisma saving throw, you may instead attempt an Intelligence saving throw (the save DC remains the same).
- When you would roll with advantage, you roll three d20s instead of two and may select the highest result.



CHAPTER 2: THE DRAGON DESIGNER

Legendary Action Options

If a legendary action has prerequisites, you must meet them to learn it.

BITE ATTACK (COSTS 2 ACTIONS)

You make a Bite attack.

CANTRIP

Prerequisite: Arcanist paradigm

You cast a cantrip.

CAST A SPELL (COSTS 2 ACTIONS)

Prerequisite: Arcanist paradigm

You cast a spell. The level of the spell cannot be higher than half your spellcasting ability modifier (rounded down, minimum of 1).

CLAW ATTACK

You make a Claw attack.

COMMAND

Prerequisite: Imperator paradigm

You utter a command to an ally you can see within 60 feet of you that can hear you. Until the end of its next turn, when that ally makes an attack roll or ability check, it rolls 1d4 and adds the result of the roll to its attack roll or ability check.

DEEP BREATH (COSTS 3 ACTIONS)

You recharge your breath weapon.

DETECT

You make a Wisdom (Perception) check.

DRACONIC PRESENCE (COSTS 2 ACTIONS)

Prerequisite: Frightful Presence or other Presence feature

You use a Presence feature granted by your dragon class progression.

HIDE (COSTS 2 ACTIONS)

You take the Hide action.

MOVE (COSTS 2 ACTIONS)

You move up to your speed.

OVERPOWERING ASSAULT (COSTS 2 ACTIONS)

Prerequisite: Knight paradigm

You gather your strength into a single mighty blow. The next time you make an attack with one of your natural weapons, it deals double damage on a successful hit. This benefit lasts until the end of your next turn or until you score a hit, whichever comes first.

READINESS

Until the start of your next turn, you gain an additional reaction.

TAIL ATTACK

Prerequisite: ability to make a Tail attack

You make a Tail attack.

WING ATTACK (COSTS 2 ACTIONS)

You beat your wings. Each creature within 15 feet of you must succeed on a Strength saving throw against your dragon save DC or take (2d8 + your proficiency bonus) bludgeoning damage and be knocked prone. You can then move up to your flying speed.

Dragonflight Formations

If you are adventuring as a dragonflight, your collective power and energy allows you to generate incredible effects known as dragonflight formations. When you roll initiative alongside other members of your dragonflight and those members are not incapacitated, you may collectively choose to perform one of the dragonflight formations that your dragonflight knows. The benefits of a dragonflight formation last until combat ends (when applicable).

A dragonflight may only perform a single formation at a time, and in the event there is disagreement within the dragonflight as to which formation to perform, the majority wins. In the event of a tie, a coin flip determines which formation is performed.

ARCANE BLESSING

Your formation is granted a gift of arcane power. Until the end of combat, whenever your dragonflight casts a spell with a spell save DC or makes a spell attack roll, they may roll 1d4 and add the result to the attack roll or spell save DC of the spell. This effect must be used before the results of the spell save or spell attack are known. Once this feature has been used, it cannot be used again until the next round.

BRILLIANT STRATEGIES

Your formation applies cunning tactics and clever stratagems to achieve victory. Until the end of combat your dragonflight can use a bonus action on each of their turns to take the Help, Search, or Use Object actions.

COORDINATED MOVEMENTS

Your formation moves with practiced coordination. Until the end of combat, when one member of your dragonflight spends movement, other members within 120 feet may use a reaction to move up to half their speed toward that member.

ENDURING LIFE

Your formation becomes protected against death and destruction. Until the end of combat, when a member of your dragonflight would be killed, it instead survives, becoming petrified as it turns to diamond. While in this state the

member is immune to all damage except force damage. This effect lasts for 24 hours, at which point the member is restored to its natural state at 1 hit point. Once a member has benefited from this feature, it cannot benefit from it again until 1 month has passed.

ENERGY STORM

Your formation becomes saturated with powerful, primordial energies. Until the end of combat, whenever any member of your dragonflight would roll damage dice that deal your energy's damage and roll a 1 or 2, they instead roll a 3.

FURIOUS ASSAULT

Your formation strikes with the collective fury of dragon-kind. Until the end of combat, whenever any member of your dragonflight takes the Attack action, they may make an additional Claw attack as a part of that action.

INSPIRED SPIRITS

Your formation is thrilled at the prospect of battle. Until the end of combat, whenever any member of your dragonflight makes an attack roll or ability check, but before the results are known, they may choose to give themselves advantage on that attack roll or check. This benefit cannot affect a single member more than once per round.

RIP AND TEAR

Your formation strikes with overwhelming power. Until the end of combat, when a creature, object, or structure is reduced to 0 hit points from a dragonflight member's weapon attack, they may tear it to ribbons, reducing its form to tattered, ruinous remains.

SCALED BULWARK

Your formation is as sturdy as steel and as enduring as a mountain. Until the end of combat the dragonflight reduces the damage it takes from weapon attacks by 10 (minimum of 1).

VENGEFUL FANGS

Your dragonflight covers each other's backs, ready to lash out against those who would harm your friends. Until the end of combat, when a creature scores a critical hit against a member of your dragonflight with an attack, it provokes an attack of opportunity from that dragonflight member.

CHAPTER 2: THE DRAGON DESIGNER

Dragon Feats

AMBUSH MASTER

Prerequisite: Dexterity of 21 or higher

You have mastered the skills required to ambush your prey, granting you the following benefits.

- When you are hidden, when you would move and lose your benefits from being hidden as a result of that movement, you instead remain hidden until the end of that turn or until you take an action, whichever comes first.
- You can benefit from cover as though you were one size category smaller than your size.

BLESSING OF THE PLATINUM KING

Prerequisite: 17th level; metallic dragon

You are blessed with the lineage of the platinum king of good dragons. Your scales turn a burnished, iridescent blue as you gain the following benefits.

- Any critical hit against you instead becomes a normal hit.
- You add force to your energy type(s).
- Your children are born with this feat, even if they do not meet the necessary prerequisites.

BLOOD OF THE DRAGONQUEEN

Prerequisite: 17th level; chromatic dragon

The blood of the evil Dragonqueen flows in your veins. You grow an additional head, which has the same alignment as you, but it has its own ambition and obsession (determined by the DM). You gain the following benefits.

- You can use your breath weapon twice before you must recharge it. When you roll a d6 and successfully recharge your breath weapon, you only recharge a single use.
- When you take an action to use your breath weapon, you may unleash a second breath weapon using your other head as a part of that action, provided you have the necessary uses of your breath weapon available.
- You can hold two conversations at once (one with each head).

CHAMELEON SCALES

You can change your color to blend into your environment or put on vibrant displays. You gain the following benefits.

- As a bonus action you can make yourself lightly obscured for as long as you remain in the space in which you took the action.

- As an action you can make yourself invisible for as long as you remain in the space in which you took the action.
- You can change the color of your scales to reflect your mood (no action required).

CHANNEL BREATH

You can channel your breath weapon for extended periods of time, though at great personal cost.

When you use your breath weapon, you can choose to channel it. When you do so, you continue to exhale your breath weapon into the affected area for 1 minute or until you become incapacitated. On each of your turns while you exhale in this manner, you must use your action to continue the effect. When you do so, you cannot take any other actions.

Additionally, you can change the orientation of your breath weapon when you move on your turn, subjecting any creatures caught in the effect that have not been affected by your breath weapon that turn to the breath weapon's effects.

Once you have used your breath weapon in this manner, you must finish a long rest before you can use it again.

DEADLY TOXINS

Prerequisite: poison energy type

Your poison is particularly noxious, bypassing traditional defenses against it. You gain the following benefits.

- When you would deal poison damage, you can choose to instead not deal poison damage and cause an affected target to lose a number of hit points equal to the poison damage dealt (before resistances, immunities, and reductions are applied) as the poison eats away at their very life force.
- If a creature would be immune to the poisoned condition inflicted by you, it is instead not immune and has advantage on saving throws against that condition.

DEMOLISHER

Prerequisite: Huge size or larger

Your proficiency in combat and destruction allows you to tear apart objects and structures with ease. On your turn, you can spend 20 feet of movement (no action required) to deal 20 bludgeoning damage to a structure or an object not being held within 5 feet of you.

DIVINE ATTUNEMENT

Prerequisite: Arcanist paradigm

The magic within you becomes infused with divine or natural energy, granting you the following benefits.

- Your spellcasting ability becomes Wisdom.
- When your Spellcasting feature lets you learn or replace an Arcanist cantrip or Arcanist spell of 1st level or

higher, you can choose the new spell from the cleric or druid spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes an Arcanist spell for you.

- You know a number of spells from the class list you selected equal to your Wisdom modifier, which do not count against the number of spells you can know and must be of a level you can cast. When your Spellcasting feature lets you learn or replace spells you know, you may replace spells you selected with this feature.

DRACOLICHDOM

Prerequisite: adult age category or older; evil alignment

You perform an evil ritual of necromantic power and ascend to dracolichdom, granting you the following benefits.

- You apply the dracolich template (as detailed in the 5th Edition core rules) to yourself.
- You no longer need to slumber to advance your age category. Instead, you must consume the soul of a dragon of that age category, which can be done by performing a necromantic ritual on an incapacitated target. Performing the ritual requires 1 hour of strenuous activity during which time the target must remain within your reach.
- You add necrotic damage to your energy type(s).

DRACONIC WANDERER

You have learned to move through air, earth, and water with remarkable efficiency. You gain the following benefits.

- Your base walking speed increases by 10 feet.
- Your movement is unaffected by nonmagical difficult terrain.
- You gain a burrowing, climbing, or swimming speed (your choice) equal to your base walking speed.

DRAGON ARMOR

You are proficient in special types of armor designed for dragons, called dragon mail. Dragon mail comes in four types: light, medium, heavy, and super heavy. Each set of dragon mail is unique, tailored to fit a specific dragon and size. Dragon mail can be worn by other dragons of the same size as the original owner, but only if they pay half of the armor's cost to get it resized by an expert blacksmith. If you do not have the required Strength score as detailed in the Required Strength column of the Dragon Mail table, you gain no benefit from wearing dragon mail and your speed is halved.



Dragon Mail

Armor Type	Cost	Armor Class (AC)	Required Strength	Stealth	Speed
Light	8,000 gp	20	18	—	—
Medium	20,000 gp	22	21	Disadvantage	-10 ft., -20 ft. fly
Heavy	100,000 gp	24	24	Disadvantage, -10 penalty to Dexterity (Stealth) ability checks	-15 ft., -30 ft. fly
Super Heavy	1,000,000 gp	30	32	Impossible	-25 ft., -50 ft. fly

CHAPTER 2: THE DRAGON DESIGNER

DRAGONSONG

You are a student of the ancient and powerful magic of dragonsong which commands terrific power over non-dragons, granting you the following benefits.

- You are proficient in Performance.
- As an action, you can begin singing in magical dragonsong. Every non-dragon creature of your choice within 300 feet of you that can hear you must succeed on a Charisma saving throw against your dragon save DC or become cursed for as long as you continue to sing and the creature can hear you. While cursed in this manner, a creature takes psychic damage equal to your character level each time it makes an attack or casts a spell. On each of your turns, you must use a bonus action to continue singing. The song ends if you are incapacitated.

EXTRAORDINARY TALENTS

Your innate talent as a dragon allows you to quickly pick up several skills to better serve your purposes. You gain proficiency in three skills of your choice other than Perception or Performance. If you would choose a skill in which you are already proficient, you instead double your proficiency bonus when using that skill.

HEAVY HITTER

Prerequisite: Strength of 25 or higher

When you score a critical hit with one of your natural weapons, you roll all of the attack's dice three times (instead of twice) and add them together.

HYBRID PHYSIOLOGY

Prerequisite: adult age category or older

You magically manifest the physical characteristics of another dragon species, as detailed in this chapter, granting you the following benefits.

- If your chosen species belongs in a different family, you gain that species' family trait.
- You gain the chosen species' skill proficiencies, energy type, and breath weapon option(s).
- If your chosen species shares a family with you, you increase an ability score of your choice by 2, to a maximum of your ability score maximum. Your chosen ability score cannot be your highest ability score.

KEELED SCALES

Your scales are more pronounced and grow quickly, affording you an extra layer of protection. When you finish a long rest, you gain a number of temporary hit points equal to your Constitution modifier multiplied by 10, which last until you finish a long rest.

LARGE AND IN CHARGE

Prerequisite: Large size or larger

You have learned how to leverage your size against smaller creatures, granting you the following benefits.

- You have advantage on melee attack rolls against creatures smaller than you.
- You cannot be pushed, pulled, or magically teleported against your will by creatures smaller than you.

LEGENDARY LEADER

Prerequisite: Imperator paradigm; 12th level

You are a masterful commander on the battlefield, able to lead and protect your allies as only a dragon can, granting you the following benefits.

- As a reaction when an ally you can see within 120 feet of you fails a saving throw, you can have it reroll the saving throw. The creature must use the result of the new roll.
- When an ally within 120 feet of you that can see you attempts an attack roll, saving throw, or ability check, it can use your proficiency bonus instead of its own.

MIGHTY ROAR

Prerequisite: Knight paradigm

The sound of your voice echoes with overwhelming power, granting you the following benefit.

- When you would make a Bite attack, you can forgo making that attack to instead utter a deafening roar at a creature you can see within 120 feet of you. The target must succeed on a Constitution saving throw against your dragon save DC or be permanently deafened and be stunned until the start of its next turn.

MONSTROUS REGENERATION

Prerequisite: Constitution of 21 or higher

Your metabolism allows you to quickly recover from injuries, granting you the following benefits.

- At the start of each of your turns, you regain a number of hit points equal to your Constitution modifier. This effect becomes suppressed for 24 hours if you are reduced to 0 hit points.
- You regrow severed limbs and lost body parts whenever you finish a long rest.

RUBY FACET

Prerequisite: 17th level; gem dragon

Within you has lurked the ancestry of the gem dragon progenitor and the first ruby dragon. Your species changes to a unique and psionically powerful (even for a dragon) type of gem dragon known as a ruby dragon, removing your species benefits other than your skill proficiencies, and granting you the following benefits.

- Your energy type changes to prismatic. Instead of immunity to any damage type from your Energy Type feature, you gain resistance to acid, cold, fire, force, lightning, necrotic, poison, and thunder damage.
- You gain a secondary breath weapon, which is a 120-foot-radius-sphere blast of psionic energy centered on you. When you use your breath weapon, you can choose to use either its ordinary effect or the chosen secondary effect. Regardless of

which effect you choose, your breath weapon retains any restrictions it would ordinarily have before you can use it again.

- Each creature of your choice in the affected area must attempt an Intelligence saving throw versus your dragon save DC, taking psychic damage equal to your breath weapon's damage on a failure, or half as much damage on a success. A creature reduced to 0 hit points by this effect has its Intelligence, Wisdom, and Charisma scores permanently reduced to 1.

SHARP AND POINTY

Your body is covered in spikes, blades, and horns, granting you the following benefits.

- Creatures have disadvantage on Strength ability checks against you.
- When you are hit by a melee attack, you can use your reaction to deal bludgeoning, piercing, or slashing damage to the attacker equal to half the damage you took from the attack (rounded down).
- Your natural weapons inflict horrific wounds that leave permanent scars if healed.



CHAPTER 2: THE DRAGON DESIGNER

SLITHERING COILS

Prerequisite: Dexterity of 21 or higher

Your body is flexible and maneuverable like a snake's, granting you the following benefits.

- Your movement using your walking speed does not provoke attacks of opportunity.
- You can move through spaces up to two size categories smaller than you without squeezing.

When you score a hit with your Tail attack against a creature, you can attempt to grapple it (no action required). On a success, the target is also restrained for as long as it is grappled by you, and you cannot make a Tail attack against another target without first ending the grapple.



SMALL BUT FIERCE

Prerequisite: Medium size or smaller

You have learned how to use your size to your advantage against larger opponents, granting you the following benefits.

- You have advantage on attack rolls against creatures larger than you.
- When you take damage from an attack made by a creature larger than you, you may use a reaction to instead take half damage.
- Your size no longer increases based on your Constitution as detailed in the Features by Constitution table earlier in this chapter.

SPECIALIZED SENSES

You gain a special sense that allows you to better detect certain things in your environment, granting you the following benefits.

- The range of your darkvision and blindsight is always twice what it would ordinarily be.
- You double your proficiency bonus when attempting Wisdom (Perception) checks.
- Choose one specialized sense from the Specialized Sense Options table. You gain that sense.

Specialized Sense Options

Sense	Benefit	Range
Avarice	You can detect the presence of any object within range, including a rough estimation of its value. You know whether or not it is magical and whether a creature you can see is carrying it.	120 ft.
Predatory Instincts	You always know the current hit points and hit point maximums of flesh-and-blood creatures you can perceive with this sense.	60 ft.
Scent	You can detect the presence of creatures (including those that are hidden) via smell and know their creature type (you cannot detect their precise location).	1,000 ft.

VENOMOUS ANATOMY

Your natural weapons become augmented with potent venom, granting you the following benefits.

- When you score a hit against a creature with one of your natural weapons and deal piercing damage, you can choose to inject the target with venom. When you do so, the target must succeed on a Constitution saving throw versus your dragon save DC or be poisoned for 1 hour. At the end of each of its turns, a creature can repeat the saving throw, ending the poisoned condition on a success.
- You are immune to the poisoned condition.

CHAPTER 3

RUNNING GAMES FOR DRAGONS

What? Dragons can like adventuring too!

IF YOU ARE FAMILIAR with 5th Edition, you probably know how to run a dragon as a monster in your campaign. However, when it comes to running games for players taking on the role of dragons, things change. A player is no longer a plucky hero in a world full of far more powerful beings. Now they are playing a dragon, one of the most important beings in existence and a wielder of enormous power. This chapter is about accounting for and leaning into these changes. *Dragonflight* is not about heroes wearing the guise of dragons and going on ordinary adventures. It is about realizing the fantasy of playing a dragon—soaring the sapphire skies in

search of adventure, collecting fortunes upon which to sleep, conquering foes and rivals of inconceivable strength. These stories are only possible when taking on the role of a dragon and will stand out as some of the most unique you'll experience at any 5th Edition table.

This chapter is divided up into three main sections. The first talks about beginning a game session involving dragon characters and introducing your players to *Dragonflight*. The second deals with the responsibilities of the players. Learning all the new mechanical tools of playing a dragon is but one of the new things your players will do as they explore this new style of play. The third involves creating games of *Dragonflight*—how to construct adventures, measure challenge, and tell uniquely draconic stories. With the information here, you will be ready to embark on draconic adventures worthy of story and song!

Behind the Curtain: Player and DM Skills in *Dragonflight*

While quite a bit changes for a table running a game of *Dragonflight*, many things stay the same. Knowing what habits and skills to keep and what to forget is key to having a good time for players and DMs alike. In both cases, the fundamentals remain largely the same. For example, DMs should aspire to treat their players with the same respect and etiquette as they would in a traditional game of 5th Edition, and vice versa. Be on time, know your characters, engage with the fiction—all the classic advice found in the 5th Edition core rules. However, some skills of play hold greater rewards and should be areas of focus when running games of *Dragonflight*.

♦ **Simplifying the Game.** Dragons often require dealing with big numbers and complex interactions. From their hit points to their dizzying array of abilities, dragons (especially older ones) can require a rather overwhelming amount of accounting to keep the game smooth. This is especially true when compared to standard games of 5th Edition. Knowing when it's time to put down the dice or not fuss about irrelevant details is key to keeping *Dragonflight* games on a healthy pace. Liberally use things like average damage, calculators, tokens, condition trackers, and other tools that lighten your burden.

♦ **Roleplaying and Getting into Character.**

Dragonflight continually reinforces that dragons are a profoundly different kind of being than humanoids. Most do not hold the same logic, motivations, perspectives, or morality as standard 5th Edition characters. This can make getting into character quite challenging, especially for those used to using their own experiences

as a reference. It is recommended that players spend extra time and energy thinking about what it means to be a dragon and for DMs to reward this effort through play. This cycle of positive reinforcement will allow your game's dragons to be some of the most interesting characters to ever grace your table.

♦ **Theater of the Mind.** Dragons can get very big. Consequently, games themed around dragons tend to scale up proportionally. Environments, locations, traveling, and combat are all on a far grander scale than what many 5th Edition games typically accommodate. This can make playing on a tactical grid or using a set of miniatures quite difficult. At times it may make far more sense to pull back from rigid definitions of space and specifically defined areas in favor of the relative terms often found in the theater of the mind. The enemy giant is not exactly 245 feet away from the player; he is far enough to be just outside the range of their movement.

Beginning a Campaign

A game of *Dragonflight* starts like any other game of 5th Edition. Either a DM looks for some players, or vice versa. However, the parameters of such a game are not what either party is used to. The ruleset of *Dragonflight* formally supports between one to three players. One-player games have special rules that fundamentally alter the experience. To get started, any party between one to three players will make for an excellent game! Any deviation from these rulesets will involve some homebrewing on the DM's part.

This section goes into detail about what you need to get your *Dragonflight* game off to a strong start. Because there is so much to learn, things can feel intimidating. Fear not. You are on the cusp of a grand tale featuring fantasy's most iconic monsters. Your games will be dramatically different than what you are used to. This is a good thing! A sense of newness and wonder goes hand in hand with fantasy storytelling.

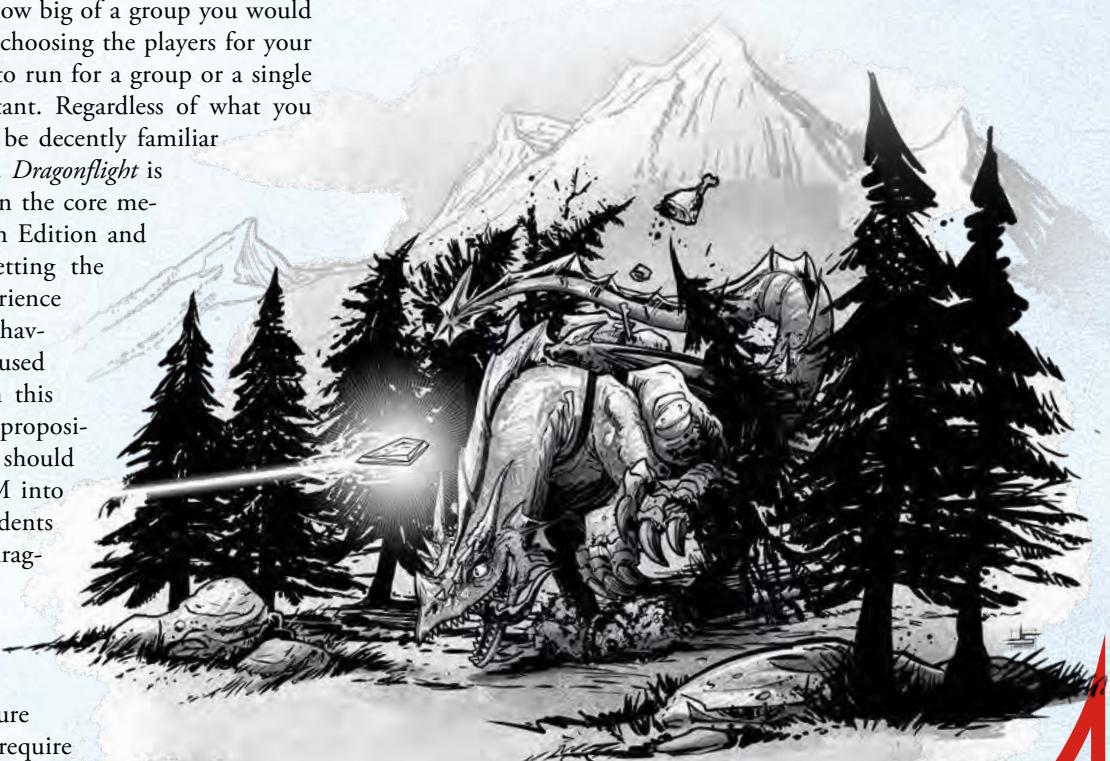
FOUNDING A GROUP

Before your game of *Dragonflight* can begin, you need a group. Unlike standard 5th Edition play, which supports parties of three to six players comfortably, *Dragonflight* is more limited. The ruleset and interactions are built around a group of players numbering between one to three. As the DM, you get to decide how big of a group you would like to contend with. When choosing the players for your game, the decision whether to run for a group or a single player is particularly important. Regardless of what you decide, these players should be decently familiar with the 5th Edition ruleset. *Dragonflight* is an expansion—it builds upon the core mechanics and principles of 5th Edition and references them heavily. Getting the most out of the exciting experience of playing a dragon means having one eye on the player-focused core rules and the other on this book, a potentially daunting proposition for newer players. You should also take your skills as a DM into account. There are few precedents for how to run a game for dragons and even fewer examples. A large creative burden is placed upon you to manage a campaign for dragons. Worldbuilding, adventure design, and storytelling will require a new approach, one that gets easier

with practice. Consider running smaller games for a single player or shorter stories, such as one-shots, when planning your first game.

Solo Play

A dragon is more than capable of going on adventures without the aid of mighty companions. In fact, most dragons prefer the solitude and simplicity of working alone. If you have a single player looking for an awesome TTRPG experience without the hassle of managing a team, this is an ideal mode of play. Not only will that player get the opportunity to play as a dragon, but you can also give all your attention to that person's character. This is likely a new experience for both you and the player, but it's one you should welcome. It opens up new opportunities that would never ordinarily appear in a larger group and allows you to tell a more intimate tale that leans into the character's specific personality traits. Because the character is a dragon, this can be done without compromising on the story's sense of scale and significance. It is perfectly plausible that a single dragon saves an entire nation without assistance, even when it is not fully grown. The same cannot be said for a 10th-level fighter acting alone. When running a game with a single player, you must be mindful when introducing challenges. While a lone dragon is mighty, they lack the flexibility and versatility of a party, even a non-draconic one. Some challenges that could be easily handled by a dragonflight may be beyond the ability of a single wyrm. The *Dragonflight* system aims to diversify and specialize in the strengths of dragons while leaving open specific weaknesses. These liabilities are usually made up for by a teamwork dynamic—when a knight struggles to talk



their way out of a situation, an imperator can step up with a silver tongue. This is not so with a solo player. The dragon may be ill equipped, or even completely impotent, in the face of certain challenges. Be mindful of this dynamic and consider tools to help the solo player navigate challenges that don't jive well with the character they have designed. This is particularly true when considering where the dragon can go. Most dragons are not capable of changing their shape without outside assistance; when coupled with their tremendous size, this can be quite limiting. If you want your player's dragon to go on adventures during which their size would prove prohibitive, you may need a workaround, such as access to a scroll of *polymorph* or similar magic.

There are special rules for players enjoying the solo play dynamic detailed in chapter 2. These characters gain access to a suite of legendary actions and features that would ordinarily be unavailable to a dragonflight. This ensures that even in large battles, a single dragon player can make many tactical choices between their turns without overburdening the DM. Note that if a solo player joins a dragonflight, they lose access to these features until they return to solo play.

Running a Dragonflight

When a group of players align their draconic characters toward a cause, they form a magical alliance known as a dragonflight. The very act of founding such a group is supremely significant to dragons and non-dragons alike. Dragonflights involve not only multiple dragons, but often dragons from different species. For most dragon cultures, this is a terrific scandal, signifying an era of great change. This concern is not unfounded. Dragonflights do not form casually. Measuring the influence your players exert by working together is your first challenge as a DM of draconic characters. Most worlds take notice when these alliances are forged, and powerful beings wisely keep an eye on the actions of such a group. Key to managing a dragonflight is providing adventures that appeal to the entire group. This typically means the challenges require the skills of all members in order for them to overcome. If a dragon can get what it wants without help, why is it in a dragonflight? While dragons can enjoy each other's company, their sociability is lacking relative to humanoids. If your players are roleplaying more traditional draconic personalities, it

Campaign Variant: The Great Game

If your players are struggling to act the part of their draconic characters or to work together, consider the setting option known as the Great Game. This special story element adds an esoteric but effective model that encourages more draconic behavior and teamwork between cooperating dragons. The Great Game is a mystical ritual which involves dragons making a choice to live a competitive, adventurous lifestyle to gain the benefits of accelerated growth and earned power. This can be an excellent justification for why some dragons grow more quickly than others. However, one is not born playing the Great Game. Instead, a dragon must choose to participate from a young age, entering a grand contest governed by a vast collection of rules and regulations. In this contest, dragons are empowered to reap a fantastic reward from their efforts: the ability to advance their growth through the collection of treasure. While ordinarily this would encourage a dragon to seek out wealth with fervor, the rules of the Great Game place restrictions on how one can do so.

The Great Game frames this lifestyle as a grand contest between dragons. Each player is competing with other members in the world (called the "board" by participants) to outclass and outmaneuver each other by cleverly utilizing the ruleset. However, the rules of the Great Game are so vast and convoluted as to be beyond the ability of all but a dragon to understand, including the DM and players. The Great Game manifests itself via the self-imposed restrictions upon which the DM and players agree to ensure a

more draconic experience. Any limits the DM wishes to place on player behavior or players wish to impose upon the game manifest as rules of the Great Game. This can range from session zero elements and safety tools, such as dragons being barred from torturing prisoners, to more meta elements, such as dragons being prohibited from invading their rival's lair while they are not there to defend it. In a world where there are few creatures that can stop dragons from doing whatever they want, such restrictions can be a welcome addition. No dragon who enters the Great Game breaks these rules voluntarily, and those that wish to do so must leave the game, forever losing its benefits and never able to play again. This variant has an understandable impact on draconic society, introducing a new caste of dragons from different species who participate in the game. Dragons who are not participants in the game live out their lives in a more traditional manner, slowly gaining power as they age.

Using this variant can be a tremendous boon, provided your players are tolerant of the concept. Rules of the Great Game are an excellent narrative tool to motivate player behavior. For example, dragon characters that wish to claim a territory containing a city of elves may be compelled by the Great Game to allow refugees six months to flee before setting in. Rarely are the rules of the Great Game a hard no to player behavior. Instead, they add conditional elements that put up hurdles to be navigated and roadblocks to be removed.

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is likely they will see other members of the dragonflight as partners or coworkers, but rarely friends. It takes a lot for a dragon to not see another of its kind as a potential rival and a tremendous amount of trust to form a close friendship with said dragon. Bonding and closeness will develop over the course of their draconic adventures, not prior to. A well-run game involving a dragonflight will provide challenges fit for a team of dragons with some regularity, while also facilitating moments of personal growth between the characters. Assuming you start your players' stories as wyrmlings, by the end of a full *Dragonflight* campaign, your players will likely be some of the mightiest beings in existence and will have been fighting together for centuries of in-game time. The bonds of friendship that form after such a campaign should be equally legendary, made possible by your continued provision of opportunities for the players to explore who their dragons truly are.

Dragonflights also gain access to a suite of special formations, teamwork-focused benefits detailed in chapter 2. Since they cannot take legendary actions like lone dragons, these tools act as a powerful supplement that keeps gameplay smooth. They also serve to make a dragonflight even more unique. The players are running more than just a team of dragons; they have access to unique magic and tactical options that are exclusive to the bonds they have forged.

SESSION ZERO

All great games begin with a session zero. Preparing for a game of *Dragonflight* should be a fun and thoughtful experience. The DM will want to collaborate with the players to learn what kind of characters the players plan to create and what they hope to experience through those characters. During this time, the entire table should read through chapters 1 and 2 of *Dragonflight*. These sections contain tons of critical information about what it means to play a dragon from a mechanical perspective, including everything the players need to put a character together.

One of the primary goals for a session zero is to prepare your table to play in the mindset of dragons, which can be a departure from other traditional games they have played as humanoid creatures. To do this well as a DM, prior to embarking on your *Dragonflight* adventure, you should facilitate a conversation with your players about your game, covering the following topics:

- Discuss and agree upon the central buy-ins everyone at the table must accept while embodying a draconic character to enable maximum enjoyment. As a DM, these key buy-ins will become the structure around which you can confidently craft your adventures. Return to them often to ensure your players have a truly fulfilling experience. The goal for this portion of the session zero is for you as the DM to communicate to your players the structure for your *Dragonflight* game that sets the table up for success by maximizing satisfaction with the system as well as telling collaborative stories about dragons. Some notable buy-ins many games may experience include the following.
- An intense fascination or obsession with amassing a hoard of treasure is a central facet for every dragon's personality and ultimately their driving motivation. A draconic hoard represents much more than simple material wealth. It feeds each dragon's power and offers a foundation for their growth and development. For a dragon, their hoard is truly an extension of themselves. This concept is not only a narrative driver but is also the fundamental mechanic to the advancement of dragons.
- Joining a dragonflight brings with it unique powers a solo dragon can never attain. As such, it is treated as a sacred bond, never entered into frivolously. For dragons, the only noble way to separate from this bond is death.
- While dragons can be beings of incredible power and hubris, even they recognize that they cannot always act with total impunity. Mercilessly taking all they need without thought for the future has been the undoing of many a dragon and a fate marred with disdain in draconic teachings. Through thoughtless destruction, a dragonflight could claim all the wealth of a city in a moment, but through clever foresight and planning, a dragonflight could secure that same city to far more effective ends that better serve their ambitions.
- Establish how dragons exist and interact within your story and setting. Are dragons plentiful and familiar to humanoid races or existing almost exclusively as mysterious legends? How well equipped are humanoid races to deal with interacting with dragons? What is the dynamic of interaction between dragons within a greater draconic society? Defining these specifics will not only aid your players in creating draconic characters that fit well into the setting, but it also ensures your table has a unified idea of the types of interactions or challenges they could potentially face throughout the story.
- Provide your players with leading questions for them to answer together that establish each character's motivation for joining the dragonflight and, in turn, anchor their dragonflight within your setting. Dragons have many reasons to fly solo, making dragonflights considerably rare. Remember, this is no mere party of adventurers seeking to make

their way in the world. This is a powerful political alliance, stronger than a small army and ambitious beyond measure. Such a group does not form on a whim, especially between dragons who would not ordinarily get along. Whatever the cause of the dragonflight's formation—friendship, greed, peril, curiosity—it should be something both you and the players understand and can call upon whenever the bonds are tested.

- Address potentially troublesome topics and pitfalls that could arise when telling stories from the perspective of creatures with immeasurable power. The goal of this last step is to have an open dialog between everyone at the table. Figuring out healthy boundaries for everyone playing is extremely healthy for a game of *Dragonflight*, or any roleplaying game. It is likely everyone's first time playing a dragon, and the thrill of that experience can quite understandably go to one's head.

Behind the Curtain: Establishing Boundaries and Avoiding Pitfalls

Many outstanding session zero resources exist that cover safely and successfully navigating the social contract we enter into while playing tabletop roleplaying games. We strongly recommend taking time to familiarize yourself with these kinds of resources to enrich your experience. Because dragons are not humanoid in any sense of the word, playing *Dragonflight* provides a unique opportunity to take on a truly alien perspective. However, this can understandably rub against our own sensibilities from outside the game. Dragons are often comfortable consuming their enemies, dominating humanoid societies, abandoning their offspring, and other acts we humans generally find objectionable. How far your table is willing to take this outlook should be a topic of discussion before you begin. Here are a few key issues that are unique to *Dragonflight* that we recommend spending some quality time discussing during your session zero to come to a consensus. This ensures everyone has a good time, feels safe, and won't be blindsided by draconic behavior.

- ◆ **Power Dynamics.** Dragons are more biologically powerful than most beings they encounter. Navigating situations with such extreme power differentials can be uncomfortable for some. Setting boundaries about how far players can leverage this dynamic when interacting with less powerful creatures is extremely important. Burning down a village that fails to pay tribute may be fun for one party, but a massive faux pas for others.
- ◆ **Monstrous Nature.** 5th Edition generally separates beings in the world into two categories: monsters and non-monsters. Monsters are generally framed as creatures that can be fought and killed with little moral consideration, and then their possessions looted as a fitting reward for such behavior. Dragon characters are faced with a difficult question. Do they want to lean into this dynamic, or away from it? On one hand, it can be fun to barbecue adventurers kicking down the door to your lair. On the other hand, the presentation of monsters versus non-monsters is a deliberate oversimplification to favor players feeling heroic. It is hard to feel heroic when *you* are the monster. What's more, even if the characters don't wish to be monsters, many campaign settings will still see them that way. It may behoove a DM to change the general cultural perceptions of dragons in a campaign setting to allow for a wider array of experiences for players beyond, "Run away, it's a dragon!"
- ◆ **Inspiring Temperance.** As a DM, you will potentially be faced with the challenge of keeping your players, emboldened with draconic power, from descending into a group of scaly, amoral looters. With a tremendous lifespan and good work ethic, a dragon can reshape the

world in a few decades. For most dragons, however, things happen more slowly. It is not because they are lazy, but because they enjoy taking their time. This understandably grinds against the "go get 'em" attitude that players often bring to their characters. While this can be your game's style of play, make sure everyone is on board. Some players may prefer to lean into a dragon's slower approach to life.

- ◆ **Looting.** All true dragons have a supernatural interest in treasure. It is more than just wealth to them; it is essential to their biological and psychological health. This outlook causes significant tension between dragons and non-dragons. It is rare for a humanoid's need or desire for a valuable object to exceed a dragon's. Players are already conditioned to acquire vast quantities of treasure from playing traditional 5th Edition, and it's even easier to do as a dragon. A hefty payday is one village of elves away. Determining whether your game allows this kind of looting is definitely a discussion to be had, even if the morals of dragonkind would not frown upon such behavior.
- ◆ **Figures of Power.** A dragon can inspire non-dragons simply by existing. It is not uncommon for some cultures to worship dragons as gods, or at the very least treat them with reverence. While this can be flattering, it also introduces some strange scenarios. Dragon characters may attract followers, worshipers, and other creatures possessing delusions about dragonkind. How or if the players lean into or away from this dynamic (if it even appears at all) is something your table should collectively decide before the game begins.

CHARACTER CREATION

Once your group is formed and the details of your game discussed, it is time to facilitate character creation. A key question hangs over a game of *Dragonflight* more significantly than other 5th Edition games: What level are the dragons when the game starts? The dragon advancement track as detailed in chapter 2 is based partly on the dragon's experience but also its age. Normally dragons don't grow in power through adventuring, but with *Dragonflight* this process now factors in their ability to acquire treasure and overcome challenges. Most dragons begin their adventuring career on the first level of progression, as wyrmlings. Players just starting their journey have a long road ahead of them before they conquer the skies as an adult of their species, let alone a venerable ancient. Being forced to play as a near-infant dragon may diminish the fantasy of playing a mighty wyrm. Detailed in this section are a selection of level benchmarks where you can begin your *Dragonflight* game along with a short description of the strengths and weaknesses of each benchmark. You should also consider whether you are interested in running games with such characters based on the tier descriptions detailed later in this section. While ensuring the enjoyment of your players is important, the DM needs to have fun too. Don't put yourself in the position of having to run a high-level game of *Dragonflight* if you think a smaller story would be more enjoyable.

1st Level

First level is a standard start for a *Dragonflight* campaign. Beginning your story at this benchmark is equal parts symbolic and practical. It signifies the beginning of a grand journey in which fantastic times lie ahead. The characters carry a minimal amount of baggage or preconceptions, allowing for a more cohesive and cooperative group. Such groups often build their characters around each other, which adds more excitement to the act of progression. Additionally, starting at this level lessens the burden of what it means to play a dragon. You make a handful of choices about your character, then begin your story, learning new features and powers as you progress. For newer players especially, this is a comfy process. However, these dragons are limited. It won't be until later levels that players can really explore what it means to be a terrific and powerful dragon. They will certainly be more powerful than standard 5th Edition characters, but if your campaigns are on the shorter side, they will need to advance quickly to enjoy the fruits of draconic adulthood. These dragons are also comparatively fragile. While they won't be killed with an unlucky critical hit, they are extremely vulnerable. A character death here is difficult to recover from, and even rerolling a new dragon character can feel lore-breaking after going through the trouble of establishing the initial dragonflight.

2nd Level

A dragon that has reached the second stage of its progression path must make one of the most important choices of its career: choosing its draconic paradigm. Starting at this level puts your players more into the thick of the action. While this asks more of them when it comes to building their characters, there is a lot of value gained relative to that effort. Not only will the characters feel more quintessentially "dragon" and powerful, the characters will be more unique. The players will be playing more than just *a* dragon, they'll be playing *their* dragon. However, with more features comes a steeper learning curve. Players inexperienced with the 5th Edition core rules will be learning a lot and may consequently struggle to make good choices due to lack of information. This is an unfortunate experience, as retconning a dragon character to change its build and features is an elaborate process that can disrupt the flow of a game.

7th Level

Dragons who start at 7th level have achieved the young age category, and by any metric are mighty beings by 5th Edition's standards. At this stage of the game a dragon character has full access to their core abilities and some very powerful features. Unless your world is extremely high fantasy, such characters are likely tremendously important. This puts a worldbuilding burden on you to ensure your players feel their creations are as important as the character sheet says they are. Additionally, these can be complex characters with features never before seen on the player side of 5th Edition. Familiarity with the rules of *Dragonflight* or considerable experience with the rules of 5th Edition is recommended. Starting at this level also begs a challenging question that needs answering if you are running a group: If these dragons were this successful independently, why form a dragonflight? Lastly, these dragons likely have their own territory and hoards. These must be generated, which can be done with the tools available in chapter 4.

13th Level

Progression this far puts a dragon just barely within the adult age category. While full adulthood is common among humanoids, it is comparatively rare for dragons. Most don't make it this far, and those that do have earned it. Starting at this level immediately places the characters among this prestigious group. Even the most epic of game worlds likely won't have more than a few thousand of these dragons. Before your game has even begun, the characters will have achieved legendary feats and lived for a century or longer. Accounting for what has been accomplished by each character and how that will impact the game moving forward is important. Even if you don't lean heavily on the dragon's history during the rest of the game, there will be signs of their impact everywhere. Accounting for this will make your players feel as significant and powerful as they deserve to. Additionally, the complexity

of characters has only gone up. Players should be familiar with rules of *Dragonflight* and ideally have experienced some facet of higher tier 5th Edition play. A lot changes at these levels for all three gameplay pillars (combat, exploration, and roleplaying), and inexperienced players can feel too overwhelmed to fully explore its potential.

19th Level

Ancient dragons are extraordinary creatures. Players slinging dice as one of these creatures are in control of what may be the most powerful character they have ever wielded. Establishing the continuity and backstory for such a character is no easy feat. The character will have lived for hundreds of years and is counted among the most powerful beings in existence. They are complex, detailed, and incredibly satisfying to play. However, you should know that unless you are using 2CGaming's Epic Legacy system, this character's story is likely close to its end. It can be frustrating to spend the hours required to put this character together for it to only last a few sessions. Even if you are only doing a one-shot, remember that these characters take considerable time to master, time the average player likely hasn't had the opportunity or availability to put in.

If you are running 2CGaming's Epic Legacy expansion to 5th Edition, this is a great place to start before jumping into the challenges of Epic-level play. This is the perfect springboard for diving into the wonders of Epic 5th Edition as a dragon. This affords the players a couple levels to get to know their characters without having to play through an entire campaign to get to this point. This also ensures the effort put into establishing the character's background and achievements pays off, as the character has many Epic adventures ahead.

21st Level and Higher

Starting your game at Epic levels is a bold move. Not only will the participating players need to have a comprehensive understanding of 5th Edition, they will also benefit tremendously from familiarity with *Dragonflight* and the Epic Legacy system. This is a lot of content, and there are many understandable learning curves to getting into this area of play. The higher the Epic level of the dragon, the more significant this challenge becomes. Additionally, DMs running Epic Legacy need to establish how such radical power fits into a world. This is a significant ask, made all the more difficult by also needing to find a place for your Epic dragon characters to fit in. While 2CGaming has done a ton of work to develop this system, it pales in comparison to the body of work available for standard 5th Edition play. Expect to do a *lot* of homebrewing to make such a start work. Avoid wasting your time by ensuring your players are really on board with starting from this position. Nothing is worse than putting the work into getting such a game going only for the players to back out after a few sessions.

TIERS OF PLAY

Like standard 5th Edition, *Dragonflight* divides its player-facing experience into four categories of play. Each of these sections is themed around a dragon's age category and represents a fundamental shift in not only the tools available to players for their characters, but the characters' role in the fiction of the world. While the exact nature of a tier of play should be contextualized around your campaign world, these guidelines should help you craft appropriately scaled adventures and encounters befitting of such dragon characters.

Tier 1 (1st–6th Level)

Dragons are not afforded the luxury of infancy. They must fight for life from the day they hatch, and draconic characters are no different. While they are mighty relative to those of ordinary 5th Edition characters, these powers come with a price. Dragons have few communities in which they can find refuge and a thin list of allies to be called upon for aid. This tier of play is marked by dragons struggling to survive and form the foundation of draconic life. Establishing territory, beginning to amass a hoard, and sizing up draconic rivals must be navigated cautiously. All the while, the players will be making plans for the far future, searching for ways to gain personal power and advance their schemes without attracting attention they cannot handle. Dragons at this tier are mostly seen by non-dragons as dangerous monsters to be hunted and killed before they become a problem. For this reason, most dragon species sire many wyrmlings, expecting most to meet their end long before they reach adulthood. Other dragons, especially older ones, regard wyrmlings with a distant curiosity. Their draconic peers view such characters as tools to be manipulated or potential rivals to be tracked. Other wyrmlings are often far more hostile. Few methods of acquiring treasure and power are better than slaying another dragon, and wyrmlings are reckless and ambitious enough to readily take such risks. Encounters for wyrmling characters are not too dissimilar from those facing ordinary 5th Edition characters. There are many creatures wandering the fantasy world that can be a threat to a wyrmling. Challenges befitting both their size and ability are relatively common; simply exploring a wilderness environment or establishing a territory may result in a frightful encounter worthy of a wyrmling's skills.

Tier 2 (7th–12th Level)

This tier of play marks a dragon's teenage years. Players exploring this space are in control of characters that are tremendously powerful, far more so than all but the mightiest 5th Edition characters. However, that isn't to say everything is within their grasp. There are many challenges worthy of dragons found throughout the world, made all the more poignant by the fact the characters likely have a reputation. Ordinary 5th Edition adventurers benefit from being exceptional among their peers. While dragon characters are

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indeed mighty, they pale in comparison to most adult and older dragons. Relative to the rest of the world, however, the characters are extremely significant. The number of creatures that can go toe to toe with a young dragon, let alone a party of young dragons, is limited. Encounters at this tier either involve powerful creatures in the world or large organized groups aiming to act against the characters.

Tier 3 (13th–18th Level)

Adult dragons are movers and shakers of a world. Their lives are the result of decades of effort and achievement, leaving their mark upon countless lives and peoples throughout the world. Dragons playing at this tier are mighty indeed. Only other dragons or blessedly rare creatures can hope to stand against them in battle. Many encounters at this tier are heavily weighted in the dragon's favor, and that is okay. An adult dragon continuously beset by ferocious challenges is living in an incredibly dangerous world, which doesn't reflect the nature of most 5th Edition campaign settings. Dragons at this tier are close to fulfilling their lifelong ambitions, working tirelessly to enact daring schemes that are only possible after decades of patient effort. Players exploring this tier should feel they are moving toward fulfilling their characters' greatest ambitions while warding off rivals and other mighty forces who would dare stand against them. From daring adventuring parties to powerful draconic rivals, the threats facing adult dragons are terrific indeed.

Tier 4 (19th–20th Level)

When they achieve the honored ancient dragon age category, most dragon characters have reached their zenith. If there are any obstacles left to accomplish their lifetime goals, now is the time to sweep them aside. Even the gods know the names of ancient dragons, affording them respect they would otherwise never give. Ancient dragons are ready to risk everything in pursuit of their dreams, having secured every advantage worth having and experienced all life has to offer. Encounters at this tier are truly epic affairs—titanic battles against lifelong rivals, unlocking extraordinary magical secrets, conquering nations, acquiring legendary treasure, and more. Most creatures, even other dragons, step aside when a character of such power acts, allowing your players to explore the pinnacle of the fantasy that is playing a dragon.

Epic Tier (21st Level and Higher)

If your game is using 2CGaming's Epic Legacy system, the possibility of your characters playing as legendary great wyrms presents itself. These dragons are in a league of their own, fit for extremely unique settings in which high fantasy fails to describe how fantastical and magical the game world truly is. These dragons square off against god-like forces and shape the future of countless souls. Creating encounters for these creatures is difficult without the resources available



in books such as the *Epic Legacy Hero's Handbook* and *Epic Legacy Campaign Codex*, but it is still possible. Dragons at 21st level are tremendous but still conceivable foes for non-Epic 5th Edition play. When exploring encounter and

campaign options for these dragons, make as much use of the materials found within the Epic Legacy system as possible. Whatever is good enough for Epic characters is more than adequate for a great wyrm's purposes.

Behind the Curtain: A World Full of Dragons

The core rules of 5th Edition generally assume that dragons are extremely rare. With 1,000-year lifespans and a penchant for violent conflict, it is reasonable to conclude that few dragons can survive to adulthood, and even fewer to the rank of venerable ancient. While this makes a campaign world more stable since there aren't thousands of adult and older dragons flying around, it does dramatically reduce the significance of draconic culture and history. When building a *Dragonflight* campaign, it is important to consider just how many dragons exist in your setting. Settings with precious few dragons mean your characters will encounter mostly non-dragon creatures. While this may be fun, it deprives the players of some unique experiences only possible when encountering other dragons. Inversely, a world full of dragons may make it hard for the character to distinguish themselves. Their every achievement is diminished by the fact there are hundreds of other dragons of their power level out there doing the exact same thing. However, the world is a massive place. Even on Earth, the world's largest animal, the blue whale, exists in a population somewhere between ten thousand to twenty-five thousand specimens, and they only live to be around ninety years old. Even a single couple of adult dragons could sire dozens, if not hundreds, of offspring over the course of a century. Don't let this consideration of realism be the death of your fantasy. We recommend deciding the general size of your world's draconic population using the following suggestions. Your choice should be based on how well you think it will serve your game's story.

- ◆ **Edge of Extinction.** Dragons are on the verge of being wiped out forever. Thanks to a decline in magic, destruction of habitat, hunting by adventurers, and mutually destructive draconic rivalries, these ancient species exist only in small numbers. At best, there are only a dozen or so fertile adults of a species at any given time, and only a tiny percentage of wyrmlings survive to reproductive maturity. Ancient dragons are almost unheard of; you could count the number of ancient dragons belonging to a single species on one hand at best, and none at all at worst. A dragon sighting in such a setting is a major event, eliciting a response from curious researchers, greedy adventurers, and rival dragons alike. Dragon society in such a setting barely exists. They keep to themselves, resigned to their inevitable extinction as a species and doing their best to live their lives for themselves. To the rest of the world, they are a dangerous mystery best left alone or destroyed.

- ◆ **Healthy Population.** Most dragon species in this setting have healthy, stable populations. Their wyrmlings number in the tens of thousands, with hundreds of young and adult dragons vying for territory and competing with other species. In these settings, most significant losses suffered by the species are offset by a less hostile environment. Non-dragon cultures are typically more accepting of a draconic presence, and rivalries between fellow dragons are quite furious but rarely lethal. Even

ancient dragons are fairly well known, with most nations knowing them by name, along with the exact boundaries of their territories. It would not be uncommon to see such a dragon soaring through the sky on a cloudless day or encounter one hunting in a well-trafficked forest. Dragon society in these settings is vibrant and diverse, though still mostly separate from the lives of non-dragons. Knowledge of basic draconic etiquette, culture, and species is common. Even the most ignorant commoner knows that silver dragons are often kind and trustworthy, while red dragons are to be feared and avoided until they prove themselves otherwise.

- ◆ **Dragon World.** With such inherent power and skill at their disposal, it stands to reason dragons can become the dominant lifeform on any world they call home. Such is the case in this setting, where dragons are not only common, they are the status quo. Here, every major population center and nation is influenced by dragons, by virtue of their tremendous numbers. Almost every inch of the world will be territory to some dragon, with the most prosperous and valuable holdings in possession of organized lineages in positions of power. Dragon society is dominant, overlapping and mixing with the cultures and customs of other creatures. It is not uncommon to find an ancient dragon running a magic item cartel, a precious wyrmling leading a violent street gang, or a noble dragon family leading a nation.

Crafting Adventures

With your group organized and your players ready to go, it is time to begin crafting adventures fit for draconic characters. Much of this process utilizes skills shared with ordinary adventure crafting. You will need to create NPCs, plots, challenges, and other elements common to 5th Edition play. However, there are key differences you must recognize and account for when designing your games. This section of the chapter goes into detail about these elements and provides tools to navigate them.

DIFFERENCES FROM STANDARD 5TH EDITION ADVENTURES

While rooted in the core of 5th Edition, games of *Dragonflight* offer opportunities for a truly unique play experience that is a perfect way to break free from the drudgery of common adventuring tropes. Even at a modestly young age, a dragon's existence is far more grandiose than a common adventurer's. The scale of their potential power and influence on the world around them offer players the opportunity to experience the reward of how truly monumental the results of the actions and choices they make can be.

The story of the day a dragonflight soars over a city is retold for generations whereas a visit from a group of heroes may just be local gossip for the week. While standard adventurers may shape events in history, dragonflights create enduring legendary mythos through their stories. When dragons act, the world takes notice.

While the presence of dragons is often accompanied by an aura of splendor, another key difference from traditional adventuring is the delightful mismatch of scale that comes when dragons must attempt more understated tasks. Situations humanoid creatures find trivial may present interesting challenges for dragons, such as navigating the normalities of humanoid societies, earning the trust and allyship of other creatures, or interacting in ways that do not solely illicit responses of fear, awe, or reverence. These types of fish-out-of-water situations can make for intriguing changes of pace within *Dragonflight* games and can turn otherwise mundane situations into memorable stories. How does a dragon get the terrified farmer's child to describe the location of the ancient relic they found in the forest? How does a dragon pursue a tome of knowledge needed for its hoard that is deep within the archives of the city they've sworn to protect? Remember that while dragons are indeed mighty, that power does not apply to all areas. They do possess weaknesses and shortcomings that offer opportunities for a new array of challenges.

ABILITY CHECKS AND DCs

Over the course of your players' draconic adventures, they will encounter a bewildering array of scenarios, many of which they can handle. Because of their extraordinary talents and habit of taking on challenges well beyond what even experienced adventurers may face, one must consider what DCs are appropriate for a dragon's skills. When trying to determine the DC of an ability check when interacting with a challenge such as a physical obstacle, intellectual challenge, or antagonistic creature, the Dragon Ability Check DC table should serve as a loose guideline. Remember, the context of these ability checks must still make sense. A DC 35 Wisdom (Survival) check to track a monster should only make sense if the tracking conditions of said monster are epically difficult.

Additionally, when your dragon characters encounter an ability check for which the outcome of the roll would not be in doubt, don't ask them to roll. Just let them do as they describe and continue with the story. While absolutely crushing a low ability check DC the first few times is fine, it quickly starts to feel insulting when the ancient dragon is forced to attempt a DC 15 Strength (Athletics) check when they have a +18 bonus to the roll.

Dragon Ability Check DC

Dragon Level	Low Average DC	Medium Average DC	High Average DC
1st – 4th	11	14	17
5th – 8th	13	17	21
9th – 12th	16	20	24
13th – 16th	20	25	30
17th – 20th	24	30	36
21st – 25th	28	35	42
26th – 30th	32	40	48

The Passage of Time

Unlike most 5th Edition heroes, dragons have a lot of time to kill. Their adventures rarely demand the degree of urgency found in typical campaigns, and even if they did, most dragons would prefer to take a more patient approach at every opportunity. A dragon character rushing from encounter to encounter or completing epic adventures in a few short months is indeed impressive, but it is not very dragon-like. Even with the rules for accelerating one's growth and development within *Dragonflight*, dragons still like to take their time. Why storm a fortress full of goblins when you can

simply starve them out? Throughout your games, you may find your players rushing to get to the next objective or story beat, even if that is highly unnecessary or even inefficient. This is to be expected for those not used to playing a dragon, as most players have been conditioned to operate on a fairly aggressive timetable. However, it is not desirable for most draconic campaigns or stories. Facilitating moments of slowness is key to making a *Dragonflight* campaign last. This can be accomplished through a variety of methods, but one of the best is through positive reinforcement. Instead of saying no or punishing dragon characters for rushing into things, make it clear they could have done far better had they waited or taken a more patient approach to a problem. While this shouldn't apply in all circumstances (dragons should know when it is time to act without delay or hesitation), using narration to detail consequences or mistakes made is a gentle way to showcase that in their haste, the characters may have missed an opportunity to achieve a far more meaningful result, as in the following example.

DM: As you soar toward the goblin war camp in the dead of night, you can see only a few fires burning low, clearly indicating the raiders of your territory are largely asleep, with likely only a few guards standing watch. If the old gnome's information is correct, this is where you can find the golden idol of—

Jon: I say we attack them from the air and set fire to their huts. That way, we won't have to deal with as many at once and hopefully take a few out as the buildings burn.

Matt: I can use my *control flames* spell to make sure the fire spreads to whatever buildings we miss from your breath weapon. No goblin will escape this barbecue!

Juno: While they are all looking at you, I can use Stealth to look for that big one we saw riding the giant spider, Chief Too-Many-Legs or whatever his name was. When he shows his face, I'll ambush him.

DM: It is likely the golden idol you covet is hidden somewhere within the camp, alongside your other treasures.

Jon: Exactly, let's go get 'em back! I swoop in as soon as I'm within range and unleash my breath weapon.

DM: Roll initiative, please!

[Combat ensues, and the characters are victorious.]

DM: As you sift through the ashes of the goblin's camp, you find the remains of your stolen treasure, almost half of it melted down into worthless slag. From what you can tell, it is clear the idol is not among its contents. Given that there are no survivors, it was likely moved to a new location before you arrived.

In this example, had the players waited and observed the unsuspecting goblins, they would have discovered the idol they sought was not among them. From there they could have

tried to gain extra information from the goblins about where it was taken or follow the goblins toward their next objective. No matter the course, things likely would have gone better if they hadn't burned down the camp and slaughtered its inhabitants. While the wrath of a wronged dragon is fierce, such scorched-earth tactics were unwarranted and out of character for most dragons.

Information Gathering

A great tool in a dragon's arsenal is the ability to gather information about the environment and those they encounter. With extraordinary cognitive abilities and a formidable array of skills, dragons often apply these talents to maximize advantages against challenges they encounter. However, while ordinary 5th Edition adventurers resolve ability checks using skills such as Arcana, Insight, or Survival in short order, dragons like to take their time. Unless the situation is urgent, as the DM you can ensure ability checks to gather information take considerably longer. A problem a human would only spend 1 minute to contemplate might be an interesting conundrum a dragon spends hours considering. This isn't to say non-dragons are smarter or intellectually agile. Dragons just like to be thorough when they can. At minimum, a dragon spends at least 2 hours on an intellectual task and often far longer on ones of particular difficulty.

BUILDING ENCOUNTERS

Every campaign and adventure require encounters. Ensuring yours are fit for a dragon is key to a robust *Dragonflight* experience. Like ordinary adventurers, dragons can experience all three pillars of 5th Edition play: combat, exploration, and roleplay. The general principles of these encounters remain the same: experience a difficult scenario, then overcome it using your character features for a suitable reward. It is the context and nature of the challenge that must change to suit a draconic mode of play. This section details how to run each of these encounter types for dragons, along with how to present these encounters in your game in a way that makes sense for dragons.

PROACTIVE ENCOUNTERS

In most 5th Edition campaigns, players are the proactive force acting upon the world. They have places to be and monsters to slay, pushing the heroes from location to location with zeal. Dragons are not so active. What is the point of establishing a territory and amassing a wondrous hoard if you are never home to enjoy it? A game of *Dragonflight* sees the characters spending a considerable amount of downtime scheming, plotting, and living a dragon's best life. This is rarely a peaceful existence, however. Dragons attract attention. Whether it's greedy adventurers seeking to slay their first dragon, the machinations of a rival, a magical weather phenomenon, or some other outside

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force, what is important is that the characters are the ones being acted against. This is a major adjustment from the status quo for 5th Edition but serves to make downtime more exciting as well as reinforce the draconic lifestyle.

To help you develop such encounters and apply them to your game, a selection of examples is detailed here to serve as inspiration, reference, or randomness if you find yourself in need of an encounter.

Proactive Combat Encounters

d10 Description

- | | |
|----|--|
| 1 | A rampaging monster wanders into the characters' territory and begins destroying everything it can find. The creature is strangely attracted to a specific aspect of the territory, refusing to leave under any circumstance until the object of its attraction is destroyed or obtained. |
| 2 | A group of belligerent and extremely tasty animals migrates through the territory, consuming its natural resources and defending itself as a collective. The meat is said to be a delicacy, but hunting the skittish animals is sure to provoke a response. |
| 3 | A creature has picked up the scent of one of the characters and hungers for dragon flesh. It moves sneakily into the territory with intention to predating the draconic residents therein. |
| 4 | An adventuring party with intentions on slaying the dragons they have heard so much about enters the territory. The party has come prepared with tactical knowledge of the dragons, including the location of their lair and an understanding of their capabilities. |
| 5 | A previously unknown dragon enters the territory, intending to challenge the characters to a friendly brawl. While the dragon's offer of nonlethal combat is genuine, its intentions behind such a challenge remain a mystery. |
| 6 | Two humanoid armies enter the territory and make camp, intending to fight several battles in the area. The armies are far too large to confront directly, but if the characters pick a side, they may assure one army a swift victory and get them to leave. |
| 7 | A party of fey hunters ambushes the characters while they are enjoying their downtime, planning to kill the dragon for sport. The hunters have until the next new moon to finish their quest before they must return to the fey realms. |
| 8 | A magical construct wanders into the territory with a standing directive to kill anything it encounters. The construct is frightfully powerful but easily tricked into compromising situations and hazards. |
| 9 | A council of wizards begins raining magical devastation down upon the lair, demanding the return of a magic item in the dragons' possession. The wizards operate out of a small floating island hovering above the territory, from which they can safely hurl all manner of calamitous spells. |
| 10 | A hole opens in the ground within the territory, unleashing countless horrors from the darkest depths of the earth. Unless the hole is closed, the creatures will continue to invade the surface, laying waste to all in their path. |

Proactive Exploration Encounters

d10	Description
1	A flighty and swift fey creature is racing around the territory, never sitting still long enough to get a good look at it. The goal of the creature is unclear, but any attempt to approach it causes the creature to take off at top speed. No matter how much it is chased, it does not leave the territory.
2	A magic portal appears within the territory and remains ominously open. Nothing comes through the portal, but an unsettling occult whispering can be heard coming from the other side.
3	A strange weather event appears above the lair, raining down eldritch phenomena throughout the territory. As the spellstorm persists for days, it becomes clear the event is intentional and that the source is somewhere within the dangerous, magic-infused clouds.
4	An object within the characters' hoard vanishes, with a set of conspicuous tracks leading out of the lair and into the wilderness. The thief appears to have a head start of several days and seems to have chosen an item of personal value rather than the most valuable thing it could carry.
5	A strange noise can be heard throughout the territory, a high-pitched whine at all hours of the day and night. Tracking the source proves to be tremendously difficult, almost as if it were coming from everywhere and yet nowhere.
6	A humanoid surveyor arrives in the territory and asks to make a map of the locale. The creature will use magic to map the entire area thoroughly and offers to provide a free version of the map as compensation. In return they ask to be escorted to all the known landmarks within the territory.
7	Strange illusions begin appearing within the territory, showing visions of the characters in events that have not yet come to pass. The only way to get a clear view of what is happening within these illusions is to move among them.
8	The characters awaken to find their territory has completely changed overnight. The biome, landmarks, and even wildlife are different. Such a change demands investigation to not only determine how this occurred, but to learn of this new land they find themselves in.
9	A meteor falls from the sky, landing within the territory. The smoldering rock is composed of a valuable metal that must be processed before it can be worthy of a dragon's hoard. A talented smith must be found to process the metal.
10	Strange plants begin growing throughout the territory, choking out all other life within the area, plant and animal alike. Unless these weeds are eradicated, they will swiftly overwhelm the entire territory.

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Proactive Roleplay Encounters

d10	Description
1	A caravan of humanoid refugees journeys to the territory and requests asylum. They can offer little in return for sanctuary but pledge to abide by any restrictions the characters may impose as landlords.
2	A tribe of creatures approaches the territory and requests the return of a cultural artifact in the characters' hoard. The item is revealed to be tremendously valuable and of great cultural significance to the tribe.
3	The spirits of ancient inhabitants of the territory rise every night and wander about, causing a great deal of noise and disturbance. While they have not harmed anyone, the spirits seem bent on haunting the land. Each night more appear, and if any are destroyed, they simply reappear the next night.
4	A wounded dragon arrives within the territory. It will die from its injuries without aid and offers a promising reward for treating its wounds. However, its rival is in hot pursuit, eager to enter the territory and finish off its wounded enemy—with the permission of the landlord, of course.
5	A cult of humanoids arrives at the territory, claiming the resident dragon is the embodiment of their god. The zealots beg for the chance to worship the dragon from within the territory with the goal of attracting more followers and founding a sacred site in the name of their deity.
6	The lineage of the resident dragon arrives unannounced, declaring a cultural ceremony is to be performed. The ritual is complex and difficult, a trial that each member of the lineage must complete to prove they are worthy of carrying on their family name.
7	A non-dragon creature infatuated with the resident dragon arrives in the territory, declaring their undying love and devotion. The creature is clearly deluded, a victim of its own fantasies and misconceptions about dragonkind.
8	A letter is delivered to the territory and is addressed to the resident dragon by name. The invitation asks the dragon to make an appearance at an otherworldly banquet in one month's time (either within the fey realms, the lower planes, or the upper planes). The creatures in attendance are likely to be powerful and influential, making this offer one that the resident dragon would be wise to accept.
9	A group of dragon ecologists begins sneaking about the territory, attempting to learn all they can about the resident dragon. While their efforts are purely scientific, they have proven extremely nosy and invasive in their research.
10	A legendary bard arrives in the territory and seeks to compose a ballad about a worthy dragon. Should the resident prove themselves, a great song will be written in their honor and sung for a dozen humanoid generations.

Combat

Dragons are built for combat. Their natural weaponry and scales exceed all but the finest arms and armor, while their minds are well suited for tactical supremacy. It ordinarily takes an entire party of humanoid adventurers to bring down a dragon, and for good reason. Draconic characters are similarly advantaged, able to lay waste to large numbers of foes or similarly powerful creatures. While challenging a dragon via combat isn't too difficult when the dragon is young, as they advance, things swiftly become more difficult. You will likely need large quantities of weak monsters or squads of powerful ones to pose an adequate combat challenge. Understandably, there are not many such forces wandering around a typical campaign world. Detailed in this section is an experience budget by which you can create combat encounters fitting for dragon characters. The process of utilizing this budget is identical to that detailed in the 5th Edition core rules, just with greatly enhanced values to ensure a more significant challenge. It is advised you review that ruleset to get solid results when constructing encounters.

XP Thresholds by Dragon Progression

Dragon Level	Encounter Difficulty			
	Easy	Medium	Hard	Deadly
1st	100	200	300	400
2nd	200	400	600	800
3rd	300	600	900	1,600
4th	500	1,000	1,500	2,000
5th	1,000	2,000	3,000	4,400
6th	1,200	2,400	3,600	5,600
7th	1,500	3,000	4,400	6,800
8th	1,800	3,600	5,600	8,400
9th	2,200	4,400	6,400	9,600
10th	2,400	4,800	7,600	11,200
11th	3,200	6,400	9,600	14,400
12th	4,000	8,000	12,000	18,000
13th	4,400	8,800	13,600	20,400
14th	5,000	10,000	15,200	22,800
15th	5,600	11,200	17,200	25,600
16th	6,400	12,800	19,200	28,800
17th	8,000	15,600	23,600	35,200
18th	8,400	16,800	25,200	38,000
19th	9,600	19,600	29,200	43,600
20th	11,200	22,800	34,000	50,800

Behind the Curtain: Running Multiple Legendary Monsters

The mighty creations made possible by *Dragonflight* invite a troubling possibility into your game: multiple monsters possessing legendary actions within a single encounter. 2CGaming strongly recommends against allowing this to occur in your game. Not only is it an absolute nightmare from an action economy perspective, there are also no formal rules in 5th Edition for how to adjudicate the order of operations when multiple legendary monsters try to take a legendary action at the same time. Even if you do manage to get a system working, it will slow your game pace to a crawl. Don't do it. The one exception to this is the dragon duel (the rules for which are presented in this chapter). To avoid striking a large quantity of monsters from your toolkit, consider improving a legendary creature's hit points and damage by about 40 percent in exchange for removing its legendary actions. You can even work some of your favorite legendary actions into the monster's Multiattack feature or other core actions. This allows you to keep some of these features while keeping the flow of gameplay smooth.

Handling Large Groups of Monsters

Using the experience budget details in this section may result in encounters with huge quantities of monsters. This is both tactically and thematically appropriate. Usually, less powerful creatures must have the advantage of overwhelming numbers to stand a chance against a dragon. However, running so many creatures can prove logically difficult and slow your game to a crawl. An alternative to running so many monsters is to coalesce a large group of the same monster into a single hoard. This is accomplished by applying the horde creature template to a single monster stat block, which then represents the entire group.

Establishing the Battlefield

Due to the great size and considerable maneuverability of dragons, combat with them is likely to involve a large battlefield. While it can be appropriate to construct a humongous battlemap to run such an encounter, make sure doing so is worth it. Large-scale combats that are only expected to last between one to three rounds are best left to theater of the mind. Otherwise, you will spend a lot of time managing all the moving parts of the battlemap for very little payoff. This is especially true when considering aerial battles. Dragons benefit tremendously by fighting on the wing. This tactic coupled with their great speed can make for a battlefield that

Horde Creature Template

A creature with the horde template is a collection of eight or more of the same creature with an interest in collaborating in a combat encounter. So long as the general objectives of each creature in a horde are aligned, they continue to operate as a single creature. Events that occur over the course of combat may cause a horde to disperse, at which point the changes from this template are lost and each creature returns to its individual status, dividing the damage taken by the horde (rounded down) equally between each creature. A horde has the following characteristics.

Type. The creature gains the horde creature type.

Hit Points. The creature's Hit Dice are multiplied by the number of creatures that compose the horde, and its hit point maximum adjusts accordingly.

Challenge Rating. The creature's challenge rating is determined by the number of creatures that compose the horde. Its proficiency bonus does not change based on this challenge rating, and the experience rewards for defeating the creature are instead based on the number of creatures that compose the horde and their respective challenge ratings.

Traits. The creature gains the following traits.

Collective Resistance. When the creature would be subjected to an effect that would cause it to suffer the charmed, frightened, paralyzed, petrified, prone, restrained, stunned, or unconscious condition, it may lose a number of hit points equal to one tenth its hit point maximum (rounded down) to instead be immune to the effect.

Horde. The horde has (x) number of creatures within it. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a single creature within the horde.

Overwhelming Assault. The horde multiplies any damage it deals by half the number of creatures within the horde (rounded down). Additionally, when the horde makes an attack and misses, it instead hits but deals reduced damage. If it misses the target's AC by 1–4, the damage is not reduced. If it misses the target's AC by 5–9, the horde deals half damage (rounded down). If it misses the target's AC by 10–14, it deals one-quarter damage (rounded down). If it misses the target's AC by 15 or more, it deals one-tenth damage (rounded down).

is nearly impossible to illustrate on a grid. When using the theater of the mind, instead of using feet as a measurement for movement and abilities, consider the terms in the Theater of the Mind Relative Distances table. These can be used to not only describe the ranges of features, but also the relative distance between creatures and the benefits of movement. For example, a dragon soaring through the air toward an enemy that is "very far" may use its Dash action to change that relative distance to "close."

Theater of the Mind Relative Distances

Distance	Description
Melee	Within reach
Very Close	Not within reach but less than 30 feet away
Close	Between 30 and 60 feet away
Moderate	Between 60 and 120 feet away
Far	Between 120 and 200 feet away
Very Far	Between 200 and 300 feet away
Distant	300+ feet away

Dragon Duels

The sight of two dragons slugging it out in a personal dispute is the stuff of legend. Most wyrms quite understandably fear and respect their peers, seeing the uncertainty of direct combat as a tremendous risk even at the best of times. However, sometimes the demands of honor and emotion cause a dragon to abandon its typical restraint and engage in what is known as a dragon duel. When this occurs, two dragons meet on the field of battle to prove who is mightier. This is no mere dispute. Such duels are ancient tradition among dragonkind, one that most will not dishonor or disrespect. Before a duel can begin, a formal challenge must be issued, typically by defiling the territory of the challenger's combatant. Should it accept, the dragons meet upon neutral ground, far away from those who would interfere with or witness their fight. The goal of these duels is not to slay the other, but to force a surrender and humiliate the opponent. No weapon or tactic is off limits, so long as no other creatures become involved. For the purposes of gameplay, dragon duels afford each member 1 hour of immediate preparation before the duel starts. Once battle is joined, each dragon takes its turn as in normal combat but then takes turns utilizing their legendary actions until neither dragon has any remaining. Additionally, initiative is rerolled at the start of each round, allowing dragons

to change up the turn order over the course of the duel. The battle only ends when one member yields, at which point neither dragon can harm the other. Those that violate these protocols bring dishonor upon themselves and their lineage and will be shamed by most dragons until they atone.

Exploration

With their great speed, variety of movement modes, and sharp senses, dragons make formidable explorers. They can travel continuously for days, exploring the world and all its many wonders. The encounters a dragon experiences while exploring are very different from those ordinary 5th Edition heroes face. Most creatures are smart enough not to mess with a dragon, especially an older one, and there are few obstacles to be found among the clouds. Instead, dragons experience tremendous difficulty when navigating environments ill-suited to their bodies and size. Most dungeons were not built to accommodate an adult dragon, and civilizations respond understandably harshly to the presence of a dragon in their lands. Top concern among venturing dragons is encroaching upon another dragon's territory. Most dragons mark the boundaries of their lands so that others of their kind are forewarned. Even friendly and benevolent dragons must be careful when approaching another's territory. It is considered reasonable by dragon society for a trespassing wyrm to be attacked on sight.

When dragons explore, it is often in search of treasure. Flight is an excellent method of travel but fares poorly when it comes to closely inspecting a locale. Once a dragon has found a place worth examining in detail, it will have to land and navigate its environment. Here, more traditional exploration encounters are more viable. Magical hazards, traps, and other obstacles can be difficult for dragons, especially when they are between a wyrm and its treasure. However, one exploration obstacle almost never troubles a dragon: survival. Most of dragonkind can subsist on almost anything. Even when nutrition isn't available, they can survive for a considerable period with neither food nor drink. It takes a truly horrific environment to make a dragon concerned for its health.

Roleplay

Conversing with a dragon is a terrifying experience for most creatures and dangerous for nearly everyone. Even other dragons view a casual chat between acquaintances to be fraught with peril. For non-dragons, the primary concern is not antagonizing the wyrm while still getting what one wants. Other dragons are terrified of revealing strategic information or secrets to a potential rival, carefully choosing each word so as not to reveal too much. When running roleplay encounters for dragons, don't forget these dynamics. Unless the non-dragons the character is talking to are extremely powerful, odds are the dragon deserves advantage on ability checks to socially interact with such creatures just because it's a dragon. Most humanoids are too busy trying to avoid getting eaten to be concerned with getting their way. In most

cases, a dragon may not even have to try to socially overcome an obstacle—they simply make a demand and are obeyed. This is dramatically different when conversing with other members of dragonkind. Even mated pairs and good friends view conversation as an exciting challenge and test of their abilities. With less familiar dragons, each word can betray a weakness or deceive a rival, an advantage to be exploited in future encounters. Dragons are also tremendously vain and arrogant, which never fails to come across in social encounters. Showing the proper respect is extremely important, and characters should feel free to react harshly to those who don't treat them with appropriate reverence.

Dragons have tremendous cause to socially interact with other creatures. While they are not social beings by nature, their needs and desires are often only possible by relying on others. Dragons interact with each other to find mates, negotiate rivalries, and honor their lineages. Non-dragons are another story. Seeing themselves as superior, most dragons are interested in eliciting the goods, services, and resources of non-dragons. Skilled stonemasons must be hired to decorate one's lair, while knowledgeable wizards may possess the unique magics required to track down a desired item. Consequently, many dragons establish a network of non-dragon contacts viewed as reasonably trustworthy and pliable. These relationships are rarely exclusively threatening, but any non-dragon would be wise to never see themselves as a dragon's equal.

Character Advancement

While characters in *Dragonflight* must gain levels in order to progress, this advancement represents a very different process than the progression of ordinary 5th Edition characters. As a dragon advances, it is not just following a career path or building its skills, it is physically growing. There is a deep, biological component tied to this advancement, making experience points a supremely inadequate tool to represent this progression. Instead, *Dragonflight* expects you keep track of three key factors when determining how and when characters progress: time, treasure, and achievement.

All three of these elements are required for a dragon to gain a level, rather than killing a requisite number of goblins. As detailed in chapter 2, a dragon only advances its age category when it has acquired enough treasure or enough time has passed. A wyrm cannot gain its 7th level and become a young dragon until the magic of its hoard empowers it to do so or until it waits a tremendous period of time. Most dragons opt to wait to gain levels over the course of many centuries. Dragon characters do not, and for good reason. You must reward their achievements and actions to positively reinforce the act of adventuring. However, some time is required for a dragon to advance. While there is no definitive amount of time that must pass between levels, anything less than a year is extremely fast. Ideally, the many opportunities for downtime and general slow in-game pace of *Dragonflight* remove the need to studiously track time. However, keep in the back of your mind how much time is passing within

Dragon Character Advancement

Level	Fast Track Experience Points	Standard Track Experience Points	Slow Track Experience Points
1	0	0	0
2	600	1,200	2,400
3	1,800	3,600	7,200
4	5,400	10,800	21,600
5	13,000	26,000	52,000
6	28,000	56,000	112,000
7	46,000	92,000	184,000
8	68,000	136,000	272,000
9	96,000	192,000	384,000
10	128,000	256,000	512,000
11	170,000	340,000	680,000
12	200,000	400,000	800,000
13	240,000	480,000	960,000
14	280,000	560,000	1,120,000
15	330,000	660,000	1,320,000
16	390,000	780,000	1,560,000
17	450,000	900,000	1,800,000
18	530,000	1,060,000	2,120,000
19	610,000	1,220,000	2,440,000
20	710,000	1,420,000	2,840,000

the world. If things are going too fast, look for opportunities to slow things down and add some years between levels.

Because dragons can slaughter vast quantities of foes, you may be tempted to hand out lots of levels for these rewards. However, dragons must also work harder for their levels. If you are using the experience system for determining character level, there are three tracks available which can affect the pace of your game. This is determined by the Dragon Character Advancement table detailed in this section and includes a slow, standard, and fast experience track which correspond to a relative pace of the game. The amount of experience required for a single dragon character to gain a level is detailed in each track, and a dragon character that is prevented from advancing due to its age category cannot continue to gain experience until it advances its age category.

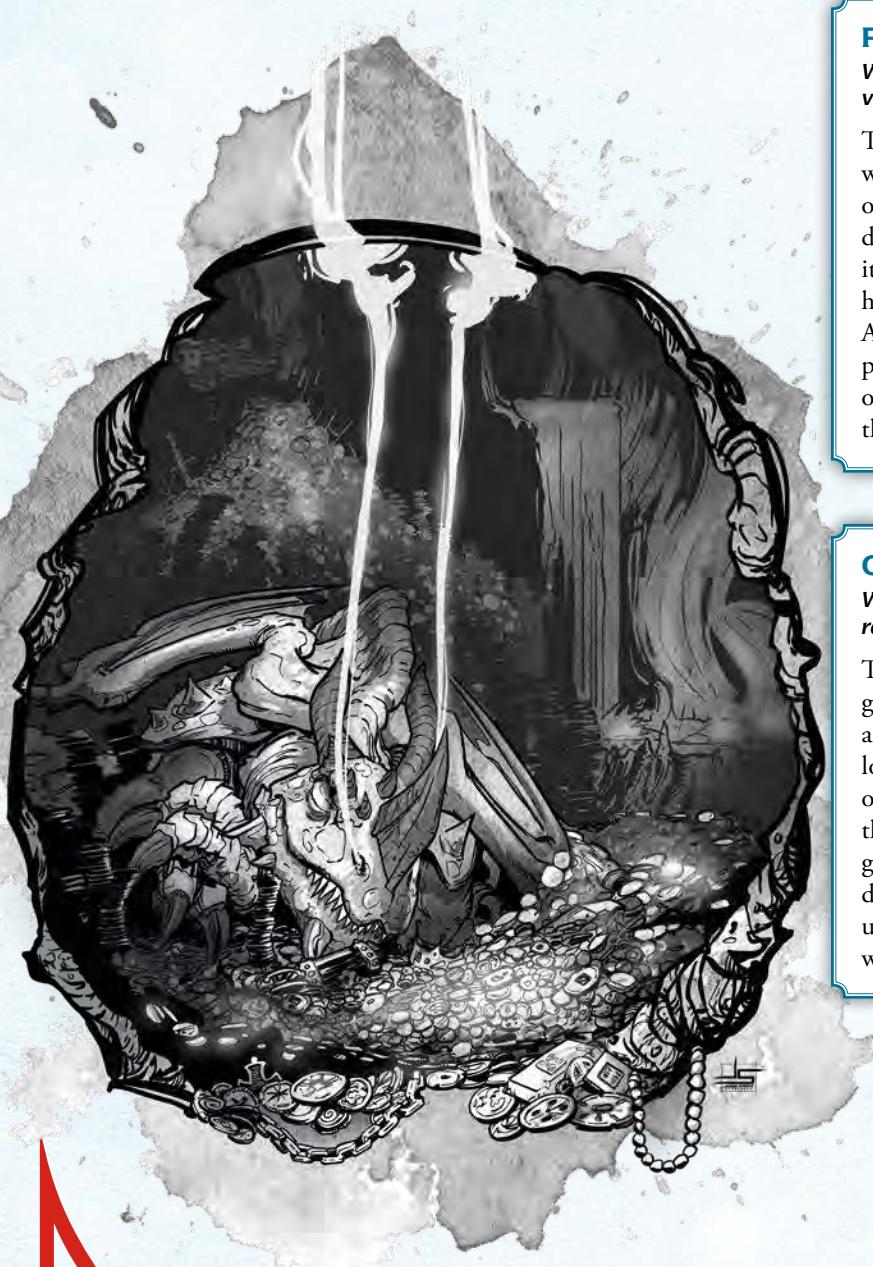
Additionally, if you are allowing your players to progress into Epic territory by way of the great wyrm progression, you need to devise mighty challenges to justify their advancement. Normally, Epic characters must defeat mythic foes to gain an Epic level or complete some similarly colossal deed. A lone dragon might be hard pressed by a single mythic monster or an Epic challenge, but a dragonflight needs a much fiercer challenge. In such cases we can only recommend throwing

everything you have at such a party. Even if the dragonflight cannot win, that is a far cry from being defeated. Likely the characters will have resources to tackle the challenge from a more advantageous angle in the future, and thereby earn their Epic level.

Achievement is another extremely important factor in a dragon's advancement. This benchmark is measured by engagement with the story. A dragon need not always be victorious in combat or successful in its endeavors to be accomplished. There is value in daring mighty deeds, regardless of the result. You should make sure every level is earned partly through some kind of extraordinary achievement in part by the dragon character. This is especially true if the player is making use of their dragon's personality traits—their ambition, obsession, and lineage. Awarding a level at the climax of a story is ideal, unless said level would advance an age category. Levels 7, 13, and 19 are mostly in the player's hands. So long as you feel they have amassed enough treasure, they are free to begin the slumbering and emerge as an even mightier dragon. This process is dangerous and significant. Instead of making a story moment key to gaining these levels, the gaining of the level is the story moment. Make sure to do something with it!

Special Rewards

Chapter 4 describes in detail all the components of managing a dragon's most important assets: its territory and hoard. However, dragons have just as much need for magic items and other rewards as humanoids do. Unfortunately, most magic items are ill suited for a dragon's use. Most cannot be worn or utilized thanks to a dragon's anatomy and size. This section provides a selection of special, focused rewards and loot designed specifically for a dragon. These magic items are nigh useless to non-dragons. They should only be used in non-*Dragonflight* games as a curiosity or worldbuilding tool, not a meaningful reward.



Dragonforged Wargear

*Wondrous item,
rarity varies (requires attunement)*

This suit of bladed metal plates comes in three different varieties suited for different parts of a dragon's body: its jaws, claws, and tail. While you wear the wargear, your attacks made with the natural weapon equipped with the wargear are magical, and you gain a bonus to attack and damage rolls made using that natural weapon. This bonus is +1 to hit and +2 to damage with *rare* wargear, +2 to hit and +4 to damage with *very rare* wargear, and +3 to hit and +6 to damage with *legendary* wargear.

Fountain of Healing

*Wondrous item,
very rare (requires attunement)*

This magical pool allows those who bathe in its water to recover from nearly any injury. The pool occupies roughly a 50-foot square and is 15 feet deep. A creature attuned to the pool that immerses itself within the pool's water magically regains hit points at a rate of 50 hit points per hour. Additionally, if the creature is missing any limbs or parts of its body, it regrows a single missing limb or part every hour it spends fully immersed within the pool.

Goldstar

*Wondrous item,
rare (requires attunement)*

This golden gem is the size of a human's head and glitters when illuminated with bright light. As an action while you hold the gem, you can divine the location of treasure in a 10-mile radius centered on you. When you do so, you learn the location of the largest collection of treasure worth at least 100 gp within the affected area, along with the most direct route toward the treasure. Once you have used this feature, you cannot use it again until 1 week has passed.

Hearthward

Wondrous item, rarity varies (attunement requirements vary)

Developed by dragons to protect and enhance their lairs, hearthwards are magical stones of great size inscribed with enchanted draconic script. When placed within a dragon's lair, a hearthward begins exuding magical energy after 24 hours, enchanting the lair with a magical effect corresponding to the type of ward. Each ward is a Huge object with an AC of 18 and 300 hit points. A single lair cannot benefit from more than three hearthwards at a single time.

Ambiance (Uncommon). An ambiance hearthward is inscribed with descriptions of music and artistic performance. A creature that touches the hearthward can cause it to begin playing music that is pleasing to the owner of the lair. The music plays for up to 8 hours or until a creature touches the ward again to end the effect.

Anchor (Very Rare). An anchor hearthward is inscribed with the names of creatures not native to the material plane. When a creature other than the lair's owner attempts to magically teleport into or out of the lair, it must succeed on a DC 21 Charisma saving throw or the attempt fails.

Banking (Uncommon). A banking hearthward is inscribed with accounts of wealth and treasure. When a creature touches the hearthward and speaks the command word (chosen by the lair's owner), it verbally receives a full accounting of every piece of treasure and valuable object within the lair.

Homeguard (Legendary). A homeguard hearthward is inscribed with warnings against intruders. When a Small or larger creature enters the lair for the first time within 24 hours while the owner is not within the lair, the homeguard magically transmits a signal to the lair's owner. As a reaction to when the owner receives the signal, the lair's owner may magically teleport to an unoccupied space within lair.

Infinity (Legendary, Requires Attunement). An infinity hearthward is inscribed with tales of other worlds and strange lands. A lair containing an infinity hearthward becomes a confusing dimensional maze unnavigable to creatures not attuned to the ward. When such a creature attempts to move into a room within the lair, it must succeed on a DC 21 Intelligence saving throw or the attempt fails, and the creature appears in an unoccupied space within the room it was attempting to leave.

Keeper (Uncommon). A keeper hearthward is inscribed with descriptions of cleaning techniques useful in tidying up a lair. Every 24 hours, the lair in which a keeper hearthward resides is magically scoured of any dirt, foul smells, dead bodies, fluid stains, and garbage. Affected targets are disintegrated and their ashes blown out of the lair.

Mirage (Very Rare). A mirage hearthward shrouds the lair in a magical illusion that fools all auditory, olfactory, and visual senses. The owner of the lair can touch the hearthward as an action and change the nature of the illusion to one of its design. This illusion can only change the perception of the lair by the listed senses, and any attempt to physically interact with the illusion reveals its true nature.

Monument (Rare, Requires Attunement). A monument hearthward is inscribed with tales of glory and triumph. While a creature is attuned to a monument hearthward, a creature that touches the ward and speaks the attuned creature's name learns its exact location, knows its current hit points, and may send a seven-word message to the target.

Privacy (Very Rare). A privacy hearthward is inscribed with words of comfort and security. Creatures within the lair are immune to spells from the divination school. Additionally, spells from the divination school and magical sensors cannot enter nor affect anything within the lair.

Secret (Rare). A secret hearthward appears blank, but its inscription is invisible and describes the nature of mysteries and secrets. A lair containing a secret hearthward cannot be plotted upon a map, nor can its location be spoken aloud.

Spellmute (Legendary). A spellmute hearthward is inscribed with censures against magic and spellcasting. Hostile creatures within the lair have disadvantage on spell attack rolls, and the owner of the lair has advantage on saving throws against spells and magical effects while within the lair.

Stormrock (Very Rare). A stormrock hearthward is inscribed with descriptions of tremendous storms and violent weather. The area around the lair in a 5-mile radius is a constant thunderstorm with storm-force winds, arctic cold, and blizzard conditions. If a creature touches the hearthward and speaks the command word (chosen by the lair's owner), this effect becomes suppressed for 1 hour. An effect that controls weather applied to an area affected by the hearthward also suppresses the effect for 1 hour.

Man-skin

Wondrous item, uncommon (requires attunement)

This suit of humanoid skin can be folded to fit within a Tiny container and is keyed to a specific species of humanoid. By spending 1 minute of strenuous activity, a non-humanoid can don the skin, which functions as an extradimensional space in which the creature's body resides and puppets the skin. While wearing the skin, you are indistinguishable from a humanoid of that species and may determine your form's basic characteristics, including sex and gender. While in this shape your actions are limited by the nature of the skin, and you cannot take actions or produce effects normally usable in your true form. If you take 15 damage while wearing the skin, it tears and is destroyed, and your true form immediately emerges in the nearest unoccupied space. Otherwise, you can spend 1 minute of strenuous activity to doff the skin.

Slipscale Armor

Armor (any dragon armor), very rare (requires attunement)

This suit of armor is a silvery liquid that, when donned, conceals itself beneath your scales until called upon. As a reaction to when you are attacked, you may instantly don the armor, causing it to emerge and cover your body until you use an action to return it to its hidden, liquid state. A creature can use the Search action to detect the presence of the armor while it is hidden, requiring a successful DC 24 Wisdom (Perception) or Intelligence (Investigation) check.

Orb of Change

Wondrous item, very rare

This incandescent orb swirls with color, seemingly filled with an organic-looking fluid that bubbles and churns. As an action while you hold the orb, you can change your species of dragon to another species of dragon that shares the same family as you. You lose any features granted to you by your species and gain the features of the species you transformed into. This change is permanent and can only be undone by the effects of a *wish* spell or divine intervention.

CHAPTER 4

HOARDS, TERRITORIES, AND LAIRS

Other creatures must build their homes by hand! Can you imagine? The inconvenience of construction is a limitation we have never suffered. Our homes build themselves while we sleep. And what we cannot create ourselves, we simply persuade you humanoids to make for us—a delightfully simple arrangement.

A CREATURE AS IMPORTANT as a dragon does not simply exist in the world. It is an apex predator, a conduit of magic, and one of the most powerful monsters in existence. When a dragon chooses a place to live, the world takes notice. Local creatures must respect a new natural order, and the land is warped by the dragon's magic. Other dragons, powerful creatures, and dragon-slaying adventurers find cause to visit the region. This chapter provides everything you need to know about creating an appropriate home for a dragon. This includes developing a hoard, establishing a territory, and detailing a lair. Because not all dragons like to live in caves and hoard gold, it is important these components support their personality and habits. No matter your dragon's needs or eccentricities, the options here ensure your dragon has a place in the world to call home.

A Dragon's Hoard

Our affection for treasure is often looked upon with disdain by other creatures. They do not understand that the pleasure we feel from our hoards exceeds any happiness a humanoid could gain from it. A single gold coin provides us with centuries of satisfaction—a far more wholesome use than spending it on fleeting trifles.

From the day it first hatches, a dragon begins collecting treasure. Describing this behavior as mere greed fails to do justice to the practice by an order of magnitude. It is an instinctual

drive as integral to a dragon's life as eating, breathing, or sleeping. Collecting treasure impacts a dragon's life on all levels. Gazing upon their wealth provides psychological satisfaction that can only be described as euphoric. Their magic feeds off the treasure, enhancing a dragon's growth and evolving their powers. Dragon lineages and societies use hoards as a social currency, finding mates and establishing dominance over rivals through its opulence. It even serves a physiological function. In the same way humanoids live healthier in a well-kept home furnished with amenities, a dragon lives well when surrounded by valuable possessions. This section details the many forms these hoards can take and how to build them, ensuring your game's dragons have loot worthy of their magnificence.

THE MYSTERIOUS NATURE OF HOARDS

Don't be ridiculous. We don't want your valuables for the sake of avarice. Some are simply very shiny, and others taste good. Getting philosophical about the concept of value is pointless. We know what we want, and that isn't going to change.

Scholars continually puzzle over why dragons possess an affinity for treasure (beyond how it benefits their growth and wellbeing). It is unclear exactly how or why a dragon determines what constitutes value, but one thing is clear: if humanoids and other species see it as valuable, dragons do as well. This is particularly troubling since dragons produce very little in the way of currency, magical items, and physical art. If dragons existed on a world without other creatures to create the objects they so covet, what would they do for hoards? Since a dragon's need for treasure is biological as well as cultural, it stands to reason there is some kind of ecological relationship between dragons and those who produce treasure. Whether this dynamic is symbiotic or parasitic is a subject of great debate. The idea that creatures as powerful as dragons could be dependent on others for a key component of their life is intriguing, if a tad unbelievable. The alternative is that dragons provide some yet undetermined benefit to those who provide them with valuables. If true, the nature of this benefit is not immediately obvious to the average humanoid.

However, dragons are highly magical creatures, which in turn means their relationship with conventional logic is tenuous at best. Perhaps dragons fulfill some kind of cosmic function beyond mortal comprehension or some similarly grand purpose. If this is the case, dragons certainly aren't telling.

BUILDING A HOARD

Over my long life I have collected hundreds of arcane curios from countless cultures. I remember where, when, and how I acquire each with perfect clarity, and others of my kind are similarly diligent. Let that be a warning to any readers who think we won't notice if even a single coin is out of place.

Museum, bank, and bedroom all rolled into one, a dragon's hoard is a true marvel. It serves as a magical catalyst to a dragon's inherent power and is the result of effort on a scale inconceivable to most mortal creatures. To say a dragon is proud of its hoard is an understatement. A dragon's hoard is

a symbol of all its accomplishments, the envy of its peers, the fantasy of mortals, the source of countless pleasures, and the nurturer of its growth. This section will help you put a thematically appropriate hoard together via the following steps:

- **Step 1:** Determining your hoard's value
- **Step 2:** Accounting for your dragon's obsessions
- **Step 3:** Detailing objects of significance within the hoard

Step 1: Determining Value

Dragons aspire to collect as much treasure as possible. There is no such thing as too much, but even dragons have their limits. One cannot expect a wyrmling to amass a fortune overnight. Even the most ambitious of dragonkind take their time by humanoid standards. Using the dragon progression table detailed in chapter 2, we can get a sense of how much treasure a "typical" dragon is likely to acquire over the course of its life. This calculation can be found in the Hoard Value table in this section, which includes three different standards of wealth by level for a dragon: poor, average, and wealthy. The amounts detailed in the Hoard Value table are rough estimations of how much wealth a given dragon should have and adjusts dramatically by age category. To give each dragon hoard a more realistic value, use the modifiers in the Hoard Modifiers table to adjust the value up or down according to



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Hoard Value (in GP)			
Dragon Level	Poor	Average	Wealthy
1st (Wyrmling)	200	400	800
2nd	400	800	1,600
3rd	700	1,400	2,800
4th	1,100	2,200	4,400
5th	1,600	3,200	6,400
6th	2,200	4,400	8,800
7th (Young)	3,500	7,000	14,000
8th	5,500	11,000	22,000
9th	8,500	17,000	34,000
10th	12,500	25,000	50,800
11th	17,500	35,000	70,000
12th	23,500	47,000	94,000
13th (Adult)	34,000	68,000	136,000
14th	48,000	96,000	192,000
15th	70,000	140,000	280,000
16th	100,000	200,000	400,000
17th	140,000	280,000	560,000
18th	190,000	380,000	760,000
19th (Ancient)	250,000	500,000	1,000,000
20th	320,000	640,000	1,280,000
Great Wyrm Level	Poor	Average	Wealthy
1st	500,000	1,000,000	2,000,000
2nd	750,000	1,500,000	3,000,000
3rd	1,000,000	2,000,000	4,000,000
4th	1,250,000	2,500,000	5,000,000
5th	1,750,000	3,500,000	7,000,000
6th	2,250,000	4,500,000	9,000,000
7th	2,750,000	5,500,000	11,000,000
8th	3,250,000	6,500,000	13,000,000
9th	3,750,000	7,500,000	15,000,000
10th	5,000,000	10,000,000	20,000,000

your needs. If you are using the Hoard Value table to determine how much wealth dragon characters should have by level, you can ignore the Hoard Modifiers table.

Hoard Modifiers

Age Category	Modification (Plus or Minus) in GP
Wyrmling	1d100
Young	2d100
Adult	5d100
Ancient	20d100
Great Wyrm	100d100

The resulting value of the hoard need not consist purely of gold coins. A dragon will likely have a hoard built by its many exploits and life experiences based upon its interactions with other cultures and peoples. Dragons appreciate diversity within their hoards for aesthetic reasons. While a gigantic pile of gold coins is indeed valuable, it doesn't tell much of a story. To help flesh out your dragon's hoard with more detailed loot, consult the following section for types of treasure whose value is listed relative to gp. From gemstones to coins to art objects, these items make a dragon's hoard shine all the brighter.

Valuable Metals

d8	Metal	Coin GP Value	Bar GP Value
1	Copper	1/100	5
2	Silver	1/10	50
3	Electrum	1/2	250
4	Gold	1	500
5	Platinum	10	5,000
6	Mithral	20	10,000
7	Adamantine	100	50,000
8	Starmetal	1,000	500,000

Generating Hoards

Using the tables in this chapter, one can randomly determine treasure appropriate for a dragon's hoard with the aid of dice. To do so, take the value of a dragon's hoard based on the Hoard Value and Hoard Modifiers tables. Once you have the appropriate value, divide the amount by two (rounded down). Keep one of the halves as coins for simplicity's sake,

Variant Rule: Dragon's Gold

While the image of a dragon resting upon a bed of gold is spectacular, it is also fantastical beyond belief. Even in a world of magic and monsters, the amount of currency required for a Huge or larger dragon to sleep upon is staggering. It would require millions upon millions of coins. While this is not physically impossible, there is almost no scenario in which a campaign world can support such a lifestyle for the average dragon. However, ruining the fun of a great golden hoard by injecting realism is a bitter pill to swallow. In the event you wish to maintain this fantasy, you can introduce the concept of Dragon's Gold. Using this variant, wherever a dragon sleeps, gold and gemstones form naturally within nearby material. Sand becomes tiny pearls, stone becomes filled with veins of gold, and minerals transform into uncut gems. The nature of these formations is thematically based on a dragon's energy type. For example, psionic dragons often form crystalline structures, while red dragons blossom rubies within their walls. The result is a spectacular amount of wealth formed from the very environment. Using this rule, a dragon's lair is a wonder of the world, containing the wealth of nations within its chambers. However, this treasure is a facade, a magical extension of a dragon's greed influencing the environment. Known as Dragon's Gold, this treasure is real only for as long as the dragon continues to call its lair home. If the material is removed from the lair or the dragon slain, the Dragon's Gold reverts to its true form after 24 hours. Sadly, most mortal races are ignorant of this fact, so using this variant likely inspires terrific interest in a dragon's life. Even a relatively small dragon's lair promises to satisfy the financial needs of a small nation, and only once the wealth is removed would those responsible learn the folly of their efforts.

Dragons using this variant still collect treasure as normal. They typically try to aesthetically align their collections around what they create naturally. For unknown reasons, dragons express no interest or attraction to their Dragon's Gold beyond its visual beauty. A dragon treats this aspect of its treasure with no greater significance than it would any other part of its lair.

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Art Objects					
d8	Object Type	Amateur Quality GP Value	Professional Quality GP Value	Expert Quality GP Value	Masterpiece Quality GP Value
1	Calligraphy	5	20	100	1,000
2	Musical Composition	15	60	300	3,000
3	Drawing	1	4	20	200
4	Jewelry	7	28	140	1,400
5	Mechanism	20	80	400	4,000
6	Painting	10	40	200	2,000
7	Sculpture	2	8	40	400
8	Textile	3	12	60	600

Gemstones						
d100	Semi-Precious	GP Value	Precious	GP Value	Exquisite	GP Value
1–4	Amber	100	Alexandrite	500	Celestiline	50,000
5–8	Amethyst	100	Aquamarine	500	Surtaline	10,000
9–12	Agate	10	Beryl	500	Eternite	10,000
13–16	Azurite	10	Diamond	5,000	Fallen Star	1,000,000
17–20	Bloodstone	50	Emerald	1,000	Living Stone	50,000
21–24	Carnelian	50	Jacinth	5,000	Lumitite	100,000
25–28	Chalcedony	50	Jadeite	5,000	Prismatine	100,000
29–32	Chrysoberyl	100	Musgravite	5,000	Sacred Element	50,000
33–36	Citrine	50	Opal	1,000	Titan Tear	100,000
37–40	Coral	100	Peridot	500	—	—
41–44	Garnet	100	Ruby	5,000	—	—
45–48	Hematite	10	Sapphire	1,000	—	—
49–52	Jade	100	Tanzanite	5,000	—	—
53–56	Jasper	50	Topaz	500	—	—
57–60	Jet	100	—	—	—	—
61–64	Lapis lazuli	10	—	—	—	—
65–68	Malachite	10	—	—	—	—
69–72	Moonstone	50	—	—	—	—
73–76	Onyx	50	—	—	—	—
77–80	Pearl	100	—	—	—	—
81–84	Quartz	50	—	—	—	—
85–88	Sardonyx	50	—	—	—	—
89–92	Spinel	100	—	—	—	—
93–96	Turquoise	10	—	—	—	—
97–100	Zircon	50	—	—	—	—

Fantasy Gemstones and Metals

Detailed in this section are a few gemstones and metals you may not have heard of before. That is because they only exist in a world of fantasy. It feels somewhat mundane to give a creature as wondrous and magical as a dragon a pile of ordinary materials for its hoard, no matter how valuable they may be. To help you get a sense of what these extraordinary and extremely valuable treasures are like, see the following descriptions. You are encouraged to develop similarly spectacular objects when defining a dragon's lair. It is extremely exciting for characters playing dragons and non-dragons alike to encounter something new and shiny.

- ◆ **Celestiline.** This gemstone can only be mined from planes inhabited by celestials and is believed to be the crystallized remains of ancient beings predating recorded history. The gemstones are always long and fluid-like when uncut, ranging from a deep blue to spectacular gold in color. The gems are weightless, floating perfectly still when placed in the air.
- ◆ **Surtaline.** Scalding to the touch, these gemstones are found only in the deepest, darkest pits of the material plane. Where rock becomes fluid with heat and where mysterious horrors lie sleeping, these gemstones are quarried at great personal risk. They appear as smoldering, crystalline embers, and no matter the ambient temperature, they are always burning hot.
- ◆ **Eternite.** Few have returned from the plane known as the River of Time and lived to talk about it. Fewer still have plumbed its depths for valuables, but those who succeed return with a strange gemstone known as eternite. While mundane and quartz-like in appearance, eternite is temporally locked. If damaged, destroyed, or altered in any way, eternite returns to its original shape within 1 hour, reforming through a reversal of time.
- ◆ **Fallen Star.** The stars are full of wonder, or so it is said. In extraordinarily rare events, a single gem will fall from the heavens as though a star itself deigned to grace the material world. While likely not actual stars, these gemstones emit daylight in a 30-foot radius and dim light 30 feet beyond that. Their rarity and beauty are beyond compare. Within the facets of a cut fallen star swirl the cosmic colors of the celestial heavens.
- ◆ **Living Stone.** Ask any druid and they will tell you of the living earth. While many believe this to be a metaphorical or magical truth, the existence of living stone tells a different story. Appearing as lumps of granite quarried from lands saturated with ancient magic, living stone beats like a heart and even bleeds a strange red fluid when cut. Once properly cut, these gemstones are a brilliant red, appearing wet as if freshly dipped in blood.
- ◆ **Lumitite.** When a portal between the planes opens, dimensional energies mix in a conflux of power as two different realities are woven together. When this occurs near a deposit of diamond over a prolonged period of time, a rare gem known as lumitite is formed. This gemstone is incorporeal by nature and must be "captured" and cut using special materials. Like the ghost of a diamond, its unusual look is prized for its distinctiveness and ethereal beauty.
- ◆ **Prismatine.** Spells are powerful concentrations of magic, and as such they rarely persist for long. However, on extraordinary occasions mighty spells endure for centuries, ceaselessly leaking magic into the surrounding environment. If this magical radiation pools and concentrates, it may crystallize into a gem known as prismatine. This vibrant gem contains an explosion of color and is a popular accessory to spellcasters looking to make an impression.
- ◆ **Sacred Element.** The four elements are the building blocks of many a fantasy world. While fire, water, earth, and air come in many interesting forms, they pale in comparison to the type of gemstone known as sacred element. Said to be leftover building material from when the universe was forged, these perfect collections of elemental matter are immutable and elegant. While few can recognize their value, they are exquisite to those who know their true nature.
- ◆ **Titan Tear.** Said to be the crystalized tears of progenitor beings, the gems known as titan tears are a deep, mysterious blue. No matter how they are cut, titan tears refuse to hold an edge or angle, resulting in perfectly smooth, fluid gems. This property makes them exceptional for artistic jewelry and display, as if liquid and solid were one. Unfortunately, there is no known source of titan tears. They are found seemingly at random across the multiverse and on every plane, though always in frustratingly small numbers.

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and use the other half to “purchase” items from the other tables. Remember, most of a dragon’s treasure is just a stand-in for party wealth to be used in other areas of 5th Edition, so don’t get too bogged down in detailing this aspect of a dragon’s hoard. You can even roll randomly on the tables to determine what elements you are purchasing with half the treasure. Note that some table options are exceedingly expensive. Never roll on a table that would expend more than half your purchasing gold amount on a resulting roll.

Step 2: Accounting for Obsessions

Did you know we dragons invented the concept of property? It’s true! Then you all had to go ruin it with things like “financial contracts” and “investments.” How you manage to own anything when you rely on little slips of paper instead of your own strength is a mystery to me.

When creating a dragon, you will have determined your dragon’s obsession. A dragon prizes the objects of its obsession above all other aspects of its hoard. While other valuables may be traded, spent, or leveraged, a dragon never willingly parts with its obsessions for any reason. Naturally, this means you must account for a dragon’s obsession within its hoard. A typical dragon counts between one third to one half of its

hoard to be dedicated to its obsession. This is due in part to the pickiness of dragons. Their obsessions are highly specific, taking great time and effort to acquire. If dragons are knowledgeable when it comes to the other elements of their hoards, they are experts on their obsessions. This makes the random tables from earlier in the chapter unfit for the purposes of generating them. Instead, you may choose what objects are in your dragon’s hoard related to its obsession from the following tables or roll randomly on the table corresponding to your dragon’s obsession. Note these options do not have a gp value, as they are important enough to have their value determined by the game’s story, not some arbitrary price.

Precious Materials

Over my many years, one truth has proven absolute: treasure can always get shinier.

The objects of a dragon’s obsession are rarely formed of ordinary materials. These artifacts count among some of the most valuable and culturally significant objects from across the realms and are not made lightly. When appropriate, you may further enhance an object’s value by fashioning it from a precious material. Additionally, a dragon’s hoard may contain many of these materials due to their inherent value. The Precious Materials table contains a list of unusual materials for enhancing objects of value.

Precious Materials

Name	Description	Value Modifier
Adamantine Crystal	A crystalized version of its famous namesake, adamantine crystal is known for its beauty and durability. Cutting this crystal requires a tool that can deal arcane damage. Objects made of adamantine crystal have their hit point maximum increased by 200.	10x normal value
Aetherium	This strange liquid exists in microscopic amounts in the air and has a strange attraction to living creatures. In great concentrations, the light-blue fluid moves about its container as if alive. Handling aetherium requires glass tools. Objects infused with aetherium cannot be held or worn by nonliving creatures.	4x normal value
Corium	Famous for its ability to retain heat, corium is naturally found in a molten state and must be cooled and solidified before it can be properly forged. In a solid state, corium glows with a soft red light and is highly prized for its ability to withstand hot temperatures. Objects made of corium are immune to fire damage.	2x normal value
Dendrite	Living crystal harvested from the dendritic tree, dendrite can be coerced into growing into the shape of various objects. Cutting dendrite requires Epic necromancy magic to ensure the crystal does not grow into undesired shapes. When an object made of dendrite is reduced to 0 hit points, if at least one fragment of the object remains, the dendrite will regrow and be restored to its hit point maximum after 24 hours.	4x normal value

Precious Materials

Name	Description	Value Modifier
Doomstone	Doomstone is a gray, unassuming stone that can only be found at the site where the last of a species went extinct. Chiseling the stone must be done with one's bare limbs to be of use to artisans. Additionally, such objects are destined to be destroyed on a date of their creator's choosing. On that date, an object made from doomstone crumbles to dust and cannot be repaired by any known means.	3x normal value
Effluxis	Effluxis is a muddy, turquoise goo that exhibits transmuting properties. When effluxis is mixed thoroughly with another fluid, the mixture is instantly transformed into a seemingly random fluid of another type. The amount of transformed fluid is always equal to the amount of effluxis mixed. Objects infused with effluxis cannot have their forms changed by any means.	3x normal value
Elementium	When pure elements are compressed by godlike forces, elementium is formed. This material appears as a light-purple metal that resonates with musical tones when struck. Forging elementium requires a system that stabilizes the metal's composition, as any impurities introduced instantly ruin the material. Objects made of elementium are always artifacts and have only beneficial magical properties (when applicable).	6x normal value
Everslate	This unusual ceramic is famous for being completely indestructible once fired and for its inability to be created, even by deities. The ceramic is drawn from a dark clay that forms around the grave of a dead deity or titan. Firing this clay requires dragonfire. Objects made of everslate cannot be damaged or destroyed by any known means.	Immeasurable
Fate	This fabric comes from a universe where time collapsed. Consequently, only a limited supply remains. The material appears as vibrating strands of light. Fate can be woven into silver strands on a loom of pure silver. When the owner of an object made of fate dies, the object is reduced to dust and cannot be restored by any known means.	Immeasurable
Grimstone	This glowing green stone is especially useful in creating magic items, particularly those related to necromancy. When a creature within 15 ft. sees at least 1 lb. of unworked grimstone for the first time in a day, it must succeed on a DC 20 Constitution saving throw or be affected by a curse, becoming addicted to the grimstone's light for 1 year. A creature so addicted must spend at least 1 hour a day within 10 feet of at least 1 lb. of the stone or gain three levels of exhaustion. Objects made from grimstone shed dim green light in a 15-ft. radius but lose the cursed property of the raw material.	2x normal value
Imperial Gold	Imperial gold is a heavenly material possessing the benefits of gold without any of the drawbacks. The metal is as hard as forged steel; to work it requires a system that crushes the metal beneath a titanic weight. Objects made with imperial gold cannot have their appearance altered by illusions.	4x normal value
Mysterium	The most poorly understood metal in existence, mysterium can only be found in realms devoid of living creatures. The metal is an ever-changing array of colors, and if it contacts any other metal, it instantly transforms into that metal. Forging mysterium is only possible through an alchemical system that magically locks it in its current state. Objects made of mysterium cannot be named, visually replicated on any medium, or verbally described.	Immeasurable

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Precious Materials

Name	Description	Value Modifier
Orichalcum	Orichalcum is a pink metal notorious for its ability to retain magical power. Forging the metal must be done without the assistance of any magic, including magic found in tools and equipment. Objects made of orichalcum are immune to spells and magical effects, and creatures holding or wearing objects of orichalcum cannot cast spells.	3x normal value
Plutgnomium	A highly volatile and deadly material, plutgnomium is prized for its great weight and density. The material deals 10d6 necrotic damage and 10d6 poison damage per minute to any creature within 10 ft. of at least 1 lb. of the material. Processing plutgnomium into a safe state requires a complex magical system that can “deplete” the material. Objects made of plutgnomium weigh twice their normal weight and have resistance to all damage.	4x normal value
Quintessence	Time made liquid, quintessence is a highly unusual material with preservative properties. The substance appears to be a fluid glass within which sparks of magic fire off at various speeds. Handling quintessence requires adamantine-laced gloves. Objects infused with quintessence suffer no ill effects from the ravages of time.	2x normal value
Shadowsilk	Shadowsilk is harvested from the elusive shadowspinners and is highly sensitive to light. Each strand of the silk is vaporous, like dark smoke coalesced into a single thread. Weaving shadowsilk must be done in pure darkness, or the threads evaporate. Objects made of shadowsilk are invisible in dim light and darkness.	2x normal value
Soarwood	Soarwood comes from the rare and slow-growing soarwood tree, known for its ability to levitate landmasses into the sky and form floating islands. The wood is a healthy shade of dark brown with elegant whorls of perfect geometry. Carving soarwood requires a bone knife, or the material becomes brittle and stale. Objects made from soarwood are weightless and can suspend up to 2,000 lbs. for every 5-ft. cube of soarwood.	4x normal value
Soulweave	Soulweave is silken threads soaked in the liquid soul of a powerful celestial or fiend. The material appears as a golden thread (if celestial) or a crimson thread (if fiend). Soulweave can only be woven, held, and worn by evil creatures. Additionally, objects made of soulweave scream when damaged.	4x normal value
Starmetal	Starmetal is one of the rarest known materials and is used in crafting the finest equipment. The metal is silvery in color with a green sheen. Forging starmetal requires a system that subjects the metal to blinding daylight and intense heat. Objects made from starmetal can be used to fashion items of mythic quality in one tenth the usual time.	20x normal value
Voidstone	Voidstone is the raw material upon which items like spheres of annihilation are based. The material absorbs all light it encounters, appearing as a hole in reality. Chiseling voidstone can only be done with magical force. Objects made from voidstone are immune to non-Epic spells and magical effects.	10x normal value

Step 3: Objects of Significance

One's sphere of annihilation is another's garbage disposal.

No self-respecting dragon's loot pile is complete without magical items. Dragons adore these objects like they would any treasure, even though they cannot use most of them. These are the masterpieces of a dragon's collection, highly prized for both their power and the avarice they inspire in others. A dragon is always keenly aware of what a magical item in its hoard does and never adds an item to its collection without a thorough examination. Even items dangerous to a dragon's home and wellbeing are welcome, though never taken without precaution. The only magical items a dragon considers avoiding are artifacts and relics¹. While they thoroughly enjoy the concept of owning something so important, dragons know these items are too important to languish in a pile of gold. The mere possession of an artifact or relic interests forces of cosmic power. This is more heat than a typical dragon is willing to put up with, as most prefer to only antagonize other creatures when it suits their purposes or creates no threat.

The Hoard Magic Items table provides a general selection of magic items that may be found in a dragon's hoard, organized by age category. When generating an NPC dragon, you should use this table to determine how many magic items a dragon should have. If you are attempting to create a PC dragon that has progressed past 1st level, consult with your DM to determine how many (if any) magic items you have.

A dragon finds most of the magic items in its hoard over the course of its life, and these objects are contextual to those events. However, at least one of these items should have been sought by the dragon for a specific purpose. While most

specimens are loath to rely on the trappings of mortal races to accomplish their goals, sometimes there is no substitution for the right tool for the job. This item should be one the dragon is capable of using in whatever forms it takes and should serve a consistent purpose in the dragon's schemes. For example, a *crystal ball of telepathy* is an ideal tool for a dragon looking to spy on and interact with other creatures without revealing its presence.

REWARDS AND INCREASING HOARDS

Why settle for enough when you could have more?

Dragons are always on the lookout for more treasure. Whether adventuring, engaging in diplomacy, battling rivals, or establishing territory, there is money to be made and shiny objects to loot. When DMing for a dragon or a dragonflight, make rewarding your players a big part of their experience. To dragons, acquiring loot is a status symbol, power enhancer, and euphoric indulgence all rolled into one. Thankfully, because dragons cannot use most magic items, you need not be concerned with how the power of these items affects your games. Additionally, dragons do not spend their treasure unless they have absolutely no choice. Most would rather compromise on almost anything else than part with a single coin. This leaves you free to reward your dragon characters in a manner befitting your game's story. You don't have to worry about what elaborate scheme your players could enact with such excessive wealth. However, there are three key benchmarks of wealth to consider (introduced in chapter 2). Make sure your players have a general sense of what achieving these degrees

Hoard Magic Items (By Rarity)²

Age Category	Common Items	Uncommon	Rare	Very Rare	Legendary	Extraordinary	Mythic
Wyrmling	1d3	1	—	—	—	—	—
Young	1d6	1d2	1	—	—	—	—
Adult	1d6	1d4	1d2	1	—	—	—
Ancient	1d6	1d6	1d4	1d2	1	—	—
Great Wyrm (Level 1–24)	1d6	1d6	1d6	1d4	1d2	1	—
Great Wyrm (Level 25+)	1d6	1d6	1d6	1d6	1d4	1d2	1

¹ Relics are a type of Epic artifact explained in 2CGaming's *Epic Legacy Hero's Handbook*.

² The extraordinary and mythic rarity types refer to magic items of Epic quality and are explained in 2CGaming's *Epic Legacy Campaign Codex*.

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of wealth means so they can better appreciate the value of the treasure you give them. These values are left deliberately ambiguous to better accommodate your campaign setting's sense of wealth and prosperity. These benchmarks include:

- **Wealthy Noble Equivalent.** To advance in age from a wyrmling to young, a dragon must have a hoard equivalent to that of a wealthy humanoid noble, such as a baron, prince, or magistrate.
- **Monarch's Royal Treasury Equivalent.** To advance in age from young to adult, a dragon must have a hoard equivalent to that of a monarch's royal treasury, such as the personal wealth of an emperor, queen, or pharaoh.
- **Wealth of a Small Nation Equivalent.** To advance in age from adult to ancient, a dragon must have a hoard equivalent to the collective wealth of a small nation, such as a city-state, fiefdom, or barony.

So long as these terms are contextually understood by your players, reward them as you see fit.

The Art of Looting

Don't laugh. I've seen the horrors your humanoid bodies perform to survive.

A gameplay loop common in 5th Edition involves looting everything in sight as soon as any obstacles are removed. Thanks to the wonders of backpacks, *bags of holding*, modest size, and opposable thumbs, this process is largely painless. Dragons lack these same luxuries. Consequently, they struggle to gather treasure efficiently. When adventuring and looting, dragons encounter a uniquely difficult obstacle: how to bring all the gold back to their lair. Thankfully, nature has provided an answer. Dragons possess a second stomach-like organ that can safely store objects they consume for transport. When a dragon consumes treasure, it can choose to send the mouthful to this storage area then disgorge it at a convenient time and place. The organ's fluids polish and clean any treasure consumed, causing loot to emerge as immaculate as the day it was made. However, since the dragon does not digest this material, the treasure's mass gets added to the creature's bulk. Depending on how much is consumed, this can amount to a considerable increase in girth. The sight of such a dragon fluttering its way home is an undignified, but sometimes necessary, occurrence depending on the size of the score. For this reason, most dragons never gather their treasure until they are ready to leave. The risk of having to fight or interact socially while so encumbered is too great.

DRAGONFLIGHT HOARDS

There is no word for "sharing" in Draconic, and for good reason.

When dragons operate as a dragonflight, a dangerous dynamic is created when it comes to treasure. One would expect such avaricious creatures to have trouble sharing, and one could not be more right. When acquiring treasure and measuring hoards, dragonflights must tread carefully. Each member is expected and encouraged to keep their own hoard, but always within the boundaries of the group's lair. Any treasure an individual member acquires on their own time is theirs to keep, but in joint operations the need for sharing is paramount and is a highly ritualistic practice. The members must place their gathered loot in a pile within the lair, then each member takes turns pulling one piece of loot from the pile to add to their hoard until nothing remains. In the event there isn't enough to go around or when one member receives more than the other, the dragon that benefited the least from the last split gets to pick first from the next split, with the greatest beneficiary from the last split going last. While not perfect, this process has proven to be the most efficient and conflict-free method, leading to more stable dragonflights and the maintaining of friendships.

A Dragon's Territory

When you build a house, do you give notice to the beasts and trees that dwelt there first? If not, don't be too fussed when a dragon establishes territory at your expense. It is the natural order of things.

From the humble ant to the modern humanoid, creatures of all shapes and sizes establish a domain over which they claim ownership. Dragons are no exception to this ecological constant, claiming huge swaths of land, sea, and air to call their own. Unlike humanoids, who use territory to determine governance and civil society, dragons use it to compete with their peers. Most dragons would do just fine with a modestly sized lair, so long as it had a cozy place to sleep and enough room for their hoard. For most, however, the desire to command and control a large geographical area is essential.

CHOOSING A TERRITORY

Dragons can live just about anywhere, as long as they can store their hoards safely within its borders. A dragon chooses a realm based on the following four objectives:

- The location is safe and secure.
- The location facilitates its objectives and schemes.
- The location provides reasonable sources of physical nourishment and psychological enrichment.
- The location allows for displays of dominance, rivalry, and affection toward other dragons.

Safety and Security

The most important factor when it comes to a territory is whether a dragon can establish a safe lair within its borders. The details of what a dragon is looking for in a lair is provided later in this chapter. However, the minimum requirements for a lair demand a reasonable degree of privacy through isolation and the ability to secure it against intruders. The typical

solution to this challenge is a large cave, but dragons are an ambitious sort. Floating islands in the sky, arctic glaciers, volcanic hotspots, undersea reefs, and even unusual locations on other planes are not unheard of. More than any other factors, a dragon prizes isolation and security. An ideal location is one that most creatures (including pesky adventurers) cannot reach without tremendous effort and personal risk. Even if it means a dragon must fly hundreds of miles to secure a good meal or go on an adventure, the comfort of knowing its home is safe is worth the price. See the Dragon Lair Locations table for some fitting lair locations. You can use the table to roll for a dragon's lair randomly or choose one that feels appropriate for the dragon you are playing or creating.

Facilitating Objectives and Schemes

A dragon has places to be and plots to enact, so an ideal territory provides reasonable access to necessary resources toward those ends. These can range from economic resources such as trade goods, wildlife, magic, and population centers to more esoteric needs such as spiritual guidance or information networks. While it's difficult to anticipate every need a dragon may have over its long life, most can foresee a use for at least one significant resource within its territory. This often become a signature of how a dragon operates.



Dragon Lair Locations

d100 Description

- 1–2** The shadow of a foreboding mountain said to contain a portal to a world of death and darkness
- 3–4** An icy mountain peak uninhabitable by most creatures
- 5–6** Lava tubes beneath a dormant volcano
- 7–8** An ancient forest of titanic trees hundreds of feet tall
- 9–10** A shallow coral reef filled with exotic marine life
- 11–12** An active volcano unleashing a steady flow of molten lava
- 13–14** A mystical island floating among the clouds
- 15–16** An abandoned castle built by an ancient civilization
- 17–18** An abandoned temple dedicated to a dead god
- 19–20** A cave behind a gigantic waterfall, impassible to creatures lacking the strength to pierce it
- 21–22** A peat-filled lagoon in a dismal swamp
- 23–24** A crystal-filled cavern in the heart of a temperate jungle
- 25–26** A tidal cave at the end of a beautiful tropical beach
- 27–28** A towering mesa in the middle of a blistering desert
- 29–30** A tranquil meadow frequented by fey and forever awash in twilight
- 31–32** A hidden valley never observed by humanoid eyes
- 33–34** A lake of nigh-bottomless depth and dark waters
- 35–36** An abandoned orchard filled with a variety of delectable fruit
- 37–38** A tranquil oasis within a desert of black sand, a secret to even most natives
- 39–40** An inconspicuous hill amid verdant farmland
- 41–42** A marsh filled with the remains of soldiers from an ancient battle
- 43–44** A vacated estate once belonging to a recently deposed and beheaded noble
- 45–46** The bank of a raging river that is impossible to swim across
- 47–48** A dungeon belonging to an ancient evil that was banished by heroic adventurers
- 49–50** The basement of a popular tavern frequented by all manner of folk

Dragon Lair Locations

d100 Description

- 51–52** The sewers beneath a bustling metropolis
- 53–54** The crater of a recently crashed meteor that obliterated all life for miles
- 55–56** The graveyard of a long-dead race of giants
- 57–58** A towering cliff of smooth stone overlooking a peaceful and populated landscape
- 59–60** A tower once belonging to a mighty wizard who never returned from a planar jaunt
- 61–62** The abyssal depths of an ocean, accessible only to aquatic creatures or by magical means
- 63–64** An underground labyrinth constructed by maniacal gnomes
- 65–66** A dwarven-built lair custom-made for the dragon, repayment for a service performed for their clan
- 67–68** The skeletal remains of a titanic creature that fell battling another of its kind
- 69–70** A series of underground hot springs saturated with mineral water and light volcanic activity
- 71–72** A magically solidified storm cloud that always crackles with lightning and rumbles with thunder
- 73–74** A vast, flat, arctic tundra
- 75–76** An island within the eye of a perpetual, magical hurricane
- 77–78** A vine-choked jungle filled with all manner of poisonous flora
- 79–80** The submerged shipwreck of an elaborate yacht, sunk by humanoid hubris
- 81–82** A depleted gold mine now filled with giant vermin
- 83–84** The canopy of a titanic tree that has survived for more than 10,000 years
- 85–86** A grand amphitheater with an expansive backstage, conveniently ignored by its humanoid practitioners
- 87–88** The hollow insides of a colossal elven statue fashioned from a strange white metal
- 89–90** A fey spring bubbling with strange magics and chaotic energies
- 91–92** An enormous iceberg floating across the ocean
- 93–94** An island in the middle of an acidic lake
- 95–96** A magical prison missing its jailors, with some of its prisoners still locked away
- 97–98** A stone bridge across a yawning chasm, wide enough for creatures of any size to cross
- 99–100** A forest of petrified trees overrun by desert sands

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For example, a dragon lairing in an active volcano may utilize the flowing lava as leverage against local populations, diverting it toward those the dragon deems disobedient. A naturally occurring portal to another plane may be key to a dragon's strategy of acquiring powerful allies for an upcoming assault upon a hated rival. The many ways a dragon could utilize its territory are impossible to count, even with a random table. However, when detailing this aspect of your dragon, make sure some aspect of its ambition is reflected in how it makes use of its territory.

Nourishment and Enrichment

While they may do things more slowly than most other beings, dragons require physical nourishment and psychological enrichment like other creatures. When considering their territory, dragons are keen to account for anything that may enhance their day-to-day life. This typically includes sources of food, activities the dragon can perform within the territory, and sources of entertainment. Most are particularly interested in the ability to practice their ever-growing skills and powers, and a dragon's territory often contains designated areas for various forms of experimentation and exercise. What entertains and enriches a dragon is something you should decide based on your game's needs, but one thing worth designating is your dragon's favorite food. No matter where a dragon establishes its home, there will always be a meal it enjoys above all others. This is often a source of great contention between the locals and the dragon, depending on what it likes to eat. Elven horticulturists would take an understandably dim view of a dragon snacking on their precious trees. A dragon's

proclivities may also inspire conflict. Practicing one's roar in the middle of the night can be quite upsetting to anyone desperately trying to sleep.

The Dragon Downtime Activities table provides some examples of mundane activities a dragon may perform in its territory. Use this table when determining the actions of NPC dragons or when your players are looking to spend some downtime with their dragon characters. Such downtime activities can last an inordinate amount of time—a day, week, month, or even an entire year are not uncommon.

Social Interactions

Unless a dragon lives in an incredibly remote location, odds are it will share its territory with a wide variety of other creatures. The type of creatures largely determines how a dragon feels about them and how they interact.

Interacting with Other Dragons

Dragons, even mated pairs, rarely share territory. Those that do are likely dragonflights or are engaged in a territorial dispute. When a dragon approaches another dragon's territory, it is expected that a proper tribute is brought and their presence declared. Uninvited intrusion is among the greatest of dragon social faux pas. This is largely due to the social status a dragon's territory conveys to its peers. To dragons, the magnificence and size of its territory is a significant symbol. Hoards are too intimate and personal to share with others, but territories beg to be witnessed. A territory's borders are a testament to its master's influence. Its inhabitants dwell in the merciful, winged shadow of the realm's ruler,

Dragon Downtime Activities

- 1 Spying on a random creature within the territory, observing and cataloging its every move and action.
- 2 The dragon does this out of obsessive curiosity and to practice its skills of observation. The significance of the creature is irrelevant.
- 3 Meditating in perfect stillness, oblivious to everyone and everything around the dragon. During this time, the dragon reflects on a specific action it took in a past conflict, determining how it could have been more efficient.
- 4 Composing a dragonsong inspired by aspects of its territory. For each source of inspiration the dragon draws from, it adds another movement to the dragonsong. The dragon carves this composition onto a solid surface somewhere within the territory.
- 5 Conversing with a creature the dragon can communicate with, for no other reason than to hear its story. The dragon asks the creature a dizzying number of questions, probing into intimate and mundane details alike.
- 6 Enjoying a natural wonder present within the territory, such as a pool of lava, a beautiful waterfall, or a windswept peak. The purpose is purely to experience the power, beauty, and simplicity of nature, with all its ups and downs.
- 7 Building a piece of art or totem out of natural materials to serve a creative impulse. The dragon knows not why it creates this piece, only that it must express itself with what it can get its claws on within the territory.

and one can only imagine the glory of the lair belonging to such a paragon. Envy is not nearly as frowned upon in dragon society as it is in other cultures. It is an integral part of dragons' social experience. They are expected to spy on and envy each other's territories from afar but never cross the border unless invited or the situation has grown serious. Even members of a shared lineage or clan must abide by these customs or risk violence.

Interacting with Non-dragons

I have heard humanoids are accustomed to paying taxes, so why all the fuss when I ask for tribute? Certainly I am far more deserving than any crusty old noble or spoiled baron.

Most dragons don't find sharing their territory with non-dragons problematic, and most creatures are wise enough to let sleeping dragons lie (the loss of the occasional herd of sheep is a small price to pay for getting along with one's draconic neighbor). Dragons aren't known for getting along well with most creatures, but they typically share an affinity for non-dragons who share certain qualities with them. This dynamic is best explored through a combination of the dragon's energy type and alignment. A similar moral philosophy and comparable magical nature also aid with coexistence and sometimes even collaboration. For example, a red dragon of a neutral alignment will get along well with creatures such as fire elementals, which are often neutral and share an obvious affection for fire. The Territory Creature Affinity table details a dragon's general attitude toward other creatures that share its territory based on a variety of likes and dislikes. Each like improves a dragon's initial indifferent attitude toward such creatures within its territory by one level, and each dislike reduces it by one level.

Interacting with Humanoids

One exception to this approach is when dealing with humanoids. Dragons tend to view humanoid societies in their domain as both a curiosity and a perpetual supply of treasure. Consequently, they are especially tolerant toward whatever humanoid communities blossom within their territory. Humanoids are easy to influence and remarkably useful if leveraged appropriately. The promise of traveling adventurers passing through the area who may take an interest in a dragon is an intriguing one. Most dragons scoff at the idea that a party of intrepid heroes could take them down, and they relish these opportunities to collect treasure delivered directly to their front doors. Younger dragons are more cautious, preferring to avoid the notice of large humanoid societies, while older dragons quite readily make their presence known. Regardless of the dragon's or humanoid's nature, a relationship between the two is inevitable. The humanoids are too populous to ignore, and the dragon is too dangerous to disregard.

ESTABLISHING AND PROTECTING A TERRITORY

When a dragon first stakes its territorial claim, it is either a wyrmling or has been recently evicted from its previous holdings. The most important thing to consider is the proximity of the territory to other dragons. The dragon must make plans to expand, and doing so is more difficult if older dragons are close by. From there, it is only a matter of time before its humble holding expands to the size of a small kingdom. This section details just how a dragon manages its territory and makes its presence felt.

Size

While a small dragon may have big dreams, the practicalities of managing territory demand it take things slowly. With increased territory comes greater risk, not only from potentially

Territory Creature Affinity

Dragon Likes/ Dislikes	Creature Characteristics
Likes	The creature shares a theme with the dragon's energy type.
Likes	The creature has a non-dragon creature type.
Likes	The creature shares partial alignment with the dragon (counts as two likes if alignment perfectly matches).
Likes	The creature's CR or character level is no higher than half the dragon's CR (rounded down).
Dislikes	The creature has a dragon creature type.
Dislikes	The creature's CR or character level is higher than half the dragon's CR (rounded down).
Dislikes	The creature has an oppositional alignment with the dragon (counts as two dislikes if alignment is perfectly oppositional).
Dislikes	The creature has a lair within the dragon's territory.

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hostile locals (which the dragon cannot tolerate) but from rivals looking to cause problems for the young upstart. While geography always plays a role in how a dragon curates its territory (a terrestrial dragon cannot command the oceanic depths off the coast of its lair, for example), the general size of the area is based on its age category, as shown in the Territory by Age table.

Territory by Age

Dragon Age Category	Territory Size (Radius Centered on Lair)
Wyrmling	1–5 miles
Young	6–10 miles
Adult	11–20 miles
Ancient	21–50 miles
Great Wyrm	51+ miles

As much as a dragon would like to expand its lair, the biggest obstacle to these ambitions is other dragons. When the borders of two territories meet, one of two things can happen: the dragons clash and become rivals, or they become respectful neighbors. The details of what happens when dragons become rivals is detailed further in chapter 5, but suffice it to say things can get messy.

Markings

While the signs of a dragon's presence are often obvious, some of them are more intentional than others. Dragons create specific signs so that other dragons know not only of its presence but what its territorial borders are, a behavior common to many species. Only non-dragons familiar with draconic culture can expertly recognize these markings for their intent. Dragons, however, instinctively recognize them. Each marking is made to be detected with a specific sense: sight, smell, hearing, or taste. A typical dragon will perimeter its entire territory with a diverse selection of these markings but emphasizes one as a type of draconic "signature." When developing a dragon's territory, you can roll on the Territorial Markings table randomly or choose from the available options to determine this signature.

Regional Effects

Most significant to a dragon's territory are the magical effects produced by its presence. When a dragon establishes a lair, its magic expands to the borders of its territory and produces a bewildering array of supernatural, mostly harmless effects. When your dragon establishes a lair, you must choose three regional effects from the options in this section that result from its presence. When (or if) your dragon advances using the dragon progression table, it may exchange one of its regional effects with another from the list in the Regional Effect Options section. Your dragon gains also gains the Regional Effects trait.



Regional Effects. The region containing the dragon's lair is warped by the dragon's magic, which creates one or more of its chosen regional effects options. If the dragon is slain, these effects fade over the course of 1d10 days.

Regional Effect Options

Animal Eyes. Rodents and birds within the territory serve as the dragon's eyes and ears. Large game are strangely absent, hinting at the presence of an unnaturally hungry predator.

Artist's Touch. When the dragon touches a structure or an object that isn't being held or worn within the territory, it can choose to change any number of the colors of the target to colors of its choice.

Brightest Days. The sun shines for 8 hours minimum every day within the territory, and weather (even when magically produced) can never block sunlight from shining on the dragon.

Clever Tongues. Unless the dragon chooses otherwise, creatures in the territory have advantage on Charisma ability checks when telling jokes or making insults.

Creeping Fog. Fog lightly obscures the land within the territory, which cannot be dispersed unless the dragon allows it.

Deep Slumber. When the dragon sleeps in its territory, its snores can be heard throughout the entire area.

Dragon Dreams. Whenever a creature that can understand a language sleeps or enters a state of trance or reverie within the territory, the dragon can establish telepathic contact with that creature and converse with it in its dreams. The creature remembers its conversation with the dragon upon waking.

Elemental Fissures. Planar fissures within the territory form portals to the elemental planes, allowing creatures of elemental energies to dwell nearby.

Territorial Markings

d8	Marking Type	Description
1	Breath Weapon Sign	The dragon unleashes its breath weapon against a particularly susceptible target, demonstrating its potency and nature. This is no random act of destruction; it is a warning. This tells other dragons the species of the dragon along with the strength of its breath weapon.
2	Scorings	The dragon carves, scratches, and maims the environment in a manner which showcases its strength. This tells other dragons the size of the dragon along with the danger it poses with its natural weaponry.
3	Pheromone Brush	The dragon leaves its pheromones on a surface within the territory. This tells other dragons the sex of the dragon along with whether or not it is interested in finding a mate.
4	Dragonsong Poetry	The dragon performs an act of dragonsong, its magical melodies echoing for days after its performance. It sings of its family, friends, and rivals. This tells other dragons about the dragon's lineage and its affiliation with other dragons.
5	Fresh Kill	The dragon kills a creature it would ordinarily consume for food and leaves its remains in the open for others to see. The dragon's scent is a pungent and fearsome symbol, causing other creatures to avoid the remains. This tells other dragons about the dragon's tastes and skills.
6	Perching	The dragon perches in an easily visible location within its territory, remaining perfectly still for days on end. This display projects a magical mirage of the dragon. This illusion is visible at a great distance, telling all other dragons exactly what the inhabiting dragon looks like.
7	Shedding	The dragon sheds some of its older scales in an open and accessible location. When tasted, these scales tell other dragons the source's exact age as well as its species.
8	Carving	The dragon carves a piece of rock, tree, or similarly pliable material into a basic but clearly artificial shape, demonstrating the dragon's creativity and mindfulness. This tells other dragons its state of mind and outlook.

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Eternal Twilight. The season in the territory is always autumn, and the trees within the affected area mysteriously never run out of leaves to drop.

Furious Air. Unless the dragon chooses otherwise, strong winds constantly blow throughout the territory in a direction of the dragon's choice.

Glittering Glory. Gems and pearls within the region sparkle and gleam, shedding dim light in a 5-foot radius.

Haunting Music. Within the territory, the dragon can set illusory sounds, such as soft music and strange echoes, so that they can be heard in various parts of the lair.

Little Friends. Tiny beasts such as rodents and birds that are normally unable to speak magically gain the ability to speak and understand Draconic while within the territory. These creatures speak well of the dragon but can't divulge its whereabouts.

Lost and Found. Maps of the territory are always inaccurate, with all marked paths invariably leading toward the dragon's lair.

Mischievous Glyphs. Magic carvings of the dragon's smiling visage can be seen worked into stone terrain and objects within the territory.

Oppressive Heat. The environmental temperature in the territory never drops below 120 degrees Fahrenheit.

Raging Storm. Thunderstorms rage within the territory unless the dragon chooses otherwise.

Safe Havens. Tracks appear within the territory. The tracks lead to safe shelters and hidden water sources and lead away from areas the dragon prefers remain undisturbed.

Slumbering Blizzards. Freezing precipitation falls within the territory, forming blizzard conditions when the dragon is at rest, unless it chooses otherwise.

Spoiled Water. Water sources within the territory are supernaturally fouled. Enemies of the dragon that drink such water regurgitate it within minutes.

Stealthy Passage. Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it in this area is impossible except by magical means. In addition, the dragon ignores movement impediments and damage from plants in this area that are neither magical nor creatures. The plants remove themselves from the dragon's path.

Tasty Treats. Whenever a humanoid creature finishes a long rest within the territory, it smells delicious for the next 24 hours. Creatures have advantage on Wisdom (Perception) ability checks to detect the creature by smell, and local predators prefer the meat of such creatures over their typical prey.

Tricky Mirages. Images of Large or smaller monsters haunt the land within the territory. These illusions move and appear real, although they can do no harm. A creature that examines an image from a distance can tell it's an illusion with a successful Intelligence (Investigation) check against the territory owner's dragon save DC. Any physical interaction with an image reveals it to be an illusion, as objects pass through it.

Unstable Ground. Small earthquakes and tremors are common within the territory. Large or smaller structures not held up by magic collapse when subjected to one of these events.

Verdant Lands. The land within the territory takes twice as long as normal to traverse due to the plants growing dense and twisted. Any plants that are destroyed in the area regrow within 24 hours.

Volcanic Activity. Water sources within the territory are supernaturally warm and tainted by sulfur.

Warding Fog. Banks of beautiful, opalescent mist manifest within the territory. The mist doesn't obscure anything. It assumes haunting forms when hostile creatures are near the dragon or creatures friendly to the dragon, warning of danger.

Water Scrying. Whenever a creature with an Intelligence of 3 or higher comes within 30 feet of a water source within the territory, the dragon becomes aware of the creature's presence and location.

Wondrous Smells. The air in the territory always smells fragrant, with traditionally noxious odors instead smelling overwhelmingly lovely (any effects caused by noxious or unpleasant smells remain unchanged).

TERRITORY AND DRAGONFLIGHTS

If a team of dragons is operating as a dragonflight, they must collaborate when establishing and maintaining a territory. The same restrictions apply as though they were flying solo, with the highest-level dragon determining the size of the territory. However, the regional effects affecting the territory and when to replace regional effects are chosen democratically.

A Dragon's Lair

Never visit a dragon's home without an offering. It just might save your life.

The crown jewel of a dragon's territory is its lair. Inaccessible for most other creatures and a place of safety for the dragon, a lair is a wondrous home for an equally wondrous creature. Wherever a dragon chooses to make its home, it takes great care to ensure it will be both comfortable and secure. Doing so is no small effort. Each lair requires three key components to realize this dream: a hoard chamber, an atrium, and an entrance.

HOARD CHAMBER

The most important room in a lair and the sleeping place of every dragon, the hoard chamber is beautiful beyond belief. Here the dragon has arranged all its treasure according to

its tastes. Some are messy and disorganized while others are more carefully curated than a museum. The centerpiece of this excessive display of wealth is the dragon's bed: a pile of coins and treasure arranged for comfort. This is the most important location in a dragon's life. No room is more secure, more private, or more personal. Few creatures are afforded the privilege of seeing a dragon's hoard chamber. Only the closest of mates or trusted friends are granted the opportunity. Most humanoids have only beheld this wonder when they have slain the dragon that called it home. Consequently, the hoard chamber is often warded by magic, hidden, or so well protected it would be nigh impossible to access without first slaying its owner.

As a dragon grows, its hoard chamber must often grow alongside it. Rather than carve out increasingly larger versions of the same room, dragons are inclined to instead move it to another, larger room within the lair. The old hoard chamber is often used to house other creatures living within the lair. Even the most xenophobic dragons see the value in having guards to defend its home. Obedience and respect are a must, reinforcing a preference for creatures such as golems that are trustworthy to a fault. Dragons with the gift of leadership are typically willing to take more risks, hiring "lieutenants" to manage their lairs and affairs while they are away.



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ATRIUM

While dragons like to keep their lairs secluded, they also occasionally need to entertain guests. This risky affair is best handled in a large, spacious area so the dragon can size up any potential threats it invites into its home. The atrium serves this purpose. All rooms in the lair lead through the atrium, and it exists to make an impression. This chamber is designed to tell a story about the dragon it wants others to hear. How powerful the dragon is, what it likes and dislikes and what it has accomplished should be visually evident within moments of accessing the lair. However welcoming the atrium appears, this is the limit of a dragon's hospitality. The room makes it clear that guests can come this far but no further without the dragon's explicit permission. It is not uncommon for atriums to account for a wide variety of needs any potential guests may have, such as water features for aquatic guests, banquet tables for humanoids, or cold storage for meal preparation and culinary arts. The more powerful and prestigious the dragon, the more elaborate the atrium.

ENTRANCE

Unless a dragon is supremely confident or well loved, it usually keeps its lair hidden from most creatures. Anyone dedicated enough and who knows what to look for may find it, but only after a tremendous amount of effort. This is all thanks to the entrance of a lair, which serves as a basic deterrent against common nuisances. To the experienced eye, the entrance to a dragon's lair is obvious. This is very much the point. Other dragons should be able to find a lair without difficulty, while creatures undeserving of the dragon's attention are kept away. Most specimens are fond of a "natural look" to the exterior of their lairs. Dragons are not builders, but in some cases they may hire builders to curate its appearance. While dragons aren't keen on blocking all intrusion, at very least they want to be alerted to the presence of intruders. Consequently, the entrances are often rigged with non-lethal, excessively loud traps.

ADDITIONAL ROOMS

Most dragons have more than three elements to their lairs. How much effort and detail you want to put into your dragon's lair is up to you, but the Dragon Lair Rooms table should help you get a sense of what kinds of rooms your dragon might have as well as the scale of its lair.

LAIR ACTIONS

No lair would be complete without the magical lair actions a dragon can take while within its boundaries. When your dragon establishes a lair, it gains three lair action options it can use when in combat within the lair, chosen from the following section at the time the lair is established. If a lair action would force a creature to attempt a saving throw or ability check, the DC is equal to the lair owner's dragon save DC. Additionally, when your dragon advances a level, it may replace one of the options it knows with a different one. To utilize these actions, the dragon gains the following trait.

Lair Actions. On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of its lair action options. The dragon can't use the same effect twice in a row.

Lair Action Options

Antimagic Sheath. A sheath of antimagic appears on the dragon or a creature of its choice it can see within the lair. Spells and magical effects of the dragon's choice of 6th level or lower affecting the target immediately end.

Banishment. One creature the dragon can see within 120 feet of it must succeed on a Charisma saving throw or be banished to a dream plane, a plane of existence the dragon has imagined into being. To escape, the creature must use its action to attempt a Charisma check contested by the dragon. If the creature wins, it escapes the dream plane. Otherwise, the effect ends on initiative count 20 of the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if the space it left is occupied.

Dragon Lair Rooms

Age Category	Hoard Chamber	Atrium	Entrance	Garbage	Non-Dragon Quarters	Secret Entrance	False Hoard Chamber	Teleportation Circle	Food Storage	Spa	Biographical Museum
Wyrmling	1	1	1	1	0	0	0	0	0	0	0
Young	1	1	1	1	1	0	0	0	1	0	0
Adult	1	1	1	1	2	1	1	0	1	0	0
Ancient	1	1	1	1	3	1	1	1	1	1	0
Great Wyrm	1	1	1	1	4	1	1	1	1	1	1

Beguiling Fog. Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a Wisdom saving throw or be charmed by the dragon until initiative count 20 of the next round.

Cave-in. Part of the ceiling collapses above one creature the dragon can see within 120 feet of it. The creature must succeed on a Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand. A creature can take an action to attempt a Strength check, ending the buried state on a success.

Creeping Doom. A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The area within the cloud is lightly obscured. Any creature in the cloud when it appears must attempt a Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a success. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.

Eruption. Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must attempt a Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a success.

Fickle Winds. Fickle winds aid the dragon in combat against up to five creatures of the dragon's choice that it can see. Affected creatures suffer disadvantage on ranged weapon attacks and have their flying speed (if any) halved until the next initiative count of 20.

Frigid Blast. A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as the flame in lanterns, are not extinguished.

Glamour. The dragon becomes invisible until it makes an attack, uses an action, or leaves the lair.

Healing Burst. A burst of healing energy appears in a 10-foot cube on a point in the lair of the dragon's choosing which lasts until the next initiative count of 20. When a creature in that area breathes for the first time in a round, it magically regains 21 (6d6) hit points.

Heat Blast. A strong wind blows around the dragon. Each creature within 60 feet of the dragon must succeed on a Strength saving throw or be pushed 15 feet away from the dragon and knocked prone. Gases and vapors are dispersed by

the wind, and unprotected flames are extinguished. Protected flames, such as the flame in lanterns, are not extinguished.

Hypnotic Patterns. Sparkling lights of color appear in a 10-foot cube in an area within the lair of the dragon's choice, which last until the next initiative count of 20. A creature that starts its turn in the affected area must succeed on a Wisdom saving throw or spend its entire turn trying to catch the lights and cannot willingly leave the area by any means. A creature immune to the charmed condition is immune to this effect.

Ice Cloud. Freezing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must attempt a Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a success. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.

Ice Storm. Jagged ice shards fall from the ceiling, striking up to three creatures the dragon can see within 120 feet of it. The dragon makes one melee attack roll against each target. On a hit, the target takes 10 (3d6) piercing damage.

Naturalize. A creature the dragon can see that is in a form other than its true form must succeed on a Wisdom saving throw or be forced to assume its true form. A creature so reverted cannot assume a new form for 1 minute.

Plant Growth. Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. The area becomes difficult terrain, and each creature within it must succeed on a Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to attempt a Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.

Precognition. The dragon glimpses the future, granting it advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.

Quake. A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a Dexterity saving throw or be knocked prone.

Sandstorm. A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a Constitution saving throw or be blinded for 1 minute. A creature can repeat the

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saving throw at the end of each of its turns, ending the effect on itself on a success.

Shocking Arc. Lightning arcs, forming a 5-foot-wide line between two solid surfaces the dragon can see within the lair. They must be within 120 feet of the dragon and within 120 feet of each other. Each creature in that line must succeed on a Dexterity saving throw or take 10 (3d6) lightning damage.

Snuff Light. The dragon extinguishes a source of nonmagical or magical light.

Spell Drain. A creature with spell slots the dragon can see within 120 feet of it must expend a spell slot of 4th level or higher or take 45 (10d8) necrotic damage.

Thunderclap. A thunderclap originates at a point the dragon can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must succeed on a Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.

Toxic Fumes. Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a Constitution saving throw or be poisoned until the end of its next turn.

Umbral Shadow. Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Watery Grasp. Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a Strength saving throw or be pulled up to 20 feet into the water and knocked prone.

CHAPTER 5

DRAGON SOCIETY AND CULTURE

Dragons never socialize without purpose.

NEVER HAVE THERE BEEN creatures as diverse as dragonkind. Their bewildering array of colors, shapes, and powers could fill a thousand tomes. However, their size, beauty, and magical abilities alone aren't their only aspects to be praised. The most amazing part of a dragon is its mind. Dragons can be brilliant, wise, dumb, ignorant, charismatic, or boorish, but each share cultural traditions predating all recorded civilization. These social dynamics are poorly understood by humanoids, and for good reason. What humans call social interaction—making friends, forming relationships, finding partners, raising families—all occur in the blink of an eye to a dragon. To make things even more complicated, a dragon thinks in terms not easily understood. Their logic and perspective are entirely alien to most beings, making their behaviors and customs inscrutable. This chapter aims to shed some light on what it means to be a dragon in the psychological sense. This should aid you in getting into character when running a dragon.

A Dragon's Mind

Even if you took away our claws, teeth, breath, wings, and tail and left us only our mind, we would still be a match for most of you at your best. It's just sometimes more convenient to bite than spend a year concocting a flawless plan for victory.

A dragon's magnificent form cloaks what is one of the greatest minds in all the realms. While not all dragons are wise, intelligent, or charismatic, the ways these traits are expressed in dragons are unique. They do not have thoughts or ideas as humanoids do, nor are their cognitive processes even remotely relatable. Scholars attempting to understand the draconic mind invariably fall short. For every truth unearthed about how a dragon thinks, a dozen

more mysteries are unveiled. Supremely disinterested in their own psychology, dragons are remarkably unhelpful when it comes to understanding their own people. It takes even the most experienced ecologist a lifetime to understand the mind of a single dragon, only to discover another of its kind to be completely different. However, a few common elements of draconic cognition have emerged across centuries of research.

MENTAL CAPACITIES

Sentience is not the pinnacle of thought, but merely its beginning. There is still a long way to go.

The concept of the mind is already tenuous among humanoids. Among dragons, it is a nigh unknowable enigma. However, no matter the species or lineage, the minds of dragons begin equally. A dragon is not smart, wise, or social



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because it was born that way, but because it chose to be. As it grows, a dragon decides whether to improve its mental or physical capacities according to its desires and needs. While not all dragons choose to invest in their mental abilities, it is rare for a dragon to completely neglect developing its mind in favor of its body. Often this process is influenced not only by the dragon's physical environment, but by cultural or magical factors as well. A dragon born into a savage wilderness may have little use for a silver tongue and social skills, while a dragon immersed in a world of magic must leverage prodigious intellect to master the arcane. While the concepts of intelligence, wisdom, and charisma among dragons are relatively similar to humanoids, they diverge in a few key areas.

Intelligence. A dragon's intelligence enhances its ability to solve complex problems and innovate. It is the birthplace of imagination and the mechanism by which countless schemes are forged. Many dragons choose to become intelligent because they enjoy the demonstrable superiority of their minds. The average dragon's intelligence can quickly exceed humanoid genius by the time the dragon has reached the young age category. Additionally, most dragons view intelligence as key to outwitting their rivals. Where teeth and claws fail, a scheming mind can prevail. Such dragons are rarely without a plan of action or ignorant of a subject. Consequently, dragons with great intelligence tend to be arrogant, competitive, creative, curious, and studious.

Wisdom. The long lives of dragons are the perfect catalyst for wisdom of enlightened proportions. Many of the longest-lived dragons have only made it that far because their ambition and power were tempered by great wisdom. With an inherent significance thrust upon them, dragons stand to benefit tremendously by understanding their place in the world. Those that invest into their wisdom seldom regret it. A wise dragon will not only understand how best to live its own life, but how to influence the world around it as efficiently as possible. Where an intelligent dragon would spend a decade plotting to overthrow an ambitious rival, a wise dragon knows to wait until the rival inevitably destroys themselves. Such dragons rarely make mistakes or fail to appreciate the consequences of a course of action. Consequently, wise dragons are often patient, contemplative, efficient, satisfied, and resolute.

Charisma. The silver tongues of dragons are legendary. With but a whisper, a charismatic specimen can strike fear into the hearts of noble knights or bring sinister tyrants to their knees. While not as bombastic as bards or as inspiring as paladins, a dragon that invests in its charisma has a personality like no other. Such dragons are masterful speakers, so much so they appear almost supernatural in nature. More than one humanoid has felt bewitched by the enchanting, perfectly chosen words of a cunning dragon. A charismatic dragon knows that effective communication is a subtle and unique tool that no amount of brilliance or logic can surpass.

Such dragons have talked their way to victory as often as they have fought. Their influence over other creatures ranges from subtle to domineering, all in service of their own needs, no matter how trivial or significant they may be. Consequently, charismatic dragons are often loquacious, witty, compassionate, seductive, articulate, and entertaining.

Thought and Consciousness

Consciousness is not an equal concept among sentient beings. What a dragon experiences in its own mind—its thoughts, feelings, and understandings—are conceptually alien to non-dragons. What we call thoughts, the voices in our heads, are fundamentally different to what dragons experience when thinking. A dragon's perception of reality and how its conscious mind interprets that perception are impossible to experience without the aid of powerful magic. Even so, some scholars have made great strides in this area. With the aid of spells like *true polymorph* and *shapechange*, powerful spellcasters have seen the world through a dragon's eyes. A dragon's conscious mind is divided up into three main processes: primal instincts, the hyperconscious, and the meta-mind.

Primal Instincts. Beneath the conscious mind of a dragon sleeps an array of sharp instincts that govern its biological processes. When dragons were first forged, they were gifted with the predatory skills necessary to dominate the food chain. No matter how pleasant, kindhearted, or well-mannered a dragon may appear, all that can disappear in an instant if these instincts are triggered. The urge to go for the throat, to consume the flesh of those it kills, to mate, and to claim territory are among the many behaviors brought about by these instincts. While all dragons have them, many choose not to express them. Some have "lost touch" with these motivations, seeing them as primitive or a remnant of a past beyond which they have long since evolved. Other dragons are deeply in tune with these instincts. Such specimens are among the most dangerous of dragonkind, for the life of a lone apex predator is not healthy for most other creatures, including other dragons. However, all dragons derive some degree of inherent morality from these instincts. The natural expressions of one's instincts are not shameful to most dragons, only occasionally inconvenient. When a dragon's primal instincts are being expressed, its pupils narrow, its breathing grows heavy, and its body language shifts to a distinctly animalistic posture.

Hyperconscious. The conscious mind of a dragon is a dizzying maelstrom of activity. A dragon's thought process is actually the cooperative conversation of three different personalities. Possessing a unique voice and outlook, each personality constantly argues, debates, and negotiates with the others to form a consensus on how to act. When a dragon must make a decision, each of its personalities casts a vote on a course of action, with the majority ruling dictating how the dragon acts. This process can occur in the blink of an eye or over the course of several days, depending on the complexity

of the problem. Often, dragons will talk through the process out loud, giving each of its personalities a voice. To non-dragons, this process is exceedingly bizarre, though the wise know not to interrupt a dragon while talking to itself. What is more, the personalities are often extremely different. One embodies a dragon's intelligence, another its wisdom, and the third its charisma. While it's rare for all the personalities to agree, when they do, a dragon feels supremely confident in its course of action.

Meta-mind. Magic is a mysterious and powerful force, one deeply intertwined with the minds and bodies of dragons. To safely understand and interact with these potent forces flowing through their body, dragons have evolved an acute and supernatural level of consciousness capable of managing the magic within them. Called the meta-mind, this process ensures that a dragon's actions and growth synergize with the arcane forces that give them power. Dragons are not fully aware of this process. They cannot consciously control how their bodies utilize magic, but they are aware of when something is wrong or would go wrong based on their actions. This gives dragons supernatural insight into the magic of the world. Even the youngest wyrmlings can comprehend the basics of an enchantment or the nature of a mystical force. The meta-mind communicates this information to dragons through a sensation dragons describe as a "current." Those who have assumed the form of a dragon describe it like a powerful emotion, only instead of conveying a truth about oneself, it conveys a truth about a magical element a dragon is experiencing.

OUTLOOK AND PSYCHOLOGY

I've always thought dragons would make excellent therapists. We certainly possess the mind for it, and who would be fool enough not to take our advice?

With such unique and prodigious minds at their disposal, dragons have developed a distinctive outlook on the world. Unfortunately, this uniqueness is one informed by an ego that would embarrass a serial narcissist. A dragon believes its worldview to be superior to that of nearly all other beings, except those dragons more powerful than itself. This outlook is not entirely unjustified. From an early age most dragons learn that not only are they faster, stronger, and more intelligent than most beings they encounter, but that they are famous as well. Every humanoid culture sings songs of dragons and tells stories of their power. Where other beings must labor for a lifetime to build an array of skills, a dragon must simply let the years go by. Even magic itself blesses dragon-kind with unique strengths and powers, gifts to which no other beings can lay claim.

Dragons were among the first to exist at the dawn of creation. Few creatures can allege to have existed for as long, and those that can have failed to achieve nearly as much as dragons have since those times. However, no matter how expansive a dragon's ego, they are rarely delusional. They are acutely aware of their place in the world, especially in the presence of other dragons. Curiously, the older the dragon is, the humbler it is likely to be. This has less to do with a greater respect for other forms of life and more to do with the dragon no longer having anything to prove. This section details additional elements of dragon psychology and should be used to help you get into character when running a dragon as either a character or NPC.

Perception of Time

I have always wanted a clock, one that ticks noisily and goes by months instead of hours.

Do you know anyone who can do that?

For free, of course.

Long life can give one a broad perspective and can warp one's perception of time. Dragons take this truth to the extreme, as living for centuries is not something that inspires quick action or acute attentiveness. This is magnified by a dragon's legendarily slow metabolism. A healthy dragon can sit perfectly still for days at a time and not get bored, tired, hungry, or even thirsty. A dragon's mind is a playground of cognition and imagination. Daydreams can be far more interesting than the banality of day-to-day life, and this goes double for dragonkind. Becoming lost in thought and losing perception of reality is an experience every dragon enjoys. They are notoriously bad timekeepers, generally referring to periods of time in observable terms. Instead of saying "8:00 PM," a dragon would say "a little past twilight." Instead of scheduling a meeting on a specific date three months from now, a dragon would instead refer to "the first sunny day of autumn." Understandably, this outlook can prove quite frustrating for non-dragons. Where a humanoid would be satisfied with a solution to a problem that is 90 percent effective, a dragon would happily take an inordinate amount of time to squeeze out just a few more degrees of success. This isn't to say dragons don't understand the concept of time pressure. It is merely something to be avoided unless it becomes too inconvenient to do so otherwise. This is possible thanks to two draconic perceptions of time between which a dragon switches at will: the deep and the flow.

The Deep. When a dragon is at rest or has no immediate concerns, it may sink into a stupor known to non-dragons as the deep. While in this state, a dragon is nearly unconscious. It can barely perceive its surroundings and moves little. Its breathing slows to be nearly imperceptible. Many an adventurer has made a tragic error in judgement by assuming a

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dragon within the deep is actually asleep. Here, a dragon is completely immersed within the wonders of its own mind. Years may pass while a dragon languishes within the deep, or only a few moments in between important matters at hand. Nearly all dragons enjoy their time within the deep. It is a place of comfort and security, where one can visualize fantasies and scheme on one's ambitions. Entering the deep can be done almost instantaneously, provided the dragon is not engaged in any strenuous activity. Light travel, a calming physical act, and especially the performance of dragonsong are common activities conducted while within the deep. The defining feature of the deep is a loss of perception of time. When a dragon enters the deep, it decides when it will emerge unless some outside stimulus provokes an early "awakening." To the dragon, time outside the deep passes nigh instantaneously. A decade may pass in the blink of an eye. The closest analogy to a humanoid experience would be like a form of self-hypnosis, during which time the dragon retains only a loose comprehension of the goings on around it. Because of this, many dragons are fond of a non-dragon who assumes a role of secretary or personal assistant. It is their responsibility to ensure a dragon's journey into the deep does not compromise its objectives or cause it to miss important opportunities.

The Flow. A dragon within the flow experiences time like most non-dragons. It is fully aware, in the moment, and engaged with what is going on around it. Whenever the dragon engages in strenuous activity—fighting, socially interacting, exploring, or other significant efforts—it is within this perception of time. While a dragon can remain within the flow for as long as it stays awake, doing so becomes uncomfortable after the three-hour mark. The dragon begins experiencing painful, but not debilitating, headaches. It becomes irritable and terse. In extreme cases, its primal instincts may rise to the surface, resulting in alarming behavior. While this is not harmful to a dragon, it can transform even the most well-mannered gold dragon into a cantankerous brute. Much of the mercurial and seemingly inexplicable hostility of dragons is due to this phenomenon. Few things try a dragon's patience more than uppity non-dragons keeping it within the flow for too long. Typically a dragon must spend two hours within the deep for every hour it spends within the flow to alleviate these symptoms.

Emotions

Have you ever been angry and cast spells at the same time? There is a reason we don't see many barbarian spellcasters.

A surprisingly relatable aspect of dragons are their emotions. Anger, love, joy, envy, mirth, and other "humanoid" emotions are common to dragons. What's more, it appears dragons experience these feelings similarly to humanoids. The

blind rage of an apoplectic dragon is no more ferocious than that of a similarly angry humanoid, if a tad more dangerous. What is more important is how dragons view these emotions. Expressions of envy, anger, and avarice are often frowned upon in humanoid social circles but are appreciated and even admired in draconic ones. Inversely, expressions of empathy, humor, and curiosity are seen as insulting and disrespectful. What is considered socially acceptable often varies not only by species, but by lineage. One family of silver dragons may hold open expressions of love and affection in high regard, while another may view such affairs as a private matter between intimate parties.

However, getting any emotional response from dragons is challenging for most humanoids. This is more to do with how they experience time rather than any form of stoicism. It may take several minutes for a rude comment to fully register, as the dragon pours over every conceivable reason for such a comment to be uttered and whether expressing anger is an appropriate response. When dragons do choose to express themselves emotionally, it is always accompanied with a display of body language. This is because most draconic species lack the facial musculature and vocal dynamism to clearly communicate their emotions. When engaged in an emotionally charged conversation, dragons will pace and fidget constantly, subconsciously contorting themselves into expressive shapes to communicate their emotions. The similarity of this behavior to that of cats is not lost on humanoid scholars. Dragons scoff at the notion of this being anything other than a coincidence, but more than one hero has escaped death by reading a dragon's emotional state like they would a cat's. The following draconic emotions and their associated body language has been catalogued by scholars and provided here for educational purposes.

Anger. An angry dragon is a sight to behold. A furious specimen will puff up its chest, widen its stance, and flare its wings. The dragon will swivel its head to look directly at the source of its anger with unblinking eyes, leaving its mouth open just enough to display all its teeth. Particularly angry dragons will often unconsciously leak small elements of their breath weapons. The tail of an angry dragon snaps back and forth as it moves, seemingly striking at invisible or potential foes.

Anxiety. Stress is an uncommon emotion for dragons thanks to their general lack of urgency. But when life thrusts conflict outside their control upon them, an acute stress response takes over. A stressed dragon keeps its body low to the ground. Its muscles are tense, prepared to move at the slightest hint of danger. Such dragons will not face the source of their stress head on, trying to keep as much of themselves concealed from the threat as possible. Anxious dragons are some of the world's worst fidgeters. They will scrape and tap any surface incessantly, unless doing so would reveal their hiding place. An extremely anxious dragon is a symphony of clicks, ticks, and scratches. The tip of a stressed dragon's tail vibrates every few seconds, particularly when it is irritated.

Happiness. A joyful dragon prances about with satisfaction. Their tails are held high, gently swaying to and fro with lackadaisical comfort. Their wings are similarly displayed, stretched wide in a comfortable manner. The head of a happy dragon is held high, beaming down at anyone fortunate enough to share in its joy. Happy dragons also enjoy getting up close to other creatures, where normally they like to keep an ideal, observational distance. This can be extremely alarming for smaller creatures who may not be accustomed to the sudden, expressive movements of a happy dragon, especially when so close.

Fear. It takes something truly fearsome to scare a dragon. Those that experience true fear grow disturbingly quiet and still. Such dragons will tuck their wings and tail close to their body, not wishing to leave any body part exposed. They will retreat from any observable force, clearly paranoid about the potential danger posed by even the most nonthreatening presence. Frightened dragons will “chitter” when not speaking, clacking their teeth together in a sound that has been described as a “clattering of knife blades scraping together.”

Satisfaction. A satisfied and comfy dragon has lost the will to sit or stand, instead laying comfortably on any surface and exposing its stomach. Such dragons often close their eyes and stretch to their maximum length. If in a location unsuitable for stretching, they instead let their tails and wings flop about, not wishing to expend the effort to maintain poise. Extremely relaxed dragons will even let their tongues hang out, though this display is considered particularly undignified in draconic cultures.

Excitement. Often a response to a valuable discovery or the solution to a particularly troublesome problem, excited dragons are full of energy. They move with startling speed, thrashing about in fitful bursts of energy. Their head, wings, and tail are particularly expressive. They will snap to face anything interesting within range of the dragon’s senses, while the tail whips through the air with terrific force. The wings will often flap and flutter, and all the while the dragon will breathe heavily as a result of these exertions.

Morality

Good? Bad? I’m the dragon with the magic,
and that is all that matters.

Dragons struggle mightily with the concept of morality. Many are born under the influence of powerful gods and endowed with a divinely ordained sense of right and wrong. Even when they can escape this influence, their draconic sense of superiority and instinctual avarice puts them in a morally grey area in the eyes of humanoids. Draconic philosophers are also very rare. Dragons prefer to define their ethics based on lived experience, finding little value in the perspectives of others, particularly those unable to comprehend what it means to be a dragon. While dragons appreciate that sentience affords most species extra moral consideration, a specimen that values non-draconic life as valuable as its fellow dragons is almost unheard of. Most dragons view the sacrifice of thousands of humanoids to save the life of a single dragon to be the right decision. Humanoids who object to this assessment are quickly reminded that if given the choice to save a thousand animals or one humanoid, most would pick the humanoid.

In the context of 5th Edition, dragons experience aspects of alignment differently than most humanoids do. While you should afford players the same flexibility when playing as dragons they are used to enjoying when playing traditional characters, the following explorations of alignment form a uniquely draconic perspective, moral building blocks you can use to explore your dragon.

Good. Dragons view goodness as the responsible expression of personal power. As a great mortal once said, “With great power comes great responsibility,” and few are more powerful than dragons. This benevolence rarely comes with personal sacrifice, however. To a dragon, the most virtuous outcome is one in which all parties benefit, especially itself. Excessive sacrifice only limits



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its ability to do good in the future. The dragon community views good dragons as compassionate and high-minded, if a tad pretentious.

Evil. An evil dragon is one who abuses the gifts they were born with. Arbitrary destruction, gratuitous violence, and needlessly cruel duplicity are common traits most dragons view as evil. It is one thing to demonstrate the greatness of dragons. It is another to use said greatness as a cudgel to aggrandize one's ego at the expense of others in needless displays. The dragon community views evil dragons as malicious and untrustworthy but still within the bounds of draconic "morals."

Neutrality. A neutral dragon is one divested from outside concerns. They see their own lives and interests as supremely important, involving other non-dragons only when it is absolutely necessary. Creatures such as humanoids are underserving of special attention, whether it be good or ill. True neutral dragons are divested from dragonkind entirely, forging their own paths and outlooks free from the influence of both mortal and draconic morality and culture.

Behind The Curtain: Inherent Good and Evil

Many species of dragon in 5th Edition are cursed with an alignment not of their choosing. Whether its lawful good gold dragons or chaotic evil red dragons, these poor souls have had their morality dictated by divine beings since before they were born. While as the DM you are free to give your dragons a nature most befitting of your setting, it is generally more interesting to make dragons as dynamic and diverse as humanoids. The origins of such dragons can remain the same. The Platinum Dragonking can still be responsible for the creation of metallic dragons, and the Dark Dragonqueen the progenitor of chromatic dragons. But instead of their influence being unquestionable, it should instead be cultural. Metallic dragons tend to be good because their ancestors and their values are informed by a being of supreme goodness. The inverse is true of chromatic dragons. The malevolent influence of the Dark Dragonqueen can give many chromatic dragons a culture that pushes them toward evil. *Dragonflight* assumes the alignment of dragons is derived from a combination of culture, lived experience, and magical influence. This allows for evil silver dragons and good blue dragons without taking away what makes those dragon types distinctive.

Law. A lawful dragon is one who is deeply aligned with the role dragons play in the multiverse. This often means the specimen cares about draconic traditions above even its own concerns. The proliferation of lineages, observance of draconic faiths, and perpetuity of draconic dominance are common values. How these ethics are enforced is dictated by whether a dragon is evil, good, or neutral. A lawful evil dragon, for example, may subjugate humanoid communities but does so in a manner that brings dignity to its name and honor to its lineage.

Chaos. Chaotic dragons are those who display contempt for draconic norms and outlooks. Whether it's a particular interest in non-dragons, the abandonment of a lineage, or the blaspheming of faiths, these dragons are seen as wildcards by the draconic community. The nature of this rebellion is determined by whether the dragon is evil, good, or neutral. Chaotic good dragons, for example, often immerse themselves in humanoid culture, adopting its values and norms in place of those of its fellow dragons.

Relationships

For the record, I am currently single and open to courtship outside my species. Anyone born less than a century ago is too young.

Due to their exceptionally long lives, greed, and competitiveness, dragons struggle with relationships. While they enjoy that non-dragons are not nearly as threatening as their peers, few can survive long enough to form a meaningful connection. Fellow dragons certainly share a lot in common, but that is part of the problem. Any relationship is overshadowed by the fact that the fellow dragon can become a supremely dangerous rival at any moment. Despite these difficulties, many dragons make relationships of all types work. Some certainly do not and, unlike most humanoids, dragons do not need socialization to survive. The average specimen can spend centuries in isolation and still be well adjusted. This section overviews the types of relationships dragons often cultivate, along with how they engage with said relationships.

Friendships

"Friend" is just another word for "someone who can get you killed." Or worse, "Someone who asks to borrow money."

While most dragons form polite, mutually beneficial relationships, these can rarely be described as friendships.

Another creature is considered a friend to a dragon when there is mutual respect and at least one strong validation of trust. Usually this happens incidentally, such as a creature coming to a dragon's aid in an hour of need or a significant sacrifice made on the dragon's behalf. Because dragons rarely put themselves in such positions with peers outside their family circle, this results in a surprisingly high quantity of non-draconic friends. Humanoid heroes are notoriously common friends to dragons, as their adventurous lifestyle and heroic tendencies often earn a dragon's respect while providing opportunities to render assistance. Such friendships are understandably short lived but are far from meaningless. A common sight in a dragon's hoard are tokens of past friendships. Forming friendships with fellow dragons is rare but not unheard of. In such cases, dragons appreciate each other's differences far more than their similarities. A potential friend that shares a similar obsession is a competitive rival waiting to happen. Provided dragons can establish healthy personal boundaries and prove their trustworthiness several times over, a friendship may form. Draconic friendships are legendary, especially among dragonkind. They last for centuries and are defined by acts of extraordinary camaraderie. Note that draconic friendships are very different from dragonflights. The latter are more akin to coworkers than true friends, though many similarities can be found.

Rivalries

While dragons are rarely fond of each other, an enduring conflict between two dragons can evolve into a unique relationship known as a rivalry. This dynamic is a mixture of healthy competition, animosity, and warfare rolled into one. Rival dragons are always relatively evenly matched, never more than two levels apart if you are using the Dragon Designer as detailed in chapter 2. Simply killing one's rival is not only not unsatisfactory, it is a disgrace to dragonkind. A rival must be soundly defeated on all fronts—its territory desecrated, its hoard looted, its mind outmatched, and its body broken. Such an effort is titanic in scope and can take centuries to complete. Rivalries are beloved in draconic culture as a source of entertainment and inspiration. The longer a rivalry has endured, the more exciting it grows to the draconic community. Gossip, rumors, and news about popular rivalries run rampant across the realms, though to non-dragons, most of the excitement is lost in translation. In the rare instance a rivalry endures for more than a thousand years, both dragons are expected to meet as equals and reconcile in a gesture of respect. This act, known as "the valediction" by non-dragons, is observed by each member's respective lineages and celebrated by dragons across the world. No finer example of healthy competition and draconic honor exists.

When a dragon conquers a rival, the rest of dragonkind takes note. Trophies of this victory are openly displayed in the victor's lair, while the hoard of the defeated dragon is forfeit. Should the loser survive the ordeal, they are forbidden by draconic custom from seeking vengeance or reviving the rivalry. Most dragons experience at least three rivalries

over their lifetime, one at each age category (young, adult, and ancient). Great wyrms have been known to experience rivalries, but these instances are blessedly rare. Dragons who spit on the customs of their peers need not adhere to the restrictions of rivalries, but their opponents are not expected to hold back in the face of such a dishonorable foe. Individual dragonflight members may still experience rivalries, but far more dangerous and exciting are rival dragonflights. When these two forces clash, it is the event of the century. Such a thrilling conflict is the only known instance of dragons openly gambling, betting ludicrous amounts of wealth on the outcome of two warring dragonflights.

Romances

I've heard that humanoid romance often involves gifts of affection, including rings of gold. Perhaps this "marriage" thing has some merit.

A draconic romance is a complex affair. Dragons experience love, lust, and attraction like humanoids, and those emotions are the foundations of their romances. However, the target of a dragon's affection plays a huge role in how dragons build the relationship. They are surprisingly open-minded when it comes to finding a partner. Dragons are attracted to a wide variety of characteristics, which rarely include physical traits. While their range of tastes are nearly infinite, generally dragons are attracted to personalities unlike their own. In particular, dragons find beings that challenge them especially enjoyable. The line between petulant and challenging is thin, however, leaving dragons looking for the perfect amount of sass in a prospective partner. Otherwise, the romantic tastes of a dragon don't seem to be informed by biology, culture, education, or any other recognizable force. It is purely primal impulse unique to each specimen. Dragons are notoriously open about physical affection. They put no special value on physical intimacy, seeing it as just another type of affection, as important as either partner would like it to be.

A major factor in a dragon's relationship is whether the subject of their affections is another dragon. Most dragons are open to non-draconic relationships, even when they cannot assume the form of their prospective partner. This can make things understandably difficult, but not unworkable. Like friendships, these relationships are typically short lived, though that rarely diminishes the passion. Dragons seem to appreciate the novelty of these romances, reveling in the unique dynamics they could never enjoy with another of their species. Unless the romantic partner is also a hoardmate (described later in this section), these relationships are often well-kept secrets. Few non-dragons stand to benefit from openly sharing romance with a draconic partner, garnering considerable attention from ignorant folk and enemies of the dragon.

When a dragon forms a relationship with another of its kind, things get messy. A dragon's attraction can override its traditionally territorial and cautious instincts, even when those instincts are on point. "The Romance of the Hoardstealer" is a famous dragonsong warning of the dangers of passion above common sense. More experienced dragons know to treat prospective draconic partners with a healthy degree of caution. This results in elaborate courtship rituals before even the most basic displays of affection. This flirting can take decades and end after a single mistake that shatters this carefully built trust. In many cases, these relationships result in mating and reproduction without the pair ever becoming hoardmates. There is no stigma against this in draconic culture, so long as the relationship brought no shame upon the respective lineages of both parties.

When a dragon's love and trust in its partner are absolute, they may become hoardmates. Then, and only then, will a dragon invite its romantic partner to its hoard chamber and share in its treasure. This is a deeply personal gesture for a dragon, the ultimate expression of draconic vulnerability and trust. When a dragon has established a hoardmate, it declares this partner to be as precious to the dragon as everything within its hoard. This statement is heard far and wide by fellow dragons and respected by even the direst of rivals. Few things make a dragon angrier than the murder of its hoardmate, or worse, betrayal by said hoardmate.

Behind the Curtain: Power Dynamics in Draconic Relationships

While the love of a dragon is a spectacular thing, it can prove troubling for non-dragons on the receiving end of draconic affection. Unless unaware of the dragon's true nature, the power dynamic between the two is often weighed heavily in the dragon's favor. Combined with a dragon's ego and sense of superiority, this can create an extremely unhealthy relationship. For this reason, dragons often look for relationships with creatures that possess power and agency that feel distinctly "draconic." Heroic adventurers, mighty rulers, powerful spellcasters, and ferocious monsters are likely to be far more fulfilling relationships for both parties than those with commoners or less powerful beings. Players and DMs should be mindful of this when roleplaying their dragons. A dragon doesn't pursue a relationship for trivial or manipulative reasons. They can get what they want by far more efficient and convenient methods.

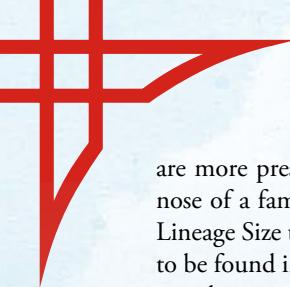
Families

Unless abandoned as an egg or its family is lost in conflict, most dragons have relatives with whom they have a strong bond. A dragon's family extends across its entire lineage (see chapter 1 for more information on lineages). These units are nothing like humanoid families. Each lineage is unique, even within species, carrying a specific set of values. The embodiment of these values brings honor to the lineage and prestige to all its members. Disrespecting these values visits shame upon the lineage and humiliates it in the eyes of dragonkind. Dragon parents are expected to teach their offspring the ways of a lineage, along with what it means to be a dragon. Otherwise wyrmling dragons are left to discover their own way in the world, rarely remaining in their parents' care for more than a few years. Consequently, relationships between dragon parents and their children are rarely as close as human familial relationships. Most offspring are not expected to survive to adulthood, even in the best of circumstances.

However, so long as a dragon remains within its lineage, it can count on some measure of support. A dragon's rival is expected to respect its lineage or risk involvement in their rivalry by angry family members. The death of a dragon brings no shame upon its lineage unless the nature of its defeat was particularly disrespectful. A family of dragons keeps tabs on its members, and every decade a gathering is called which all are expected to attend. At these events, matters concerning the lineage are discussed, along with any collective action the lineage may take. While rivalries within lineages are rare, they are not unheard of. What is more common are rivalries between lineages, which often span millennia and cross a dozen generations. In some cases, a family may also facilitate romances with members of other lineages. Like humanoid arranged marriages, these pairings are used to settle disputes and forge alliances with other families.

Every lineage has a pecking order, which is determined by the dragon bringing the greatest amount of prestige to the lineage. This is often one of the oldest members of the lineage, but exceptions in favor of younger family members have been observed. There is no shame in being an elder dragon and not ranked highly in a lineage, particularly if that is by choice. Every member of the family is keenly aware of its placement in the order and never disputes the ranking. Breaking a lineage's customs and traditions is grounds for demotion in most cases, and expulsion from the lineage at worst. Once expelled from a lineage, a dragon can expect no consideration from its former family, if not outright hostility. Readmittance or adoption into a lineage is almost unheard of and requires tremendous personal sacrifice on behalf of the aspiring dragon.

The size of dragon lineages varies greatly. As a general rule, the earlier a lineage was founded, the smaller it is likely to be. This is thanks to dragons having a rather high mortality rate before they reach their oldest age categories. The oldest lineages may count several ancients among their numbers with dozens of interconnected family units. Such large lineages are greatly feared and respected within the draconic community but can also expect a higher quantity of rivalries. Few things



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are more prestigious to a young lineage than bloodying the nose of a famous lineage that has existed for millennia. The Lineage Size table gives a general range of the members likely to be found in a lineage, along with the age categories of said members.

The politics of lineages are complex and only fully understood by those within. Some are fiercely autocratic, adhering to strict customs with a rigid sense of protocol. Others are only loosely connected, rarely interacting with others or influencing each other's lives. The nature of these dynamics can be unique to each lineage. There is no model that fits a single dragon species. Instead, these dynamics are determined by the influential members within. Changes to this paradigm are rare. A dragon that dislikes how a lineage conducts itself is almost always better off leaving than attempting a revolution.

Dragonflights

Last among the dragon relationships are the famous dragonflights. When two to three dragons form a coalition known as a dragonflight, they establish a special bond. Part coworkers, part adventurers, and part found family, a dragonflight possesses a complex social structure. On one hand, members of a dragonflight are rarely close, preferring to keep a healthy degree of distance between the members. On the other hand, the members must split their treasure and coordinate on a level impossible for other dragons. What's more, a dragonflight is rarely composed of dragons of the same species. The glue that binds this strange arrangement together is the collective strength of the flight. Each member knows what they can accomplish together would be impossible alone. The diversity of the dragonflight is its strength. Even a lineage cannot provide such expansive resources and unique perspectives found in collaborating with such unique and ambitious partners.



Behind the Curtain: Half Dragons and Lineages

Dragons, particularly those that can assume other forms, are capable of producing offspring with almost any creature. How this is accomplished is a poorly understood combination of magic and biology that is best left unknown. The resulting offspring are half dragons, possessing qualities of both parents. These creatures are particularly challenging for dragonkind. On one hand, treating them as draconic equals dignifies their existence and explores their heritage. On the other hand, they are not true dragons and are not equipped for the rigors of draconic life. Many half dragons are left in the care of their non-dragon parent, while others are adopted into the lineage. In the best cases, both scenarios can work

well in the right environment. A half dragon operating within a lineage is held to high standards but can offer unique benefits the family would otherwise lack. Some of the greatest draconic lineages contain many half dragons and are all the mightier for it.

It is rare, but not unheard of, for dragons to produce half dragon offspring with non-sentient creatures. Such an act is repugnant to all dragonkind. Should their transgressions become known, the offending dragon will be cast out of their lineage, and word of their deed will be dispersed among all known dragons. Such a dragon will find friends only among the most despicable beings in the multiverse.

Lineage Size

Lineage Size	Wyrmlings	Youngs	Adults	Ancients	Great Wyrms
Brood	1d4	1d3	1d2	—	—
Family	1d8	1d6	1d4	—	—
Tribe	1d10	1d8	1d4	1d2	—
Clan	2d6	2d4	1d6	1d4	1
House	4d4	2d6	2d4	1d6	1d2
Dynasty	5d4	3d4	2d6	2d4	1d4
Nation	6d6	5d4	3d6	3d4	1d6



Dragon Culture

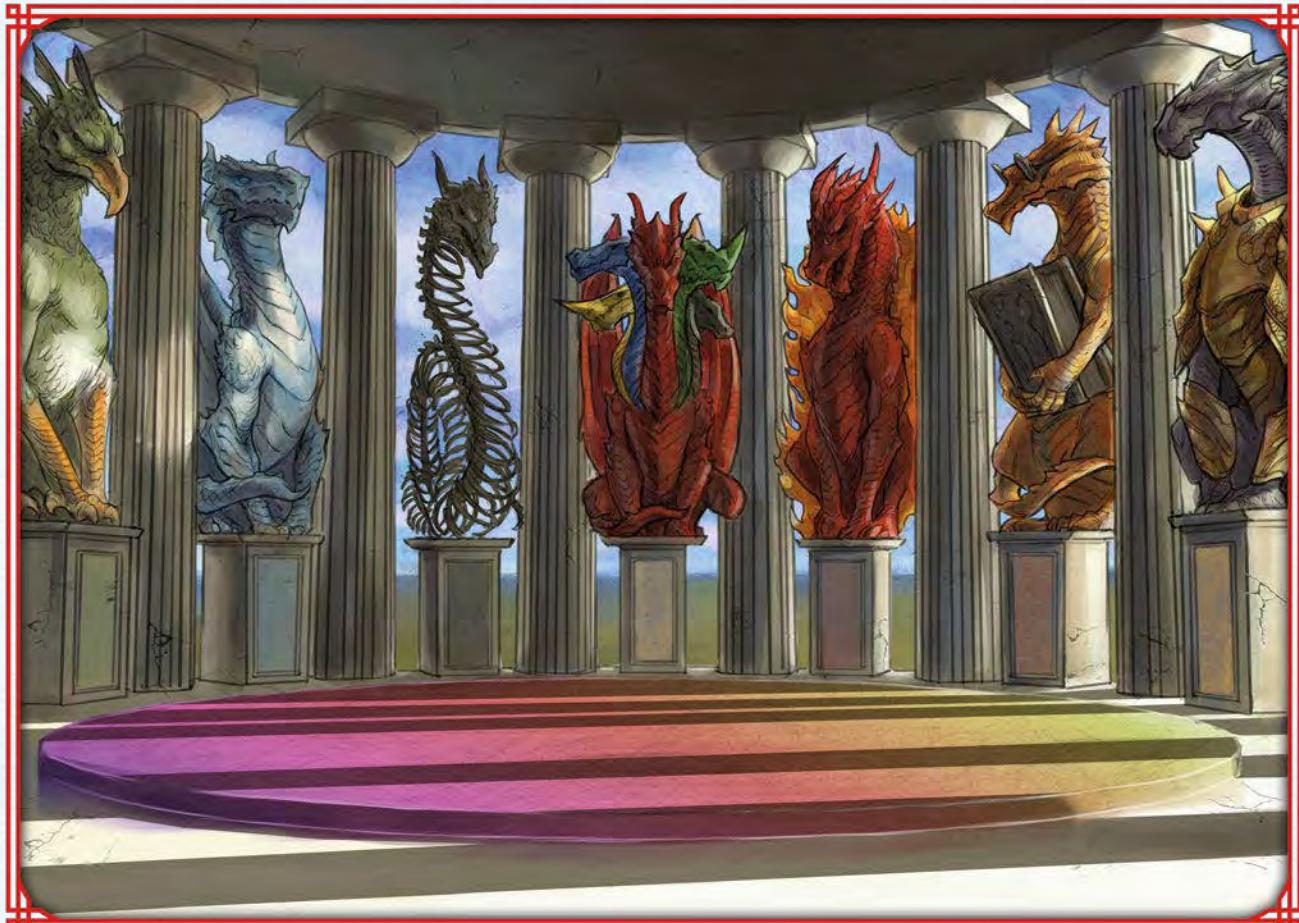
Tradition this, honor that, family this.
It is all so tedious. Not a day goes by when
I don't regret leaving my family.

With families dating back to the dawn of creation and spanning countless worlds, dragonkind has a vast culture rooted in tradition, magic, and rivalry. While not as expressive as humanoid cultures, draconic cultural touchstones are uniquely significant to not only dragonkind but the multiverse at large. Dragons may not build cities, advance technology, or invent new magic on the scale that humanoids do, but their culture has endured for a reason. Even dragons outside the spectrum of "true dragons" are rarely afforded more than a convoluted glimpse into the culture of dragons. This section details some of the key aspects of draconic culture, particularly those that are helpful in exploring various gameplay pillars in 5th Edition. DMs are encouraged to expand on these and to develop new aspects of culture to suit the needs of their game.

FAITHS

I went to a temple once. Not because I was religious or anything. The cleric owed me a favor. I was told religion is for everyone, but I could barely fit through the doors.

It comes as a surprise to many that not only are dragons religious, their gods are wholly different from those worshiped by non-dragons. While dragonkind respects the power and significance of other deities, their egotistical nature shines through even here. Dragons honor their gods above others for two reasons. Firstly, if dragons are greater than non-dragons, it stands to reason that dragon gods are similarly elevated above other gods. Secondly, the draconic deities are among the oldest of the deities, forged in the earliest days of creation. Like dragons, their power and traditions are ancient when compared to others. While the exact nature of the draconic pantheon varies by universe, there are typically at least eight draconic deities who make up the core faiths. Most dragons pick one of these eight to worship, though many more may exist. Dragons typically choose to worship



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only a single deity and simply pay homage to the rest. This choice is based on what the dragon idolizes about the deity: its values, dogma, and practices. The average lair features a shrine to such a deity, honored with occasional offerings and prayers. Each deity possesses a selection of portfolios it embodies along with a dogma that guides the actions of its faithful.

Behind the Curtain: Divine Ranks

Trying to measure the exact power of the gods is a futile gesture. However, understanding the relative strength between them is important to make sense of their hierarchy and struggles within the world. Mortals attempting to understand the powers of the divine have categorized various deific beings into a series of subgroups that share a relative power level. From there, each deity is assigned a divine rank that generally indicates where it falls in order of significance in the divine order. While not an exact measure of power, it can be quite useful to know which deity is more powerful, particularly when faiths come to blows.

Detailed in the Divine Ranks table is a selection of deific aspects along with their divine rank range. This table contextualizes the draconic deities detailed in this chapter, while also providing you with a tool to give some detail and definition to any draconic deities you may wish to add to the pantheon.

The Dark Dragonqueen (Greater Deity – Divine Rank 17)

Mother of Draconic Evil

Portfolios: Evil, Lies, Power

Prayer: “Darkmother, fill our hoards with gold, maws with prey, and lands with subjects.”

Lore: The mother of draconic evil and sister to the Platinum Dragonking, the Dark Dragonqueen embodies the potential for evil within all dragonkind. Her visage is that of a great female dragon possessing five chromatic dragon heads: black, blue, green, red, and white. The progenitor of chromatic dragons after the fall of her father, the Dark Dragonqueen is avaricious and cruel. Whenever an act of evil is performed by a dragon, it is said the laughter of one of her many heads can be heard upon the wind. Her hatred for her brother is legendary, considered to be the greatest and most destructive rivalry in all draconic history. It is because of this conflict's endless battles and terrific cost the valediction was instituted.

Dogma (Neutral Evil): The Dark Dragonqueen demands her followers commit acts of uniquely draconic evil. This often involves the destruction of dragons who spit on the ways of dragonkind and the subjugation of non-dragons. The Dragonqueen's influence can be observed whenever draconic arrogance takes hold and causes a dragon to unleash its wrath. She particularly decrees universal opposition to any followers of her brother, the Platinum Dragonking, who asks dragonkind to honor an obligation to non-dragons—a demeaning prospect. Her shrines must be adorned in the blood of non-dragons and paid a tribute of gold every month. Her contribution to dragonkind is a dragon's arrogance. No matter the species, each is touched with at least a shadow of her overwhelming ego.

Behind the Curtain: The Origin of Dragonkind

Each fantasy world has its own mystical history. No matter the world, they almost always have one thing in common: dragons have been around for a very long time. Typically, dragonkind is among the first (if not *the* first) beings to inhabit the mortal realms. This is thanks to the overgod, the Eightfold Wyrm, whose power is felt across the multiverse. When time was young, this mighty deity forged the first of dragonkind for an enigmatic purpose. Among the first of its creations were the Dark Dragonqueen and Platinum Dragonking, whose unique interpretations of their creator's purpose resulted in their famous rivalry. While the Eightfold Wyrm allowed its children to sire their own progeny, it was far from done. Countless species

of dragons were seeded across the multiverse. Some worlds were filled with dozens of species, others merely a handful. How or why certain species were chosen remains a mystery, much like the Eightfold Wyrm itself. With this second generation of dragons arose incarnations of new dragon deities: the destroyer, the sentinel, the wanderer, the fallen, and the scholar. Each was given an aspect of dragonkind to embody and proliferate, even at the expense of the others. What has resulted is a kind of cosmic balance that ensures a glorious existence for dragonkind. Each dragon deity ensures no single trait—whether it be virtue or vice—becomes dominant, preventing certain endangerment to either dragonkind or the universe.



Divine Ranks

Deity Type	Description	Divine Rank
Aspect	Creatures of this divine rank possess a fragment of raw divine power within them. They may be newly ascended beings, powerful divine agents, or the children of gods.	0
Quasi-Deity	Creatures of this divine power cannot ascend to full godhood but possess the ability to unleash godlike power in limited quantities.	1–4
Demigod	On the cusp of true divinity, these beings draw their power from worship or from the direct contribution of the gods. Only the universe's most powerful beings can directly contest their power.	5–8
Lesser Deity	Beings of this divine rank sit among other deities and are deserving of worship but are rarely powerful enough to embody entire portfolios. These beings are often tied to more powerful deities through a pantheon, sharing in a greater god's purpose and fulfilling more niche faiths.	9–12
Intermediate Deity	These beings are true gods dependent on the worship they receive and use their power to affect great change in the world over vast periods of time. They wholly embody goals, principles, ideals, natural aspects, and other elements of the world.	13–16
Greater Deity	The prime gods of any given cosmology, these beings are so powerful they are nearly unstoppable, but they have enough limits that they still have conceivable concerns and goals. These deities often form entire pantheons based on their power and rarely intervene directly in mortal affairs.	17–20
Overgod	These entities are beyond anything mortals can imagine. Their goals, powers, and motivations are often completely unknown, and they rarely communicate directly even with other gods. They embody the most primal aspects of reality, and existence itself may be tied to their divinity.	21+

The Platinum Dragonking (Greater Deity – Divine Rank 17)

Father of Draconic Virtue

Portfolios: Good, Prosperity, Wisdom

Prayer: “We offer this kindness in the name of the shining king. May it shelter those in need and give strength to the weak.”

Lore: After the fall of his father, the progenitor of metallic dragons believed his sworn duty was to lead the mortal races to glory, with the virtuous heroes of dragonkind at the helm. With his children committing countless good deeds in his name, the future looks bright. As the avatar and living embodiment of what the good of dragons can accomplish, the Platinum Dragonking is a literal shining example others can follow. However much he may pity his fallen sister, the

Platinum Dragonking opposes her at every turn. It is likely that until she is finally defeated on the field of battle, the Dragonking’s dream of a dragon-led utopia will never be fully realized.

Dogma (Neutral Good): The Platinum Dragonking asks the best of his followers. In his eyes, dragonkind are the stewards and shepherds of the world, abolishing destructive forces and keeping it upon a virtuous path. This outcome is only possible by the continued and vigilant actions of dragonkind. His followers are expected to protect the weaker beings of the worlds, so long as they do not destroy themselves in the process. A world without the goodness of dragons would soon fall to darkness. His contribution to dragonkind is their sense of unique ethics. The ethics of all draconic lineages bear some aspect of the Platinum Dragonking’s moral outlook.



Gothaya (Intermediate Deity – Divine Rank 13)

The Ashen Doom

Portfolios: Chaos, Destruction, Rage

Prayer: “*Burn, reave, ruin, slay—the deeds of destruction born from our blood.*”

Lore: All dragons possess an enormous capacity for destruction. Few beings are blessed from birth with such a formidable array of weapons. One such young red dragon named Gothaya saw this and had an epiphany. Why be blessed with such power and then restrain it? What resulted was a path of destruction the likes of which the mortal realms had never seen. However, unlike other dragons who rampaged for profit, personal satisfaction, or power, this dragon was different. He sought destruction for its own sake. Just as a volcano is not evil nor cruel when it erupts, so too was this dragon in his expressions of draconic power. The Eightfold Wyrm saw this purity and elevated the red wyrm to godhood, where he could inspire other dragons to engage in wanton acts of destruction. And inspire he did. Dragons who reave lands and raze cities do so with a prayer to Gothaya on their tongues.

Dogma (Chaotic Neutral): Gothaya is the embodiment of a dragon’s destructive impulses. The deity observes that dragons do not found civilizations, build cities, or establish nations, flimsy models upon which their power would be based. Dragons possess no such weakness. Each stands alone, a potential living tool of mass destruction. It is the natural order for a dragon to destroy what others build. Not for cruelty or ambition must a dragon do this, but because one can. Just as humanoids give no thought to the ants they tread upon or the forest they chop down, so too should dragons give no concern to the world around them. Gothaya’s followers build shrines to him in the ruinous remains of their victims, great mountains of corpses, rubble, and debris doused in elemental energy. A draconic worshiper of Gothaya earns favor with their god by destroying what non-dragons build. The less ulterior motivation, the better.

Evalistran (Intermediate Deity – Divine Rank 14)

First Thinker

Portfolios: Dreams, Intelligence, Knowledge

Prayer: “*Silence in the deep.*”

Lore: When the races of dragons were young, the universe was theirs for the taking. While most dragons ventured far and wide in search of foes to battle, territories to claim, and treasure to gather, one stayed behind. Known as Evalistran, this humble wyrm instead turned her curiosity and ambition inward. Exploring the wondrous potential of her own mind, Evalistran entered a hypnotic state. The more time she spent in this trance, the greater her power became. When her brothers and sisters returned from their journeys, scarred and triumphant, they beheld

a wonder. There sat Evalistran, larger and more powerful than they, and yet she had not moved an inch in more than a thousand years. The Eightfold Wyrm looked upon this achievement and recognized Evalistran’s greatness, and so she was elevated to godhood. From her new station she could share her blessings with dragonkind, bestowing upon them the gift of perception known as the deep, the secure and fantastical state in which a dragon recovers and plans.

Dogma (True Neutral): Evalistran teaches dragons that their minds are as fearsome a tool as the sharpest claws or mightiest breath weapons. In order to achieve their dreams and fulfill their ambitions, dragons must turn inward and embrace the deep. A dragon that rushes into trouble without thinking things through displeases Evalistran, while those who execute perfect plots down to the last detail earn her applause. Her shrines are often built in the hoard chamber or where a dragon likes to do its thinking. They are often calming in nature, made of such things as hypnotic kinetic sculptures, gentle fountains, or soothing illustrations.

Hyladine (Intermediate Deity – Divine Rank 14)

Wyrm of War, Great Uniter

Portfolios: Friends, Heroism, War

Prayer: “*No battle without blood. No victory without scars.*”

Lore: While the feuds between draconic lineages are famous, rarely do they wage war. When dragonkind was young, their only true threats were each other, until a powerful race of beings from worlds unknown wielding terrific arcane technology appeared to challenge them. The independent and disparate dragon groups were mighty but could not stand against such a well-organized and powerful foe. That was until one silver wyrm, enamored with the concept of warfare observed in other species, rose up. A gifted leader and a student in the art of war, Hyladine commissioned a dwarven-forged suit of armor fit for a dragon and organized what would become the first dragon army. Old rivalries were cast aside, and alliances forged. Thousands took to the skies in grand formations, led to victory by the tactical brilliance of Hyladine, the greatest dragon general to ever live. In recognition of his achievements, the Eightfold Wyrm granted Hyladine the gift of godhood.

Dogma (Lawful Good): Hyladine embodies draconic unity and strength, specifically when it comes to dragonflights. His worshipers follow the War Wyrm’s example by prioritizing their dragonflights over their own lineages. In their eyes, adhering to one’s family is a limiting and small-minded concept. After all, look what Hyladine accomplished with arguably the largest dragonflight to ever exist. He asks his followers to be diplomatic and understanding with dragonkind, with the aim of building coalitions and uniting its many disparate groups. Shrines to Hyladine bear gifts and tokens from a variety of dragons. The more diverse the gifts at the shrine, the greater the glory brought to the War Wyrm.

Zax'ul (Intermediate Deity – Divine Rank 15)

Devourer in Darkness, the Arch-Dracolich

Portfolios: Ambition, Death, Fear

Prayer: “From the darkest depths, we rise.”

Lore: For some dragons, enough is never enough. In ages past, dragonkind were a simpler species. They loved treasure, territory, and conflict, but never to a degree which resulted in their own destruction or the cruel annihilation of each other, save one. A black wyrm whose name is taboo among dragonkind hungered for power with the zeal only a dragon can muster. Possessing the hoards and ending the lives of her rivals was never enough. She longed to take everything, even their souls. She consulted with necromantic powers and unearthed the horrors of lichdom. The black dragon immediately knew she had found her solution. After committing horrors best lost to history, the dragon emerged as the first dracolich and began devouring the souls of her foes. So many did she consume that her powers granted her divine ascension, taking her place among the pantheon whether the gods liked it or not. Zax’ul’s ambition still burns, only now her followers feed her hunger with sacrifices and acts of depravity that would disgust even the Dark Dragonqueen.

Dogma (Chaotic Evil): Zax’ul imbues dragonkind with its extraordinary ambition. While her “gift” has been the source of great good, it has also resulted in more tragedy and loss among dragonkind than any other trait. Her followers believe it is better to die in the pursuit of goals than risk never achieving them. This is particularly true among her followers who are part of the fallen family of dragons; dracoliches, dreadwyrm, shadow dragons, and others of that strange group exist thanks to Zax’ul’s curse. While many “ordinary” dragons revere the Devourer, this faith is often kept secret from one’s fellows. To other dragons, followers of Zax’ul are not to be trusted, and for good reason. Shrines to Zax’ul are hidden monuments to ambition, full of trophies and mementos chronicling a dragon’s path to glory.

Wyndenveld (Intermediate Deity – Divine Rank 13)

Heartfinder, Worldserpent

Portfolios: Air, Love, Travel

Prayer: “Freedom of body, heart, and soul.”

Lore: While dragons were among the first to walk the worlds, many would follow. As the millennia passed, dragonkind was joined by all manner of curious creatures. Most peculiar among them were the humanoids. Watching these beings scurry about constructing cities, warring among each other, and embarking upon grand adventures was amusing but beneath the sensibilities of dragonkind. However, there were those who felt differently. Some dragons looked upon these industrious and diverse creatures and were humbled. What humanoids could accomplish

in their lifetimes was astonishing. Imagine what dragons could accomplish with such drive? In an effort to learn their secrets, a wind serpent named Wyndenveld took humanoid form and lived among them for generations. Wyndenveld found more than they could ever have imagined. The dragon met friends, courted lovers, and found family among the most unlikely of creatures. For this miraculous discovery, the Eightfold Wyrm blessed Wyndenveld with godhood, so that they may share this new way of life with the rest of dragonkind.

Dogma (Chaotic Good): Wyndenveld teaches dragons to look to other creatures in search of knowledge and growth. While dragonkind is mighty, their perspective on the world has remained inflexible across thousands of years. For their people to truly realize their potential, Wyndenveld asks their followers to embrace other cultures and learn their ways. It is Wyndenveld’s gifts that instill an innate curiosity about other creatures within dragonkind, a peculiar sense of compassion and fascination that encourages a relationship more wholesome than predator and prey. Shrines to Wyndenveld are hidden within the communities of other creatures and are often scratched into buildings or architecture built by non-draconic hands.

The Eightfold Wyrm (Overgod – Divine Rank 23)

The First, Everwyrm

Portfolios: Balance, the Cosmos, Dragons

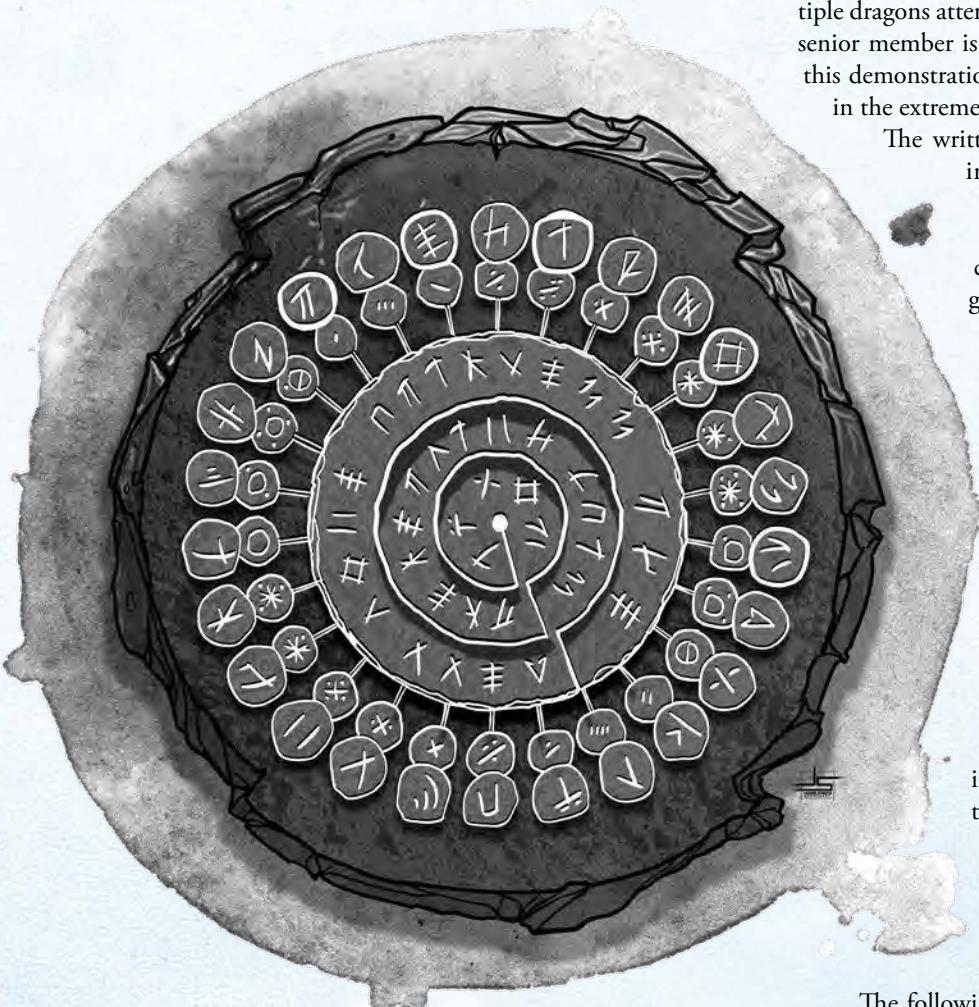
Prayer: “Your mantle, we inherit. Your power, we share. Your wisdom, we honor.”

Lore: As far back as anyone can remember, the Everwyrm has existed. Even dragons have no explanation as to how their creator came into being, nor do the other gods. The Eightfold Wyrm is among the mightiest deities in existence, present across multiple universes and ensuring no realm is without the gift of dragonkind. The creativity of the Eightfold Wyrm is astonishing. His children come in a dizzying variety of shapes, colors, and creeds. No matter how many worlds are discovered, there seems to always be a new type of dragon awaiting discovery. Never has the Eightfold Wyrm spoken a word to any but his two children, the Platinum Dragonking and the Dark Dragonqueen. To the rest of the multiverse, he is more a force of nature than a deity, responsible for some of the greatest beings in all creation.

Dogma (True Neutral): The Eightfold Wyrm asks nothing of his followers other than that they be the best dragons they know how to be. There is not a lair in existence that does not pay homage to the Everwyrm, often in a shrine decorated with a single sample of every color a dragon can get its claws on. As the Eightfold Wyrm embodies the collective nature of dragonkind, every act a dragon takes is attributed to his nature. The most devoted of the Eightfold Wyrm’s faithful work to ensure the continued proliferation of dragonkind, ensuring no species ever goes extinct.

Non-dragons and Draconic Faiths

The draconic pantheon is uniquely significant to dragons but has not escaped the notice of other species and cultures. Dragons are already nearly deified by many cultures, so the notion that such powerful beings also have gods is staggering. While dragons try not to proselytize their religions, they make no effort to hide them either. Non-dragons who wish to worship at the altars of draconic deities rarely receive a response. Only those who prove themselves not only worthy allies of a dragon but also exhibit dragon-like characteristics that appeal to the deity's sensibilities are so blessed. Such clerics are legendary in nature, not only representatives of the cause of their deity but also as agents of dragonkind.



LANGUAGE

The language of dragons is an ancient and complex form of communication. It exists in both written and spoken terms, but the differences between the two forms are vast. As a spoken language, Draconic makes full use of a dragon's vocal range and hearing. Without lips, a dragon must either speak from deep within its throat or "spit" out its words with snaps of its tongue. This results in a language with deep vowel sounds and sharp enunciations, such as the infamous prevalence of *v*, *x*, *s*, and *t* sounds. It is not nearly enough to utter these words when speaking Draconic. Emphasis placed on either vowels or consonants can determine the emotional context behind a word. Dragons speaking to accentuate the beginning of words are speaking aggressively, while those who emphasize the expressions made at the end are tempered and relaxed. A unique component of Draconic speech are the subharmonics and overtones that layer each word. Dragons are capable of vocalizing multiple tones simultaneously, and they layer their speech with deep harmonics audible to few other creatures. This vocalization is so powerful that a dragon's speech is felt as much as it is heard. However, this effect is far less pronounced in young dragons. When multiple dragons attempt to speak, this practice ensures the most senior member is heard above all others. Failure to yield to this demonstration of strength is a draconic social faux pas in the extreme.

The written draconic language is meant to be cut into a solid surface by the claws of the dragon. This results in a script that is composed of many straight lines and simple characters, easily inscribed by creatures of great size and poor manual dexterity. The larger the dragon, the larger its writing.

Additionally, because they are creatures of comfort, dragons don't like to move much when writing. Since their letters end up taking up considerable space, dragons have opted to write their language in a spiral, starting at the center and slowly working their way outward. Since the act of writing is often slow, it can take a dragon several minutes to inscribe a single sentence.

When a dragon elects to write something down in this manner, it is almost always something of great importance. Draconic inscriptions can endure for centuries, with the wise words of dragonkind's oldest mem-

bers often lasting for millennia. Since writing space is limited, dragons with an affinity for inscription tend to record their works in other, more efficient mediums such as books.

The following is a sampling of Draconic words to aid you in your exploration of this unique language.

Draconic Vocabulary		
Common	Draconic	Word Type
above	svern	preposition
acid	ovila	noun
after	ghent	preposition
air	thrae	noun
and	vur	conjunction
animal	baeshra	noun
armor	litrix	noun
arrow	svent	noun
axe	garurt	noun
bag	waeth	noun
barbarian	morgusx	noun
bard	zilx	noun
battle	vargach	noun
beautiful	vorel	adjective
before	ghoros	preposition
behind	zara	preposition
below	vhir	preposition
beside	unsinti	preposition
big	turalisj	adjective
black	vutha	adjective
bleed	valeijj	verb
blood	eijir	noun
blue	ulhar	adjective
bow	vaex	noun
brave	svaeargith	noun
bribe	durah	verb
burn	valignat	verb
but	shar	conjunction
cave	waere	noun
celestial	athear	noun
century	ierikc	noun
claw	gix	noun
cleric	sunathaer	noun
cold	vigrid	adjective
copper	rach	noun
coward	faessi	noun
crippled	thurgix	adjective
dance	vaeri	noun, verb

Draconic Vocabulary		
Common	Draconic	Word Type
danger	korth	noun
day	kear	noun
dead	loex	adjective
deity	urathear	noun
demon	kothar	noun
die	loreat	verb
dragon	darastrix	noun
dwarf	dwarf	noun
earth	edar	noun
elf	vaecaesin	noun
enchanted	levex	adjective
enemy	irlym	adjective, noun
evil	malsvir	adjective
eye	sauriv	noun
far	karif	adjective, adverb
fate	haurach	noun
female	aesthyr	noun
few	lauth	noun
fire	ixen	noun
flee	osvith	verb
fly	austrat	verb
food	achthend	noun
for	ihk	preposition
forest	casein	noun
fortress	hurthi	noun
friend	thuriril	adjective, noun
gem	kethend	noun
give	majak	verb
gnome	terunt	noun
go	gethrisj	verb
gold	aurix	noun
good	bensvelk	adjective
green	achauk	adjective
halfling	rauhiss	noun
hammer	jhank	noun
hate	dartak	noun, verb
heal	irisv	verb
home	okathel	noun

CHAPTER 5: DRAGON SOCIETY AND CULTURE

Draconic Vocabulary

Common	Draconic	Word Type
horse	rhyvos	noun
human	munthrek	noun
if	sjek	conjunction
in	persvek	preposition
iron	usk	adjective
kill	svent	verb
leader	maekrix	noun
magic	arcaniss	noun
male	sthyr	noun
many	throden	noun
meat	rhyaex	noun
mountain	verthicha	noun
name	ominak	noun
near	leirith	adjective, adverb
night	thurkear	noun
no	thric	adverb
One	shafaer	preposition
one	ir	noun
or	usv	conjunction
peace	martivir	noun
pillage	thadarsh	verb
platinum	ux	noun
rain	oposs	noun
red	charir	adjective
rest	ssifisv	verb
ring	morgul	noun
scroll	sjir	noun
secret	irthos	adjective, noun
see	ocuir	verb
shadow	sjach	noun
silver	orn	noun
skill	molik	noun
small	kosj	adjective
smart	othokent	adjective
so	zyak	adjective, conjunction
song	miirik	noun
sorcerer	vorastrix	noun
speak	renthisj	verb

Draconic Vocabulary

Common	Draconic	Word Type
spear	ner	noun
star	isk	noun
steel	vyth	adjective
stone	ternesj	noun
stop	pok	verb
storm	kepesk	noun
strong	versvesh	adjective
stupid	pothoc	adjective
sword	caex	noun
take	clax	verb
talk	ukris	verb
thief	virlym	noun
through	erekess	preposition
to	ekess	preposition
tomorrow	earenk	noun
tooth	oth	noun
travel	ossalur	verb
treasure	rasvim	noun
ugly	nurh	adjective
undead	kaegro	noun, adjective
under	anureth	preposition
valley	arux	noun
victory	vivex	noun
want	tuor	verb
war	aryte	noun
warlock	vexari	noun
water	hsejing	noun
we	yth	pronoun
wealth	noach	noun
weapon	laraek	noun
white	aussir	adjective
with	mrith	preposition
wizard	levethix	noun
wood	grovisv	noun
year	eorikc	noun
yellow	yrev	adjective
yes	axun	adjective
yet	sjerit	adjective
you	wux	pronoun

CHAPTER 6

EPIC DRAGONS

Just when you thought we couldn't get any more amazing! Even I am astonished by the achievements of our kind. Let this be a lesson to you humanoids: there's always a bigger dragon.

I T IS HARD TO BELIEVE a giant, fire-breathing, magically gifted creature that uses a fortune for a bed could get more epic, but here we are. While ancient dragons may be some of the mightiest creatures across many fantasy worlds, the power of dragonkind holds many secrets still. Legends tell of dragons possessing extraordinary abilities that make their ancient brethren look like fragile younglings—ancient draconic magic that redefines reality, devastating breath that melts mountains, and silver tongues capable of seducing deities. Tales of such mighty wyrms are few and far between, but every culture across countless worlds has a tale of an unbelievable dragon. Those who listen closely to these tales can

Great Wyrms and Epic Legacy

Epic power is a thrilling concept, but one that 5th Edition isn't fully equipped to handle. To bring truly extraordinary characters, magic, and storytelling to the game table, 2CGaming has produced the Epic Legacy system to expand play past 20th level. This chapter is built to integrate into that system. Consider this chapter a dragon-centric expansion to Epic Legacy. Much of the content presented here references rules and systems from the *Epic Legacy Hero's Handbook*, which should be your companion when exploring this chapter. Some particularly relevant information is reprinted here as well to minimize confusion and the need to jump between the two books.

You do not have to use 2CGaming's Epic Legacy system to make use of this chapter. However, if you choose not to use Epic Legacy, do so with the knowledge that your creations and content will be well outside the scope of standard 5th Edition materials and play. The mightiest non-Epic characters and monsters may be able to contend for a time, but eventually they will be outclassed.

glean a mote of truth. There exists a category of dragon beyond even the mighty ancient: the dreaded and revered great wyrm.

This chapter covers everything there is to know about the fearsome great wyrms and other Epic dragons. These dragons are leagues ahead of their non-Epic brethren. However they excelled before they became Epic, these dragons are now unrivaled. Whether virtuous shields of the righteous, tyrannical destroyers of nations, or hoarders of cosmic fortunes, Epic dragons are a force of world-shaking power.

Epic Rules and Terms

Epic dragons introduce new tiers of play to 5th Edition: epic tier, legendary tier, and mythic tier. These areas are well beyond the boundaries of tier 4 play as outlined in the 5th Edition core rules and require an overview of some new rules to engage them effectively.

NON-EPIC, EPIC, AND DEIFIC KEYWORDS

Content throughout this chapter will be notated as being either non-Epic, Epic, or Deific in nature. This label is more than a descriptor—it is an important rules keyword that has broad implications. When exploring this chapter, any content presented is considered Epic by default and will be labeled as non-Epic or Deific when applicable.

Non-Epic

Non-Epic content is anything designed for 1st to 20th level in 5th Edition, including the other chapters of this book. Spells, class features, creatures, magic items, and many other aspects of play fall into this category. When something is non-Epic, it almost never approaches the level of significance held by the most minor of its Epic counterparts. This isn't to say everything found in the 5th Edition core rules must remain non-Epic. Many of these gameplay elements can be swiftly improved to become Epic in their own right. By classifying something as non-Epic, it provides a clear system of interaction between a character and the content in question. Being non-Epic doesn't mean something isn't important or powerful, it simply lacks the exceptional quality to be considered Epic.

CHAPTER 6: EPIC DRAGONS

Epic

Epic content is everything featured in this chapter, from feats to class features to boons. Many non-Epic gameplay elements become instantly more powerful if classified as Epic, granting them unique protections or resistances to certain Epic effects. Being Epic doesn't necessarily mean possessing extraordinary power. Objects and creatures of exceptional rarity, godlike heritage, great beauty, and many other unusual traits could easily be classified as Epic. Think of Epic as more of a designation of exceptionalism than a classification of power, though certainly power is often an indicator of "Epic."

Deific

When something is Deific, it is of a level of significance which indicates that even the gods (or your game world's equivalent) have a stake in its existence. Deific can be simply described as "beyond Epic" and is primarily used by a DM to create a level of gameplay that is beyond the ken of all but the most powerful Epic characters. At minimum, everything that is Deific is also Epic. Many features presented in this book have special interactions with Deific-level content, and few characters are ever able to produce Deific effects without great effort. When a piece of Deific content appears in your game, its nature and strength are at the DM's discretion, who will prescribe properties appropriate to your game world. As a rule, Deific content is either rare in Epic Legacy or appears with more frequency when your group has entered the mythic tier of Epic-level play.

EPIC ADVANTAGE AND EPIC DISADVANTAGE

Epic creatures are prodigious and exceptional. It is not uncommon for them to always have advantage on their attack rolls, ability checks, and saving throws or to always impose disadvantage on their enemies. Unfortunately, the foes of Epic characters have many of the same tricks, leading to a frustrating stalemate in which neither party has advantage or disadvantage on anything. This isn't very fun, so Epic Legacy makes use of the concepts called Epic advantage and Epic disadvantage. Functionally, Epic advantage and Epic disadvantage work identically to their non-Epic counterparts, providing a second d20 roll and forcing the roller to pick the highest or lowest result. However, if something has Epic advantage on a roll, it is immune to the penalties of non-Epic disadvantage. The inverse is also true—if something has Epic disadvantage on a roll, it cannot benefit from non-Epic advantage. When something has Epic advantage and Epic disadvantage on the same roll, it instead has neither of them.

EPIC DAMAGE TYPES

Some abilities, attacks, and spells performed by Epic creatures and characters generate rare and powerful damage types,

called Epic damage types. Rules such as damage resistance and immunity apply to some Epic damage types, but non-Epic features or effects cannot specifically grant resistance or immunity to Epic damage types. If something subjected to an Epic damage type has resistance or immunity to all damage, it has resistance to all types of Epic damage as well. In all other ways besides those detailed here, Epic damage types are identical to their non-Epic counterparts.

Arcane Damage

Sometimes called "true damage," arcane damage represents the fundamental energy that flows through the multiverse, raw and unformed. Arcane damage appears as cosmic energy of shifting color, utterly destructive to anything it encounters.

Special Benefit. Under no circumstances can a creature have resistance or immunity to arcane damage, nor can arcane damage be reduced by any means.

Righteous Damage

Pure holy energy, this damage comes from beings of pure good who weaponize it as a force against evil. Righteous damage appears as an overwhelming combination of flame, light, and raw force.

Special Benefit. Evil creatures are always vulnerable to righteous damage.

Vile Damage

Raw evil incarnate, vile damage is malevolent and caustic. The worst parts of acid, poison, and necrotic energy wrapped together, vile damage is an infectious purple slime that bubbles with hate.

Special Benefit. Good creatures are always vulnerable to vile damage.

Great Wyrms

Humanoids have mythical figures of legend, do they not? Your heroes and villains that inspire story and song? That is what great wyrms are to us. Only ours are better.

When dragons achieve the age category of ancient (see chapter 2), they are at their zenith. They have lived incredible lives, conquering mighty foes and amassing fortunes the world over. Any creature, let alone a dragon, should be

content to live out its twilight years enjoying the fruits of such success. And many do! However, the ambition of dragons is legendary for a reason. There are some ancients who hunger for more—to live longer, acquire greater power, and achieve dreams beyond the ken of their kind. Those who walk such a path are known as great wyrms, the mightiest dragons in the multiverse.

BECOMING A GREAT WYRM

Unlike other aspects of draconic life, becoming a great wrym is not a matter of time, but a choice—an extremely difficult one. Most dragons do not survive to achieve the age of venerable ancient, and of that number only a handful dare become great wyrms. This is a good thing for both dragons and the world at large. Too many great wyrms would lead to far too frequent catastrophic conflicts and would completely dominate the ecology of a universe. When a dragon has tapped out its potential as an ancient dragon, a challenging choice lies before it: whether to live out its days until the onset of its twilight or make the sacrifices necessary to become a great wrym.

In the context of *Dragonflight*, becoming a great wrym requires that a dragon meet the necessary prerequisites detailed

in the Great Wyrm Progression section of this chapter. This continued progression serves as a capstone to the existing dragon progression detailed in chapter 2, allowing you to continue a dragon's story from 21st to 30th level.

Getting into Character

The mind of a great wrym is a wondrous thing. It has witnessed the rise and fall of mortal civilizations, beheld cosmic wonders beyond comprehension, and challenged godlike powers in bids for recognition in an epic cosmology. Such a journey is difficult to comprehend, making quite the challenge for DMs and players looking to explore their creations. Everything about dragons detailed in chapter 2 is relevant when considering what kind of dragon you want your great wrym to be. Its ambition, obsession, and lineage should all be reflected in its ascension. Remember, dragons do not think like humanoids. Where short-lived beings grow and change over the course of their lifespans, dragons refine and sharpen to an eccentric degree. Their ambitions are ever closer to fruition. Their obsessions influence every act. Lineages rise or fall by their will. To help you put together such an awe-inspiring character, *Dragonflight* guides you in telling your great wrym's story.



CHAPTER 6: EPIC DRAGONS

The Cost of Greatness

Becoming a great wyrm takes a sacrifice of tremendous proportions: devouring one's hoard, the humanoid equivalent of burning down one's own house. Few dragons can perform this traumatic deed willingly. Those that succeed are keenly aware of what they lost, fuel for the inner fire that pushes them ever onward. The fortune lost to the great wyrm metamorphosis could finance a nation and represents more than just money. As the hoard symbolizes a dragon's achievement, so does this sacrifice symbolize a dragon's resolve. When building your great wyrm, choose one object in the dragon's hoard of terrific personal significance to pay the price for the

dragon's transformation. Alternatively, you can roll on the Cost of Ascension table for a story prompt for what your dragon sacrificed.

Great Wyrm Progression

Great wyrms are paragons of dragonkind. They are admired, feared, and respected by all other dragons, regardless of affiliation. To all other creatures, a great wyrm is an inconceivable force. These dragons have not come this far to slumber quietly in a forgotten cave. Their sacrifices to achieve this level of radical power ensure a great wyrm is a creature of action. In the history of the cosmos, great wyrms have had a

Cost of Ascension Table

d8	Description
1	You sacrificed the first piece of treasure you ever acquired: a humble bauble looted from an old ruin. From modest beginnings sprang your magnificent hoard, but you will never again get the triumphant satisfaction you felt when looking upon that first piece of loot.
2	You sacrificed a piece of priceless art created by a true master. The piece was gifted to you by the artist as a reward for services rendered and has served as a masterful display in your lair for centuries. There will never be another like it, for the techniques used to create the art are lost to time.
3	You sacrificed a cultural relic of tremendous significance to a humanoid civilization. You were its guardian and protector, its care entrusted to you by those you once called friends. With its destruction, you have betrayed those people and dishonored their culture.
4	You sacrificed a musical instrument which has serenaded you countless times. In your darkest moments and quiet hours, its music gave you inspiration, solace, and beauty. While there are others like it, their songs hold none of the memories nor the significance.
5	You sacrificed a memento of your favorite mortal companion, a keepsake to remind of the fleeting yet wonderful times you shared together. Without the constant reminder, you can feel the memory of your friend slipping away.
6	You sacrificed the trophy earned from your greatest victory, a battle that tested you like no other. The symbol of your triumph has always been a source of comfort in your moments of doubt. You will never feel its reassurance again.
7	You sacrificed the most beautiful gem you have ever seen. Since the day you found it, none have been its equal. You would spend days gazing into its infinite facets. No matter how dark the times, the gem was always a source of light to you. Now its light is gone forever.
8	You sacrificed the remains of your nemesis: a rival dragon that took ages to defeat. Through staggering effort and careful planning, you conquered your foe, adorning your lair with its remains to relish your victory. You will know this satisfaction no more.

hand (or claw) in some of the most significant events to ever occur. The death of gods, conquering of worlds, acquisition of legendary artifacts, and more are all included in the stories sung about the legendary exploits of great wyrms. The details of what it means to be a great wyrm and how to advance as one follow, starting with the prerequisites required to become one. Note that as a great wyrm, a dragon retains all its features, characteristics, and statistics from advancing as a dragon, unless noted otherwise.

Prerequisites

Becoming a great wyrm is the greatest challenge in a dragon's life. Because this metamorphosis is a choice, the price is extraordinarily high. Once a dragon has progressed to 20th level, it has reached the cap of its natural growth. Raw, Epic magic lights the way forward. To become a great wyrm, a dragon must tap into the universe's cosmic forces, drawing forth Epic magic into its body. Biology does the rest, pushing the dragon's body to new extremes. Every draconic feature of a great wyrm is exaggerated. Their eyes are brighter, horns more elaborate, teeth pointier, claws sharper, and more—subtle clues given by the universe to indicate the creature has surpassed all expectations.

To advance as a great wyrm, a dragon must meet the following prerequisites.

Dragon Level 20

Only the mightiest dragons are fit to become great wyrms: ancient dragons of considerable wealth and power.

Acquire Epic Wealth

At the DM's discretion, the dragon may be required to amass a fortune of extraordinary value, typically over 1 million gp in value. This hoard must consist of hard-earned treasure across a lifetime of adventuring, objects a dragon finds enjoyment in not just because of their value but because of the satisfaction from earning such an epic hoard. If the dragon is a part of a dragonflight, this hoard may be shared collectively between the members.

Epic Trial: The Hunger

Drawing upon the fearsome force that is Epic magic is dangerous and costly, but it is necessary for great wyrms to complete their transformation. To accomplish this, a dragon's body becomes like a furnace, producing Epic magic at the cost of their own fortunes. A dragon begins this process by consuming its precious hoard. Half of all its wealth must be devoured over the course of a year and a day, during which time a dragon acquires no additional treasure nor engages in any other strenuous activity. Anything that interrupts this process forces the dragon to begin anew, leaving them in a vulnerable state. A dragon completes this process on the last day by consuming the most valuable possession from among its hoard, which is usually determined by its obsession. This is agony for a dragon, akin to sawing off one's own limb or the loss of a treasured companion. What's more, there is no known loophole or workaround for this process. The universe

knows what is in a dragon's heart. Any attempt to deceive, circumvent, or mitigate the costs of this endeavor (such as giving away one's treasure to be returned later) automatically fails. If the dragon is part of a dragonflight and shares the hoard between them, each dragon must instead consume an equal amount of the treasure to ascend to great wyrmdom.

Progression and Leveling

Unlike their non-Epic counterparts, Epic dragons do not gain experience from their adventures, nor can they gain Epic levels from acquiring experience. The kind of challenges required to advance an Epic dragon's power must be extreme, creating a benchmark leveling system that aligns with your game's narrative. Epic dragons are awarded an Epic level at the DM's discretion, typically at a moment of great significance to the campaign. If multiple dragons are adventuring as a dragonflight, they should almost always be awarded Epic levels collectively, as a party of Epic dragons can only accomplish deeds worthy of such a reward through excellent teamwork. There is no restriction on the number of sessions that must occur between levels. Whether it's three or three dozen hours of play, all that matters is the achievements of the dragons concerned are befitting of their Epic status. Some examples of deeds worthy of an Epic level follow.

Completing an Epic Adventure

Finishing a major narrative arc in your game is a great opportunity to award an Epic level. This system rounds off a section of your campaign nicely, giving your players a chance to bask in the glory of both their achievements and new powers. Use this method of leveling to reward your players for focusing on the intended goals and story of the campaign, keeping them on track toward the kind of game you want to run.

Legendary Achievement

Standing alone against an army of orcs, casting a spell to resurrect a dead god, or becoming attuned to a mighty relic are all good examples of legendary achievements. These achievements change your game world and give the dragon's story and social activities greater significance. Use this method of leveling to reward dragons for exceptional roleplaying and storytelling that lead to great narrative moments and scenes.

Consuming Epic Treasure

Even at Epic levels, a dragon's hunger for treasure burns fiercely. However, where once gold coins and precious gems held allure, now the dragon desires far more lucrative loot. Truly Epic treasures such as one-of-a-kind works of masterpiece art, magical items of cosmic power, and lost relics from eons past are befitting of a great wyrm's hoard. However, whereas before these items were objects to be hoarded and admired, now they serve as fuel for the dragon's power. A dragon that consumes a powerful magical item, such as an artifact or similarly significant object, may absorb enough magical energy from the meal to gain an Epic level.

CHAPTER 6: EPIC DRAGONS

GREAT WYRM FEATURES

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

Hit Points

Hit Dice: 10d12 per dragon level

Hit Points at Higher Levels: 10d12 (or 65) + 10 multiplied by your Constitution modifier per great wyrm level.

Proficiencies

Saving Throws: You gain proficiency in a saving throw of your choice.

Age Category: Great Wyrm

At 21st level, you are a great wyrm: the pinnacle of dragon-kind in possession of Epic power. As a great wyrm, you have the following features.

Ability Score Increase. You increase three different ability scores of your choice by 2.

Ability Score Maximum. Your maximum for any ability score is 40.

Ability Scores Beyond 30 Table

Score	Modifier
31	+10
32–33	+11
34–35	+12
36–37	+13
38–39	+14
40	+15

Timeless. You no longer age naturally and suffer no penalties from aging.

Epic Dragon. You are an Epic creature, granting you incredible advantages over non-Epic beings. As an Epic dragon, you gain the following benefits.

Draconic Superiority. When you would gain advantage or impose disadvantage, you instead gain Epic advantage or impose Epic disadvantage.

The Great Wyrm

Level	Proficiency Bonus	Features	Breath Weapon Damage and Range	Estimated Challenge Rating
21st	+9	Age Category: Great Wyrm, Draconic Ascension (1)	20d10, 120-ft. cone/240-ft. line	30/Epic 1
22nd	+9	Epic Dragon Paradigm	25d10, 120-ft. cone/240-ft. line	Epic 2
23rd	+10	Draconic Ascension (2)	30d10, 160-ft. cone/300-ft. line	Epic 3
24th	+10	Council of Wyrms	35d10, 160-ft. cone/300-ft. line	Epic 4
25th	+11	Draconic Ascension (3)	40d10, 160-ft. cone/500-ft. line	Epic 5
26th	+11	Terrifying Presence	45d10, 160-ft. cone/300-ft. line	Epic 6
27th	+12	Draconic Ascension (4)	50d10, 160-ft. cone/300-ft. line	Epic 7
28th	+12	Domain Mastery	55d10, 160-ft. cone/300-ft. line	Epic 8
29th	+13	Draconic Ascension (5)	60d10, 160-ft. cone/300-ft. line	Epic 9
30th	+13	Venerable Elder	80d10, 160-ft. cone/300-ft. line	Epic 10

Mythic Resistance. If you have a Legendary Resistance feature, you replace that feature with a Mythic Resistance feature.

Mythic Resistance. When the dragon would fail a saving throw, it may expend one of its unspent legendary actions to succeed instead.

Immensity. If your Constitution becomes 31 or higher, your size increases to Immense. This size is tremendous, increasing your dimensions in all directions by 5 feet for every point in Constitution you have beyond 30. Additionally, for every 2 points you have in Constitution beyond 31, your reach with melee attacks increases by 5.

Draconic Ascension

At 21st level, the Epic magic within you changes your body and mind, granting exceptional benefits unique to great wyrms. You may choose two different options from the following selection as your evolutions granted by this feature.

Ability Score Increase. An ability score of your choice increases by 3. If this would increase an ability score above 40, you may instead apply any excess ability score increases to another ability score of your choice.

Draconic Mastery. You gain proficiency in a skill of your choice. If you choose a skill in which you are already proficient, you instead double your proficiency bonus whenever you make ability checks using that skill.

You may forgo learning a skill in this manner to instead learn three languages of your choice.

Enhanced Natural Weaponry. The bludgeoning, piercing, or slashing damage of your natural weapons increases by two damage dice (for example, a claw attack that dealt 3d6 slashing damage now deals 5d6 slashing damage).

Enhanced Draconic Energy. When you deal damage of your energy type with a feature from your dragon or great wyrm progression that is not a spell, you may increase the damage by four damage dice (for example, a breath weapon that dealt 30d10 energy damage now deals 34d10 energy damage).

Dragon Feat. You gain a dragon feat for which you meet the necessary prerequisites, as detailed in chapter 2.

You gain this feature again at 23rd, 25th, 27th, and 29th level, as detailed in the Great Wyrm progression table.

Epic Dragon Paradigm

At 22nd level, your dragon paradigm expands in an Epic capacity, granting you additional powers befitting the archetype you chose while advancing as a dragon.

Epic Arcanist

As an Epic arcanist, you have unlocked the deepest, most potent magical nature of dragonkind. Epic magic doesn't merely flow through your veins. It is an extension of your will, making the very forces that created your species yours to command. As one of these dragons, you gain the following features.

Epic Magic. As an arcanist of Epic proportions, you unlock the secrets of Epic magic and can cast Epic spells.¹ The Arcanist Epic Spellcasting table determines what Epic spells you know, along with the maximum tier of Epic spell you can cast. When you learn a new Epic spell, it must be of a tier of which you can cast, and when you do so you may also replace an Epic spell you know with a different one. Finally, as you advance as a great wyrm, your maximum number of spell points increases as detailed in the Arcanist Epic Spellcasting table.

Arcanist Epic Spellcasting

Great Wyrm Level	Epic Spells Known	Maximum Epic Spellcasting Tier	Spell Points
22nd	2	1	203
23rd	2	1	219
24th	3	2	236
25th	3	2	254
26th	4	3	273
27th	4	3	293
28th	5	3	314
29th	5	3	336
30th	6	3	359

¹ Epic spells, Epic spellcasting, and the properties of Epic magic are detailed in the *Epic Legacy Hero's Handbook*. A list of Epic spells available to the arcanist are included in this chapter for your convenience.

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When you learn an Epic spell, it must be chosen from the arcanist Epic spell list. To cast an Epic spell you know, you must expend an appropriate number of spell points. The arcanist Epic spell list and the spell point costs for Epic spells are detailed in the Arcanist Epic Spells table.

Epic Imperator

Epic imperators are the greatest minds of any draconic generation. They are brilliant scholars, sages, thinkers, and schemers. Their wit is said to rival the gods and their genius is unmatched in the mortal realms. As one of these dragons, you gain the following features.

Deadly Precision. When you target a creature with your Plan of Attack feature, you can force it to attempt an Intelligence saving throw versus your dragon save DC. On a failure, the damage from that use of Plan of Attack increases from 10d12 to 20d12.

At 26th and 30th level, this extra damage increases by an additional 10d12, to a maximum of 40d12 at 30th level.

Wyrmtongue. When you speak, you can choose whether creatures you are aware of that can hear you understand what you are saying. To all other creatures, your words are unintelligible.

Epic Knight

When an Epic dragon knight appears on the battlefield, all tremble. These powerhouses are the greatest warriors dragonkind has ever produced. Few would dare challenge these dragons in combat, and fewer still stand a chance of victory. As one of these dragons, you gain the following features.

Ancient Might. As an Epic knight, you may call upon the primal, ancient power buried deep within your blood to enter a purer rage. When you use your Primal Fury feature, you are immune to the incapacitated, paralyzed, petrified, stunned, and unconscious conditions. Additionally, while under the effects of Primal Fury, when you roll a 1 or a 2 on your natural attack or breath weapon damage rolls, you instead roll a 3.

At 26th level, this effect improves. When you roll a 1, 2, or 3 on your natural attack or breath weapon damage rolls, you instead roll a 4.

At 30th level, this effect improves again. When you roll a 1, 2, 3, or 4 on your natural attack or breath weapon damage rolls, you instead roll a 5.

Enlightened Tenets. Having completed your draconic code and lived your life according to its tenets, you have divined the greater truths found within about the ancient ways of dragonkind. You gain one of the following options, each of which is associated with the draconic codes you gain when advancing as a dragon.

Epic Code of the Predator. Attacks made with your natural weapons score a critical hit on a roll of 18–20.

Epic Code of the Sentinel. Your Hit Dice become d20s instead of d12s, and your hit point maximum adjusts accordingly.

Epic Code of the Shaper. When you would deal your energy damage, you may instead deal arcane damage.

Council of Wyrms

At 24th level, your status as a great wrym has earned you a place in the prestigious, interplanar organization known as the Council of Wyrms. This group contains every capable great wrym of 24th level or higher currently operating within a single planar cosmology, and membership is obligatory by the ancient laws of dragonkind. Membership to the council affords you knowledge of all other great wyrms, including their names and basic information on their personalities (such as their obsessions, ambitions, and lineages), the specifics of which are determined by the DM.

Once per century, a member of the Council of Wyrms may call a meeting on a matter that concerns all dragonkind, which all available members must attend. During such a meeting, you may ask the DM a single question pertaining to the campaign setting that is answerable by the collective knowledge of the council. You must provide the DM with the question prior to the game session, and the DM determines whether this question is answerable by the council.

Arcanist Epic Spells

Epic Spell Tier	Spell Point Cost
Tier 1 <i>antimagic ray, catastrophe, final death, flash freeze, hungry fissure, sonic boom, wall of dissolution</i>	19
Tier 2 <i>caldera, determinism, impossible labyrinth, kinetic control, megalith, obsidian tombs, prismatic deluge</i>	26
Tier 3 <i>hail of deadly blossoms, pyroclastic cannon, release the kraken, true alchemy</i>	34

Epic Organization: Council of Wyrms**Name:** Council of Wyrms**Leadership:** Democratic**Membership:** Varies by cosmology, but typically fewer than 17 great wyrms**Alignment:** Unaligned**Motto:** "Every game has its masters."**Resources:** Knowledge (history, magic, religion)

Creed: The Council of Wyrms understands dragonkind's role in an ever-expanding universe: to stand at the apex of existence and know no equal. With such an ambitious goal and incredible power at their disposal, it is in the interest of each member of the council to keep tabs on the others. Each of its prestigious members possesses the power to conquer an entire plane or cause countless catastrophes with terrific consequences. While dragons aren't inherently opposed to events like these, they want to make sure things don't get out of hand. A dragon cannot claim to be exceptional when there is nothing against which to compare itself. Friendship and loyalty do not exist within the council. They are a team of rivals, cooperating only so much as they must in the interest of dragonkind's continued ascension and to keep an eye on each other's goals and schemes.

Terrifying Presence

At 26th level, your presence can be so terrifying as to panic, and even kill, lesser creatures. Your Frightful Presence feature gains the following benefits.

- Non-Deific creatures can no longer be immune to the frightened condition against your Frightful Presence feature. If a creature would be immune, it instead has Epic advantage on saving throws against your Frightful Presence.
- When a non-Epic creature fails its first saving throw against your Frightful Presence feature by 10 or more and would be frightened on a failure, you can choose to have it instantly die from fright.
- When a creature becomes frightened of you via your Frightful Presence feature, the frightened condition lasts until the creature is no longer within 1 mile of you.

Domain Mastery

At 28th level, your tremendous power influences your lair and extends across your territory. The mystical properties of your lair (including your lair actions) along with any regional effects your lair produces are now Epic effects.

Venerable Elder

At 30th level, you have achieved the highest potential held within dragonkind. You are counted among the greatest dragons to ever live, a great wyrm exceptional even among other great wyrms. You gain the following benefits.

- Every dragon that encounters you instinctively knows your name unless you choose otherwise.
- You are immune to bludgeoning, piercing, and slashing damage from non-Epic sources.

Great Wyrms at the Table

A great wyrm is a daunting force to control for both the player and the DM. Its abilities are many and mighty. Its story is a legacy spanning hundreds, sometimes thousands, of years. Its influence is tremendous, shaping events of titanic significance across multiple worlds. If the task of fielding a great wyrm at your table feels overwhelming, fear not. This section exists so you can integrate these mighty dragons effectively into your campaign, no matter your role.

NON-PLAYER GREAT WYRMS

For DMs using the system here to create great wyrm NPCs and monsters, this new expansion of dragonkind unleashes a whole host of new gameplay opportunities. These creatures are not only titans among dragons but are some of the mightiest beings in existence. Their names and deeds are myths to mortals, legends to other dragons, and even acknowledged by the gods. Creating a great wyrm can be so much more than crafting a worthy threat for your players to conquer. Remember, *Dragonflight* aims to give dragons the respect and significance they deserve in the realm of 5th Edition. This is especially true of great wyrms, which hold a special place in the history of fantasy role-playing games.

If you are making use of this system, remember it is more than a monster maker. Each great wyrm is unique. How and why it is significant in your game world is up to you, but too many such dragons or underdeveloped ones will make your creations feel stale. Take your time when creating a great wyrm. Chances are it will play a major part in your game's story. The more interesting and dynamic your creation, the more the players will wish to engage with it.

CHAPTER 6: EPIC DRAGONS

NON-EPIC GREAT WYRMS

Obviously, the progression table for great wyrms is not suitable for most 5th Edition play. A 21st- or 22nd-level specimen is a terrific challenge even for the most experienced tier 4 parties. Anything beyond that point is punching way above a non-Epic character's weight class. Note the Estimated Challenge Rating column of the great wyrm progression table. At 21st level, a great wyrm's CR becomes Epic 1, which indicates the creature is unsuitable for non-Epic characters not making use of the Epic Legacy system. This isn't to say it can't exist in your world, only that encounters with them are unsuitable for most "standard" parties.

PLAYER GREAT WYRMS

Playing a great wyrm is an exciting prospect, a chance to sling dice as one of the most powerful creatures in the known realms. However, doing so presents several challenges. A DM will need to provide a host of unique encounters suitable not only for a dragon, but for one of great significance and extraordinary power. Chapter 3 is a great place to start, but some tweaks need to be made to ensure the *Dragonflight* experience delivers at this level. The *Epic Legacy Hero's Handbook* is designed to complement this nicely. With both books in hand, you can create challenging encounters and weave epic tales. To assist in this process, here are a collection of helpful tools to make your Epic *Dragonflight* experience more comprehensive.

CHALLENGING GREAT WYRMS

Epic characters are as diverse as they are powerful, and Epic dragons even more so. Creating encounters for these fearsome creatures requires you to be ferociously creative to even begin to threaten them—even Epic dragons need to believe they can occasionally fail! To make this a reality, challenge rating is measured differently for great wyrms than it is for ordinary dragons. With the exception of the 21st level of great wyrm progression, instead of a challenge rating, each great wyrm has a figure known as an Epic rating. This indicates the great wyrm is a challenge appropriate for an Epic-level party of adventurers with that many Epic levels. For example, a 23rd-level great wyrm has an Epic rating of 3, indicating it is a fitting challenge for a party of four characters with three Epic levels (a 23rd-level party).

This also allows us to figure out what it takes to build an encounter for a great wyrm using the Epic rating system as detailed in *Epic Legacy*. Great wyrms experience encounters of varying difficulty, much like their non-Epic counterparts, as detailed in chapter 3. However, the scale of these encounters must increase considerably. When calculating an appropriately difficult encounter, you must use a creature's Epic rating instead of its challenge rating. The details of a creature's Epic rating and how to calculate it are found in the *Epic Legacy Hero's Handbook*. Once you understand a creature's Epic rating, comparing it to a great wyrm is simple, detailed in the Challenging a Great Wyrm table.

If you are attempting to challenge a dragonflight, increase the effective Epic rating of the combined dragonflight by one

Challenging A Great Wyrm

Creature's Epic Rating (Relative to Great Wyrm)	Challenge
3 or 4 lower than great wyrm's Epic rating	Easy (little to no challenge to overcome)
1 or 2 lower than great wyrm's Epic rating	Moderate (requires effort and resources, but no threat of defeat)
Equal to great wyrm's Epic rating	Standard (will only result in defeat in incredibly unlucky circumstances or if massively misplayed)
1 or 2 higher than great wyrm's Epic rating	Hard (requires considerable resources and strategic play to overcome)
3 or 4 higher than great wyrm's Epic rating	Severe (defeat is assured unless played well and significant resources are expended)
5+ higher than great wyrm's Epic rating	Extreme (victory is unlikely even under the best of circumstances)

for each great wyrm in the flight. For example, a party of three 22nd-level dragons has an Epic rating of 6.

GREAT WYRMS VERSUS MYTHIC MONSTERS

Those familiar with Epic Legacy have likely heard of mythic monsters. They are the ultimate bosses of Epic-level 5th Edition, foes to give any party, or great wyrm, the fight of their lives. Great wyrms can challenge mythic monsters as well as any humanoid adventuring party, and will likely do so at least once over the course of their lifetime. When deciding if a mythic monster is an appropriate fight for a dragon or dragonflight, make sure the mythic rating of said monster is equal to the dragon(flight)'s Epic rating. The details of mythic monsters and their properties are found in the *Epic Legacy Hero's Handbook*, but this bears repeating: these fights are not reasonable challenges. They are brutally difficult and will push your players to their limits. It has been observed that playing a dragon can give an overconfident sense of invincibility, one that a mythic monster is well placed to dispel.

Mythic Dragons

One would think the great wyrm is the final stepping-stone for dragonkind. However, throughout history there have been dragons of power and proportion on an inconceivable scale. There is no singular name for these types of dragons, but their presence cannot be ignored. In the context of Epic Legacy, these are known as mythic dragons and represent a draconic facet of the mythic monsters found in *Epic Legacy Hero's Handbook*. These are dragons for which a great wyrm takes center stage as a main antagonist in your campaign. Players running dragons cannot explore these options unless the DM says otherwise—they're just too powerful. Additionally, mythic dragons are extraordinarily rare. They appear only when a great confluence of power, typically deific in nature, makes it so. What's more, there can only be seven mythic dragons in a cosmology at any given time, and each exemplifies a different facet of draconic nature. Among dragons, these seven are known as the primacies—feared and honored agents of change for all dragonkind. There have been many incarnations of each primacy. Some survive for only a



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few short centuries while others have lived for eons. Only once a primacy has been slain can its mantle be taken up by another, and even then, only in extraordinary circumstances.

CREATING A MYTHIC DRAGON

Mythic dragons are the centerpiece of a story. To that end, creating one must result in a truly formidable design. For those up to the task of running such a beast, turning a great wyrm into a mythic is relatively simple. All one must do is apply the mythic template detailed in this section to a great wyrm, then choose a primacy and apply those benefits as well. Doing so transforms a dragon's Epic rating into a mythic rating, categorizing it as a threat of terrific proportions for any who dare challenge it.

MYTHIC DRAGON PRIMACIES

When a creature gains the mythic dragon template, it chooses one of the following primacies and gains its associated benefits. There are seven draconic primacies: the Redeemer, the Destroyer, the Seeker, the Mystic, the Titan, the Fallen, and the Paragon.

Mythic Dragon Template

Only a dragon of the great wyrm age category can gain this template. A dragon that does so gains the following.

Type. The creature gains the mythic subtype.

Hit Dice. The dragon gains 10 additional Hit Dice, multiplied by its Epic rating before it gained the template. Its hit point maximum adjusts accordingly.

Ability Scores. The dragon increases three different ability scores by 4, to a maximum of 40.

Saving Throws. The dragon is proficient in all saving throws.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from non-Epic sources.

Condition Immunities. The dragon is immune to the charmed and frightened conditions.

Challenge Rating. The dragon gains a mythic rating equal to its Epic rating before it gained the template.

TRAITS

The dragon gains the following traits.

Draconic Primacy. The dragon has one primacy (chosen at the time this template is applied). The dragon cannot select a primacy for which

The Redeemer

Exemplifying the draconic capacity to nurture and grow, the Redeemer seeks to bring peace and prosperity to the world under the banner of draconic morality. Non-dragons must be shown the error of their ways, and violence is only a last resort to this end. Once the world recognizes the value of the natural order set by dragonkind, all peoples will prosper.

The Redeemer gains the following benefits.

Healing Touch. When the Redeemer would make an attack with its natural weapons, it may forgo that attack to instead touch a creature, object, or structure within reach, magically restoring its hit points. A restored target regains a number of hit points equal to $5d6$ multiplied by the Redeemer's mythic rating. Once a target has benefited from this feature, it cannot benefit from it again until 24 hours have passed.

Mythic Actions. The Redeemer gains the following mythic action option.

Peace and Tranquility. The Redeemer surrounds itself with an aura of peace in a 120-foot radius until the next initiative count of 20. When a creature other than the Redeemer

there is already another mythic dragon in its world.

Overwhelming Might. When a creature, object, or structure would be immune to damage dealt by the dragon, it instead has resistance. When a creature, object, or structure would have resistance to damage dealt by the dragon, it instead does not have resistance.

MYTHIC ACTIONS

The dragon gains the following mythic action option as well as the mythic action option from its chosen primacy. On initiative count 20 (losing initiative ties), the dragon takes a mythic action to cause the following effect or use its lair action. The dragon can't use the same effect twice in a row.

Gathering Power. The dragon's body builds up reserves of primordial energy which coalesces in a pool of dice known as energy dice. When the dragon deals damage to a creature it can see, it can choose to unleash this energy and roll any stored dice, dealing additional damage of its energy type to the affected target.

This pool of dice is $10d6$ the first time the dragon uses this action. Each subsequent use increases the dice gained by $10d6$, to a maximum of $100d6$. If the dragon does not use this action for at least 1 minute, this benefit and any unexpended dice are lost.

in the affected area deals damage to another creature, it takes an amount of psychic damage equal to the damage it dealt to the other creature.

The Destroyer

Embodying the draconic capacity for mayhem and destruction, the Destroyer acts as a cataclysmic force. Destruction is not only a natural part of existence, but the purest expression of both fate and power. Wherever the Destroyer treads, the land burns. While some Destroyers seek only to obliterate that which should not exist, others engage in wanton destruction until they are stopped.

The Destroyer gains the following benefits.

Annihilating Touch. When the Destroyer reduces a creature, object, or structure to 0 hit points, the target is utterly obliterated and reduced to dust. An Epic creature affected in this manner can attempt a Constitution saving throw versus the dragon's dragon save DC, preventing this effect on a success.

Mythic Actions. The Destroyer gains the following mythic action option.

Rack and Ruin. The Destroyer surrounds itself with an aura of destruction in a 120-foot radius until the next initiative count of 20. When a creature other than the Destroyer starts its turn in the affected area, it must succeed on a Charisma saving throw versus the dragon's dragon save DC or become afflicted with a curse. While cursed in this manner, a creature is vulnerable to damage dealt by the Destroyer.

The Seeker

A manifestation of the draconic hunger and aptitude for knowledge, the Seeker journeys to learn all there is to know and share these truths with dragonkind. Some Seekers go to extreme lengths to garner knowledge, while others are more reasonable, if not extraordinarily persistent. However, there are few things dragonkind collectively does not know, so the Seeker must constantly hunt for dangerous lore in the darkest corners of the multiverse.

The Seeker gains the following benefits.

Knowledge Is Power. When the Seeker would force a creature to attempt a saving throw other than an Intelligence, Wisdom, or Charisma saving throw, it may instead force it to make an Intelligence, Wisdom, or Charisma saving throw (the saving throw DC remains the same).

Mythic Actions. The Seeker gains the following mythic action option.

Impossible Truth. The Seeker utters a profound and perplexing question that can be heard by creatures up to 120

feet away. A creature other than the Seeker that hears this question must use its reaction to attempt an Intelligence, Wisdom, or Charisma ability check (no associated skill) to provide an insightful response. The DC of this check is equal to the Seeker's dragon save DC. On a failure or if a creature does not attempt to answer the question, its mind becomes befuddled until the next initiative count of 20. While befuddled in this manner, a creature cannot have advantage or Epic advantage on attack rolls, saving throws, or ability checks.

The Mystic

Dragons are beings of ancient magic, and there is a tremendous amount of mystery concerning them. Even they know shockingly little about their true nature. No force embodies this enigma better than the Mystic, a mythic dragon who embraces dragonkind's mysterious nature and revels in uncertainty. Every Mystic is an incomprehensible being, acting in ways that make no sense to non-dragons, and only some slight sense to the rest of dragonkind.

The Mystic gains the following benefits.

Glimmering Scales. The Mystic is always cloaked in a shimmering glamour that covers its entire body. The Mystic is always aware it is being perceived and is invisible to creatures of its choice that it is aware of. This invisibility cannot be perceived by non-Deific means.

Mythic Actions. The Mystic gains the following mythic action option.

Dimensional Shifting. The Mystic becomes disjunct from reality, flickering in and out of existence until the next initiative count of 20. When the Mystic is affected or damaged by another creature, it rolls a d20. On a 13 or higher, the Mystic is instead unaffected.

The Titan

Of all the mythic dragons to exist, the Titan is the most well-known. This reputation is warranted, for the Titan gets its name from its size that dwarfs nearly all other creatures. This avatar embodies dragonkind's physical might and capacity for growth. It towers over the landscape, oversized for any environment and eager to make a home for itself. To the Titan, the realms are its home. Mortal creatures are trespassing at worst or renting property at best.

The Titan gains the following benefits.

Impossible Size. The Titan's size is always Immense. It is 500 feet long from snout to tail and typically occupies a 200-foot cube on the battlefield. Its reach with its natural weapons increases by 70 feet for its bite, 50 feet for its claws, and 200 feet for its tail. Additionally, the Titan cannot be pushed, pulled, or magically teleported unless the Titan allows it.

CHAPTER 6: EPIC DRAGONS

Mythic Actions. The Titan gains the following mythic action option.

Unstoppable Force. The dragon's movements become violent and destructive until the next initiative count of 20. When the Titan moves using its speed in this manner, creatures, objects, and structures caught in its path take 55 (10d10) bludgeoning damage. An affected creature can attempt a Dexterity saving throw versus the Titan's dragon save DC, taking half damage on a success.

The Fallen

Even the mightiest dragons can fall prey to corruption. Such is the case with the Fallen, a dragon that has strayed from the path set in ancient times for all dragonkind. Whether it's tempted by demonic powers, dracolichdom, or some other twisted end, the Fallen is a disgrace to all those who call themselves true dragons. Unfortunately, few are powerful enough to do anything about it, leaving the Fallen to forge its destiny unhindered.

The Fallen gains the following benefits.

Corrupted Energy. When the Fallen would deal energy damage, it can choose to instead deal vile damage. Additionally, the Fallen is immune to vile damage.

Mythic Actions. The Fallen gains the following mythic action option.

Malevolence. The Fallen emits a pulse of malevolent energy in a 300-foot-radius sphere centered on it. Creatures of its choice in the affected area must succeed on a Charisma saving throw versus the Fallen's dragon save DC or be cursed with a malevolent force that obscures their senses. While cursed in this manner, a creature has the range of its senses reduced to 10 feet (blinded and deafened beyond that radius). At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success.

The Paragon

Even dragons have heroes. The Paragon is the greatest among dragonkind's legendary figures, exemplifying the draconic capacity for great deeds and changing the world. The Paragon is always a dragon of action, acting on behalf of dragonkind and righting the wrongs committed against them. This pursuit of justice has led paragons to clash with gods and other titanic forces, always in a battle that shakes the heavens.

The Paragon gains the following benefits.

Brilliant Energy. When the Paragon would deal energy damage, it can choose to instead deal righteous damage. Additionally, the Paragon is immune to righteous damage.

Mythic Actions. The Paragon gains the following mythic action option.

Roar of Triumph. The Paragon emits a roar of victorious joy that can be heard up to 1 mile away. Enemy creatures that hear the roar must succeed on a Wisdom saving throw versus the Paragon's dragon save DC or drop what they are holding and fall prone as they are overwhelmed by the Paragon's confidence. A creature immune to the frightened condition has Epic advantage on this saving throw.

CHAPTER 7

DRAGONS WEIRD AND WONDROUS

THE WORLD IS FILLED with sights you could never imagine, wonders you've yet to see and wonders you never will, and it is always changing. Its grand variety and diversity will always surprise and astound, from creatures of such plumage and fur you'd swear they were paintings to lands of such sweeping beauty you'd hold your breath in awe to memorize the moment you saw them. In a world so varied and vibrant, it should come as no surprise that dragons are the same way.

While the most well-known dragons are those of chromatic or metallic heritage, other dragons do exist, and their abilities create surprising encounters for the unprepared or unaware. Presented in this chapter are but a few of the dragons not spoken of in popular bardic tales of heroism or grand tales of adventure and struggle. Hopefully, they may inspire you to be more aware of how the world always has the potential to surprise and delight you.

Also found in this chapter are a few rare and mighty dragons whose origins are unknowable, who create no offspring, and who have existed in myths and legends since time began. There is no true accounting for how many dragons fall into this finite and singular category, but those in this chapter are presented with the hope that it may prepare you for encounters with those creatures yet unknown.

Rare Dragon Species

There are species of dragon not normally discussed or recorded, their pursuits and lairs too specific, too esoteric, or too lavish to be believed outside tales of fiction and fantasy.



CHAPTER 7: DRAGONS WEIRD AND WONDROUS

This section of the book details but a few of the strange and highly adapted species of dragons that exist throughout the worlds. Recording a full account of the many wondrous species of dragonkind would be impossible. May these dragons serve as a reminder that many fearsome specimens have yet to be discovered. Never assume to know all there is about dragons, for their forms are as varied as they are dangerous.

COBBLESTONE DRAGONS

Cobblestone dragons are named for the rocky, rough texture of their scales. Their skeletons are cartilaginous, giving them incredible flexibility and affording them the ability to move swiftly through terrain and past obstacles. While their breath weapon does not create elemental force or gaseous exhalation, it produces either a mist or smoke, at their discretion, that absorbs sound. The one giveaway to their natural stealth tactics is their two sets of horns, which run from their temples and end in swirls. Cobblestone dragons are small in stature—the youngest among them are the size of small hounds, and the largest rival the mightiest bear, replete with sharp bone plating instead of teeth and clawed hands akin to a humanoid's.

Ecology

Cobblestone dragons make their home in large cities where the roads are developed and alleyways are plentiful. Small creatures in comparison to their larger cousins, cobblestone dragons like to wander the cities they call home, collecting rumors and whispers about anything and everyone they come across. With perfect recall, they take these words to others in their den and share them. These words and conversations mean nothing to them by and large, but the trading of words from one to another is their way of hoarding and sharing among themselves—words are their treasure.

Their natural capabilities aid them in this pursuit, such as shifting scales to blend in with streets, walls, or ceilings and skeletons that bend and twist to allow them access into places otherwise unreachable. Most helpful of all, their breath weapons encompass their steps, deadening the sound of their movements. The smallest of their kind slip into homes and public places, while the larger ones either stay in their hidden family dens or use their considerable abilities to hide in high-traffic places such as temples, markets, and castles.

History

Cobblestone dragons were recently discovered, and the full extent of their existence is not known. If they lived before the rise of modern cities, it's suspected they would have dwelled in ancient civilizations and among ancient people, though where they made their dens in such places or how they bypassed magical defenses is unknown.

When they were first discovered, they were thought to be rats, large lizards, or vicious half-dragons. Those few souls who were able to make peace and speak with cobblestone dragons at this time were pleased to find that they were amicable and were able to communicate with them. Jokes, pleasantries, and a pleasant temperance made interacting with such a creature agreeable. Their true nature is debated, however, given the disconcerting amount of knowledge they seem to possess about the creatures with whom they speak.

Lair

Cobblestone dragons lair in abandoned, underground, or otherwise inaccessible portions of large cities. Collapsed portions of sewer systems work best for them, but if need be, they burrow and hollow out large portions of earth, creating subterranean caverns in rubble and rocks. Beneath these ruins, cobblestone dragons form small flights of kin.

They share their hoards of collected and memorized whispers, conversations, and secrets with each member of their flight. Knowing the value of their gathered information, they take careful pains to hide their dens and make them difficult to traverse. The tunnels leading to these dens are always designed for quadrupedal creatures with malleable bodies.

Lair Actions

On initiative count 20 (losing initiative ties), the cobblestone dragon takes a lair action to cause one of the following effects.

- A tunnel in the lair closes, blocking access in and out of the lair via that tunnel.
- A tunnel in the lair opens, allowing access to and from the main chamber.
- Part of the roof of the lair collapses, creating a dust cloud obscuring sight throughout the lair.

Regional Effects

The region containing an ancient cobblestone dragon's lair is warped by the dragon's magic, which creates one or more of the following effects within 1 mile of the lair.

- Rubble, destroyed ruins, and collapsed buildings in the area are more stable than they appear.
- Every alleyway, empty or near-empty street, and empty building has light mist in or around it in the early morning and on overcast or cloudy days.
- Rats, small animals, and vermin are easier to notice.

Cobblestone Dragon Wyrmling*Tiny dragon, chaotic neutral***Armor Class** 17 (natural armor)**Hit Points** 66 (12d4 + 36)**Speed** 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	19(+4)	17(+3)	14(+2)	15(+2)	11(+0)

Saving Throws Dex +6, Wis +4, Cha +2**Skills** Acrobatics +6, Insight +6, Perception +4, Stealth +6**Damage Resistances** bludgeoning**Condition Immunities** deafened**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14**Languages** Common, plus three other languages**Challenge** 4 (1,100 XP)**TRAITS****Agility.** As a bonus action on each of its turns, the dragon can take either the Dash, Disengage, or Dodge action.**Malleable Form.** The dragon can squeeze through openings as small as 1 inch in diameter.**ACTIONS****Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.**Breath Weapons (Recharge 5–6).** The dragon uses one of the following breath weapons.**Petrifying Breath.** The dragon exhales a cloud of petrifying gas in a 15-foot cone. Each creature in the affected area must succeed on a DC 14 Constitution saving throw or begin to turn to stone and become restrained. A creature restrained in this manner must repeat the saving throw at the end of each of its turns. If it succeeds on three saving throws in this manner, the effect ends. If it fails three saving throws in this manner, it is instead turned to stone for 24 hours.**Silent Mist.** The dragon exhales a thin mist in a 30-foot-radius circle centered on it, which lasts for 1 minute and heavily obscures the affected area. Sounds produced in the affected area cannot be heard outside it.**Young Cobblestone Dragon***Small dragon, chaotic neutral***Armor Class** 18 (natural armor)**Hit Points** 221 (26d6 + 130)**Speed** 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	23(+6)	21(+5)	14(+2)	19(+4)	13(+1)

Saving Throws Dex +10, Wis +8, Cha +5**Skills** Acrobatics +10, Insight +12, Perception +8, Stealth +10**Damage Resistances** bludgeoning**Condition Immunities** deafened**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 18**Languages** Common, plus three other languages**Challenge** 11 (7,200 XP)**TRAITS****Agility.** As a bonus action on each of its turns, the dragon can take either the Dash, Disengage, or Dodge action.**Malleable Form.** The dragon can squeeze through openings as small as 6 inches in diameter.**ACTIONS****Multiattack.** The dragon makes three attacks: one with its Bite and two with its Claw.**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 42 (8d8 + 6) piercing damage.**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.**Breath Weapons (Recharge 5–6).** The dragon uses one of the following breath weapons.**Petrifying Breath.** The dragon exhales a cloud of petrifying gas in a 15-foot cone. Each creature in the affected area must succeed on a DC 18 Constitution saving throw or begin to turn to stone and become restrained. A creature restrained in this manner must repeat the saving throw at the end of each of its turns. If it succeeds on three saving throws in this manner, the effect ends. If it fails three saving throws in this manner, it is instead permanently petrified.**Silent Mist.** The dragon exhales a thin mist in a 60-foot-radius circle centered on it, which lasts for 1 minute and heavily obscures the affected area. Sounds produced in the affected area cannot be heard outside it.

Adult Cobblestone Dragon

Medium dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 275 (29d8 + 145)

Speed 50 ft., climb 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	25(+7)	21(+5)	14(+2)	21(+5)	13(+1)

Saving Throws Dex +12, Wis +10, Cha +6

Skills Acrobatics +12, Insight +15, Perception +10, Stealth +12

Damage Resistances bludgeoning

Condition Immunities deafened

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Common, plus three other languages

Challenge 15 (13,000 XP)

TRAITS

Agility. As a bonus action on each of its turns, the dragon can take either the Dash, Disengage, or Dodge action.

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

Malleable Form. The dragon can squeeze through openings as small as 1 foot in diameter.

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claw.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 67 (11d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

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

Petrifying Breath. The dragon exhales a cloud of petrifying gas in a 15-foot cone. Each creature in the affected area must succeed on a DC 20 Constitution saving throw or begin to turn to stone and become restrained. A creature restrained in this manner must repeat the saving throw at the end of each of its turns. If it succeeds on three saving throws in this manner, the effect ends. If it fails two saving throws in this manner, it is instead permanently petrified.

Silent Mist. The dragon exhales a thin mist in a 90-foot-radius circle centered on it, which lasts for 1 minute and heavily obscures the affected area. Sounds produced in the affected area cannot be heard outside it.

LEGENDARY ACTIONS

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

Claw. The dragon makes a Claw attack.

Move. The dragon moves up to its speed.

Hide (Costs 2 Actions). The dragon takes the Hide action.

Breath Weapon (Costs 3 Actions). The dragon uses or recharges its Breath Weapons action.

Ancient Cobblestone Dragon

Large dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 462 (37d10 + 259)

Speed 60 ft., climb 60 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	29(+9)	24(+7)	14(+2)	23(+6)	13(+1)

Saving Throws Dex +16, Wis +13, Cha +8

Skills Acrobatics +16, Insight +20, Perception +13, Stealth +16

Damage Resistances bludgeoning

Condition Immunities deafened

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

Languages Common, plus three other languages

Challenge 21 (50,000 XP)

TRAITS

Agility. As a bonus action on each of its turns, the dragon can take either the Dash, Disengage, or Dodge action.

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

Malleable Form. The dragon can squeeze through openings as small as 2 feet in diameter.

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claw.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 86 (14d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage.

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

Petrifying Breath. The dragon exhales a cloud of petrifying gas in a 15-foot cone. Each creature in the affected area must succeed on a DC 24 Constitution saving throw or begin to turn to stone and become restrained. A creature restrained in this manner must repeat the saving throw at the end of each of its turns. If it succeeds on three saving throws in this manner, the effect ends. If it fails two saving throws in this manner, it is instead permanently petrified.

Silent Mist. The dragon exhales a thin mist in a 120-foot-radius circle centered on it, which lasts for 1 minute and heavily obscures the affected area. Sounds produced in the affected area cannot be heard outside it.

LEGENDARY ACTIONS

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

Claw. The dragon makes a Claw attack.

Move. The dragon moves up to its speed.

Hide (Costs 2 Actions). The dragon takes the Hide action.

Breath Weapon (Costs 3 Actions). The dragon uses or recharges its Breath Weapons action.

VERDANT DRAGONS

Verdant dragons are massive, even as newborns. Immense, indescribably majestic, and gentle creatures, verdant dragons are embodiments of nature itself. Their scales are thick and furrowed, not dissimilar to bark. These behemoths often have moss, vines, and flowers growing on them, overgrowth from their long naps in their forest homes. Older members of this dragon species bear entire trees on their backs. Their horns sweep back, taking the appearance of tree branches, and their eyes are an emerald hue. One of the most surefire methods travelers have of knowing that a verdant dragon is nearby is a sudden crispness to the air and the soft smell of flowers.

Ecology

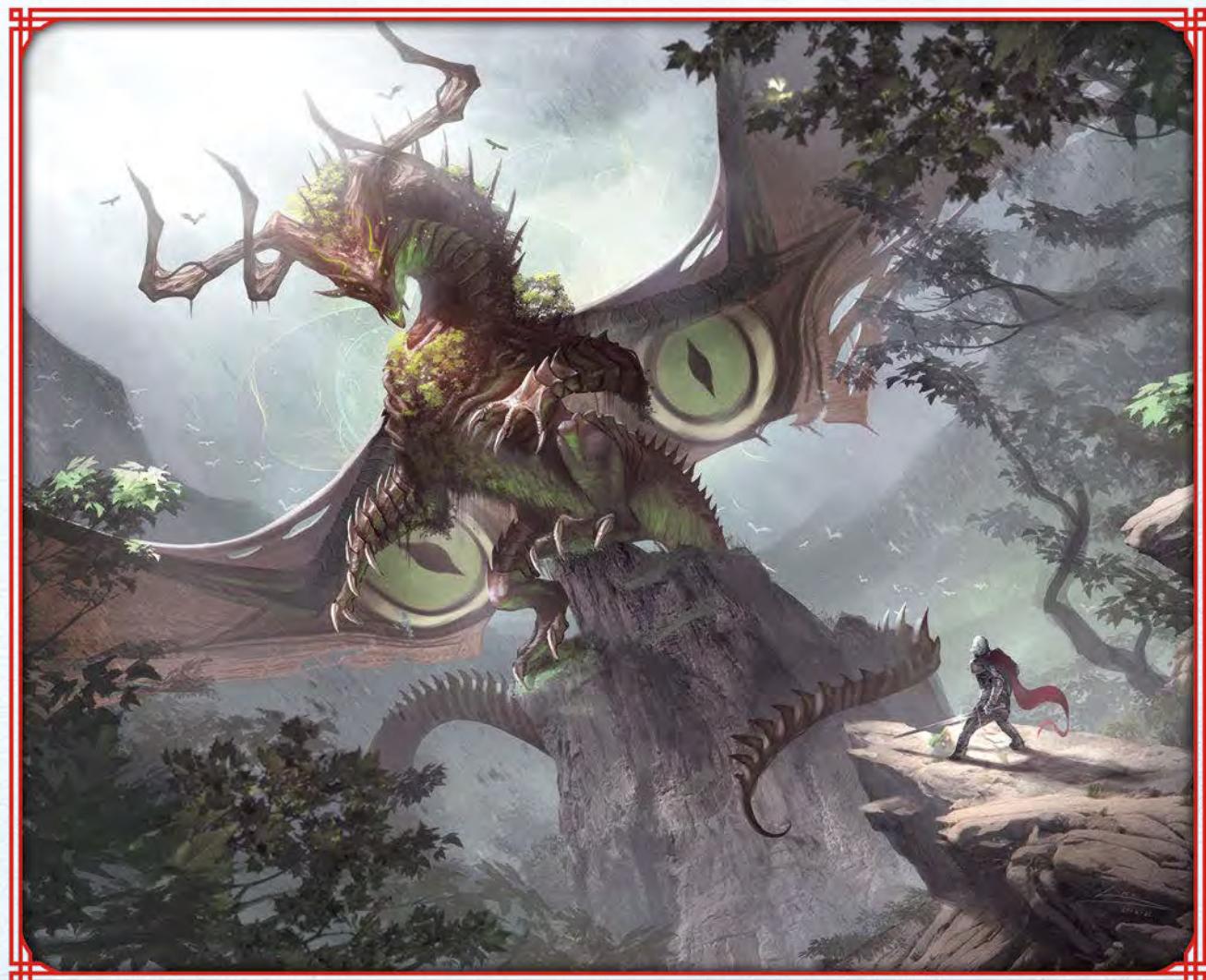
Verdant dragons make their homes in the oldest and grandest forests in the world, and their offspring move to either other parts of the same forest or to new woodlands entirely. Their lives follow the patterns of trees in this way—just as seeds disperse and spread far from their parent plant, so

do the young verdant dragons depart and grow elsewhere. Older members spend much of their days slumbering, nearly melding with the forest floor itself, their breath providing pleasant breezes throughout the trees. Younger members spend much of their time wandering the forest, encouraging its growth, meeting with others in their forest, and destroying all sources of rot.

Popular theory holds that any forest with verdant dragons is more bountiful and gentler than those without, with their natural capabilities actively making the forest abundantly healthy and nearly always in a state of growth. The true risk of these forests is their slow encroachment on nearby lands and settlements, but if a dragon believes that the residents are no threat, it may limit how far the forest spreads or encourage growth of fruit-bearing trees and flora within its borders.

History

When seen at a glance, verdant dragons are often mistaken for other creatures who tend to forests. As knowledge of these dragons has spread, locals have begun double-checking previous accounts of encounters with dryads, druids, or



treants to see if they were actually verdant dragons. Such misconceptions have been revealed to be rare, thankfully, when compared to other telltale signs of verdant dragon presence.

These joyful entities spend their youth actively caring for large forests, while older verdant dragons are sleepy caretakers. While they slumber, their natural magic makes them hard to find, so their relationship to outside people and settlements—whether at home and comfortable in the forest or creatures just passing through—is commonly nonexistent.

Lair

Verdant dragons make their lairs in deep forest groves hidden among miles of wilderness, rivers, and hills, the pathways of which are known only to the most dedicated foresters. Rare flowers, useful herbs, mighty trees, and bold fauna make their home in these lairs as well. Only elder verdant dragons create their own groves, and by then, they are titanic in their size, needing lairs as large as small towns.

Lair Actions

On initiative count 20 (losing initiative ties), the verdant dragon takes a lair action to cause one of the following effects.

- Trees shift their position when unobserved, changing forest paths along with them. Any creature that attempts a Wisdom (Survival) check to track a creature in the lair must make the check with disadvantage.
- Vines, undergrowth, and dense plants in the area become difficult terrain for 1 round.
- Edible vegetation, mushrooms, and fruit are easily found within the lair.

Regional Effects

The region containing the verdant dragon's lair is warped by its magic, which creates one or more of the following effects within 1 mile of the lair.

- Water becomes purified, and all fresh food tastes delicious.
- Any spell or effect that produces a cloud has its duration reduced to 1 round.
- Any creature in the region who has upset a resident verdant dragon takes a 1d10 penalty to all Wisdom (Survival) and Wisdom (Perception) checks made while in the region.

Verdant Dragon Wyrmling

Medium dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 25 ft., fly 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	20(+5)	12(+1)	14(+2)	16(+3)

Saving Throws Str +6, Con +7, Wis +4

Skills Animal Handling +6, Perception +6, Persuasion +7

Damage Resistances acid

Damage Immunities radiant

Senses tremorsense 30 ft., passive Perception 16

Languages Draconic, Sylvan

Challenge 4 (1,100 XP)

TRAITS

Camouflage. When it remains motionless, the dragon is indistinguishable from a natural lump of verdigris and foliage.

Greenwalker. The dragon can move through solid plants and organic material as though it were difficult terrain. If it ends its turn inside a plant, it is shunted to the nearest unoccupied space and takes 4 (1d8) necrotic damage for every 5 feet it is shunted in this manner.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage.

Healer's Touch. The dragon touches a creature within 15 feet of it, causing it to regain 3 (1d6) hit points.

Viridian Breath (Recharge 5–6). The dragon exhales a wave of green wind in a 15-foot cone. Each creature in that area of the dragon's choosing must make a DC 17 Constitution saving throw, taking 27 (5d10) radiant damage on a failed save, or half as much damage on a successful one. Creatures of the dragon's choice affected by the breath weapon instead take no damage and regain 27 (5d10) hit points.

Young Verdant Dragon*Large dragon, neutral good***Armor Class** 17 (natural armor)**Hit Points** 287 (25d8 + 175)**Speed** 40 ft., fly 80 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	11(+0)	24(+7)	12(+1)	18(+4)	20(+5)

Saving Throws Str +10, Con +11, Wis +8**Skills** Animal Handling +13, Perception +10, Persuasion +9**Damage Resistances** acid**Damage Immunities** radiant**Senses** tremorsense 60 ft., passive Perception 10**Languages** Common, Draconic, Druidic, Sylvan**Challenge** 12 (8,400 XP)**TRAITS****Camouflage.** When it remains motionless, the dragon is indistinguishable from a natural lump of verdigris and foliage.**Greenwalker.** The dragon can move through solid plants and organic material as though it were difficult terrain. If it ends its turn inside a plant, it is shunted to the nearest unoccupied space and takes 4 (1d8)

necrotic damage for every 5 feet it is shunted in this manner.

ACTIONS**Multiattack.** The dragon makes three attacks: one with its Bite and two with its Claw.**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.**Healer's Touch.** The dragon touches a creature within 15 feet of it, causing it to regain 7 (2d6) hit points.**Viridian Breath (Recharge 5–6).** The dragon exhales a wave of green wind in a 30-foot cone. Each creature of the dragon's choice in the affected area must attempt a DC 19 Constitution saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. Creatures of the dragon's choice affected by the breath weapon instead take no damage and regain 55 (10d10) hit points.

Adult Verdant Dragon*Huge dragon, neutral good***Armor Class** 19 (natural armor)**Hit Points** 496 (32d12 + 288)**Speed** 40 ft., fly 80 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	28 (+9)	12 (+1)	20 (+5)	24 (+7)

Saving Throws Str +13, Con +15, Wis +11**Skills** Animal Handling +17, Perception +11, Persuasion +13**Damage Resistances** acid**Damage Immunities** radiant**Senses** tremorsense 120 ft., passive Perception 21**Languages** Common, Draconic, Druidic, Sylvan**Challenge** 20 (25,000 XP)**TRAITS****Camouflage.** When it remains motionless, the dragon is indistinguishable from a natural lump of verdigris and foliage.**Greenwalker.** The dragon can move through solid plants and organic material as though it were difficult terrain. If it ends its turn inside a plant, it is shunted to the nearest unoccupied space and takes 4 (1d8) necrotic damage for every 5 feet it is shunted in this manner.**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.**ACTIONS****Multiattack.** The dragon makes four attacks: one with its Bite, two with its Claw, and one with its Tail. It can forgo making any number of attacks in this manner to instead use its Healer's Touch action.**Bite.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 39 (5d12 + 7) piercing damage.**Claw.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.**Healer's Touch.** The dragon touches a creature within 15 feet of it, causing it to regain 14 (4d6) hit points.**Viridian Breath (Recharge 5–6).** The dragon exhales a wave of green wind in a 90-foot cone. Each creature of the dragon's choice in the affected area must attempt a DC 23 Constitution saving throw, taking 77 (14d10) radiant damage on a failed save, or half as much damage on a successful one. Creatures of the dragon's choice affected by the breath weapon instead take no damage and regain 77 (14d10) hit points.**LEGENDARY ACTIONS**

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

Claw. The dragon makes a Claw attack.**Healer's Touch.** The dragon uses its Healer's Touch action.**Burrow (Costs 2 Actions).** The dragon burrows up to its burrowing speed.**Breath Weapon (Costs 3 Actions).** The dragon uses or recharges its breath weapon.

Ancient Verdant Dragon*Gargantuan dragon, neutral good***Armor Class** 22 (natural armor)**Hit Points** 697 (34d20 + 340)**Speed** 40 ft., fly 80 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	12 (+1)	21 (+5)	26 (+8)

Saving Throws Str +18, Con +18, Wis +13**Skills** Animal Handling +21, Perception +13, Persuasion +16**Damage Resistances** acid**Damage Immunities** radiant**Senses** tremorsense 120 ft., passive Perception 23**Languages** Common, Draconic, Druidic, Sylvan**Challenge** 25 (75,000 XP)**TRAITS****Camouflage.** When it remains motionless, the dragon is indistinguishable from a natural lump of verdigris and foliage.**Greenwalker.** The dragon can move through solid plants and organic material as though it were difficult terrain. If it ends its turn inside a plant, it is shunted to the nearest unoccupied space and takes 4 (1d8) necrotic damage for every 5 feet it is shunted in this manner.**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.**ACTIONS****Multiattack.** The dragon makes four attacks: one with its Bite, two with its Claw, and one with its Tail. It can forgo making any number of attacks in this manner to instead use its Healer's Touch action.**Bite.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 55 (7d12 + 10) piercing damage.**Claw.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) slashing damage.**Tail.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.**Healer's Touch.** The dragon touches a creature within 15 feet of it, causing it to regain 21 (6d6) hit points.**Viridian Breath (Recharge 5–6).** The dragon exhales a wave of green wind in a 90-foot cone. Each creature of the dragon's choice in the affected area must attempt a DC 26 Constitution saving throw, taking 88 (16d10) radiant damage on a failed save, or half as much damage on a successful one. Creatures of the dragon's choice affected by the breath weapon instead take no damage and regain 88 (16d10) hit points.**LEGENDARY ACTIONS**

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

Claw. The dragon makes a Claw attack.**Healer's Touch.** The dragon uses its Healer's Touch action.**Burrow (Costs 2 Actions).** The dragon burrows up to its burrowing speed.**Breath Weapon (Costs 3 Actions).** The dragon uses or recharges its breath weapon.

SIGIL DRAGONS

The strangest of the wondrous dragons presented here, sigil dragons are often referred to as merchant drakes or fortress dragons due to the scales on their head and neck. These scales form a covering that makes it appear as though the dragon is wearing a helmet, masking all expression. Their scales are light blue with patchy black skin underneath, making the dragon appear to be wearing scale mail. Its talons are scythed, its wing-tips are sharpened, and it has no horns adorning its head. For much of their life, sigil dragons are no larger than hippogriffs. As they age, magic suffuses their bodies and grants them magnificent size and prowess, and their scales give off an opalescent sheen. Their most prominent visible trait is a draconic letter floating in the air just in front of their foreheads.

Ecology

The sigil dragon is an eternal wanderer until its old age begins to get in the way of its travels. Each one traverses sea, land, and the planes themselves seeking knowledge, arcane prowess, and magic items. Many are known to trade, bargain, or kill to achieve their goals—whatever is easiest in any given scenario. Because they travel most of their lives, they don't establish lairs. To make up for this lack, each sigil dragon has

access to an extradimensional space attuned to its sigil from which it can stow or pull various items and tools, be it gold and trinkets for trade or powerful arcane instruments.

Most notably, sigil dragons are known to covet spellbooks, keeping a vast supply of paper and ink among their belongings, eager to record spells from those they encounter on their travels. Many universities highly prize and desire a business relationship with a sigil dragon, for each one carries with it a steady supply of items and tools fit for scholarly pursuits and cherishes the unique nature of the scrolls they can create.

History

Sigil dragons are well known among institutions of learning, though it's rare that a sigil dragon interacts with anyone or anything that cannot add to its growing hoard. It isn't unheard of that a university starts with the partnership of a dedicated librarian or apprentice mage and an interested sigil dragon of some skill. Together, their power grows over the following years. The origin of sigil dragons is unknown, though the oldest of them claim they were created alongside some of the oldest spells in existence. Many accept this as a joke or exaggeration, but since there is no way to verify or deny the claim, many books keep it as an addendum in texts that cover these magical creatures.

Sigil Dragon Wyrmling**Medium dragon, lawful neutral****Armor Class** 16 (natural armor)**Hit Points** 119 (14d8 + 56) (Arcane Blood)**Speed** 30 ft., fly 75 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	16(+3)	18(+4)	18(+4)	10(+0)	9(-1)

Saving Throws Dex +6, Int +7, Wis +3, Cha +2**Skills** Acrobatics +6, Arcana +10, History +7, Perception +6**Damage Immunities** force**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 16**Languages** Draconic**Challenge** 6 (2,300 XP)**TRAITS**

Arcane Blood. When determining hit points, the dragon uses its Intelligence modifier rather than its Constitution modifier. Additionally, the dragon may use its Intelligence modifier for weapon attack and weapon damage rolls (included in the attack).

Superior Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects. When the dragon succeeds on a saving throw against a spell or magical effect and suffers an effect on a success, it instead suffers no effect.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Force Breath (Recharge 5–6). The dragon exhales kinetic force in a 15-foot cone. Each creature in the area must attempt a DC 15 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are knocked prone and pushed to the end of the affected area.

Lock Magic. The dragon suppresses the magic of a magic item it can see of *uncommon* rarity or lower for 1 hour. For the duration, the affected item cannot produce any effects or gain the benefit of any magical properties.

Silence. The dragon magically silences a creature it can see within 120 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be unable to speak for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Magic Eater. When the dragon succeeds on a saving throw against a spell, the dragon can use its reaction to devour the lingering magic. When it does so, it magically regains 10 (3d6) hit points.

Young Sigil Dragon*Large dragon, lawful neutral***Armor Class** 19 (natural armor)**Hit Points** 230 (20d10 + 120) (Arcane Blood)**Speed** 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	16(+3)	20(+5)	22(+6)	10(+0)	11(+0)

Saving Throws Dex +7, Int +10, Wis +4, Cha +4**Skills** Acrobatics +7, Arcana +14, History +10, Perception +8**Damage Immunities** force**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 18**Languages** Common, Draconic, Dwarvish, Elvish**Challenge** 12 (8,400 XP)**TRAITS**

Arcane Blood. When determining hit points, the dragon uses its Intelligence modifier rather than its Constitution modifier. Additionally, the dragon may use its Intelligence modifier for weapon attack and weapon damage rolls (included in the attack).

Superior Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects. When the dragon succeeds on a saving throw against a spell or magical effect and suffers an effect on a success, it instead suffers no effect.

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claw. The dragon can forgo making a Bite attack in this manner to instead use its Lock Magic or Silence action.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Force Breath (Recharge 5–6). The dragon exhales kinetic force in a 30-foot cone. Each creature in the area must attempt a DC 19 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are knocked prone and pushed to the end of the affected area.

Lock Magic. The dragon suppresses the magic of a magic item it can see of *rare* rarity or lower for 1 hour. For the duration, the affected item cannot produce any effects or gain the benefit of any magical properties.

Silence. The dragon magically silences a creature it can see within 120 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be unable to speak for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Magic Eater. When the dragon succeeds on a saving throw against a spell, the dragon can use its reaction to devour the lingering magic. When it does so, it magically regains 17 (5d6) hit points.

Adult Sigil Dragon*Large dragon, lawful neutral***Armor Class** 20 (natural armor)**Hit Points** 324 (24d12 + 168) (Arcane Blood)**Speed** 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	20(+5)	20(+5)	24(+7)	14(+2)	11(+0)

Saving Throws Dex +11, Int +13, Wis +8, Cha +6**Skills** Acrobatics +11, Arcana +19, History +13, Perception +14**Damage Immunities** force**Senses** blindsight 30 ft., darkvision 120 ft.,

passive Perception 24

Languages Common, Draconic, Dwarvish, Elvish**Challenge** 18 (20,000 XP)**TRAITS**

Arcane Blood. When determining hit points, the dragon uses its Intelligence modifier rather than its Constitution modifier. Additionally, the dragon may use its Intelligence modifier for weapon attack and weapon damage rolls (included in the attack).

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

Superior Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects. When the dragon succeeds on a saving throw against a spell or magical effect and suffers an effect on a success, it instead suffers no effect.

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claw. The dragon can forgo making a Bite attack in this manner to instead use its Lock Magic or Silence action.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage.

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

Force Breath (Recharge 5–6). The dragon exhales kinetic force in a 60-foot cone. Each creature in the area must attempt a DC 24 Dexterity saving throw, taking 77 (14d10) force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are knocked prone and pushed to the end of the affected area.

Lock Magic. The dragon suppresses the magic of a magic item it can see of *very rare* rarity or lower for 1 hour. For the duration, the affected item cannot produce any effects or gain the benefit of any magical properties.

Silence. The dragon magically silences a creature it can see within 120 feet of it. The target must succeed on a DC 24 Wisdom saving throw or be unable to speak for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Magic Eater. When the dragon succeeds on a saving throw against a spell, the dragon can use its reaction to devour the lingering magic. When it does so, it magically regains 28 (8d6) hit points.

LEGENDARY ACTIONS

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

Claw. The dragon makes a Claw attack.

Arcane Power (Costs 2 Actions). The dragon uses its Lock Magic or Silence action.

Breath Weapon (Costs 3 Actions). The dragon uses or recharges its Force Breath action.

Ancient Sigil Dragon

Large dragon, lawful neutral

Armor Class 26 (natural armor)

Hit Points 738 (36d20 + 360) (Arcane Blood)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	20(+5)	20(+5)	30(+10)	14(+2)	11(+0)

Saving Throws Dex +14, Int +19, Wis +11, Cha +9

Skills Acrobatics +14, Arcana +28, History +19, Perception +20

Damage Immunities force

Senses blindsight 60 ft., darkvision 160 ft., passive Perception 30

Languages Common, Draconic, Dwarvish, Elvish

Challenge 29 (135,000 XP)

TRAITS

Arcane Blood. When determining hit points, the dragon uses its Intelligence modifier rather than its Constitution modifier. Additionally, the dragon may use its Intelligence modifier for weapon attack and weapon damage rolls (included in the attack).

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

Superior Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects. When the dragon succeeds on a saving throw against a spell or magical effect and suffers an effect on a success, it instead suffers no effect.

ACTIONS

Multiattack. The dragon makes three attacks: one with its Bite and two with its Claw. The dragon can forgo making a Bite attack in this manner to instead use its Lock Magic or Silence action.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 48 (6d12 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Force Breath (Recharge 5–6). The dragon exhales kinetic force in a 90-foot cone. Each creature in the area must attempt a DC 27 Dexterity saving throw, taking 99 (18d10) force damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw are knocked prone and pushed to the end of the affected area.

Lock Magic. The dragon suppresses the magic of a magic item it can see of *legendary* rarity or lower for 1 hour. For the duration, the affected item cannot produce any effects or gain the benefit of any magical properties.

Silence. The dragon magically silences a creature it can see within 120 feet of it. The target must succeed on a DC 27 Wisdom saving throw or be unable to speak for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Magic Eater. When the dragon succeeds on a saving throw against a spell, the dragon can use its reaction to devour the lingering magic. When it does so, it magically regains 35 (10d6) hit points.

LEGENDARY ACTIONS

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

Claw. The dragon makes a Claw attack.

Arcane Power (Costs 2 Actions). The dragon uses its Lock Magic or Silence action.

Breath Weapon (Costs 3 Actions). The dragon uses or recharges its Force Breath action.

BOOKWYRMS

Sages and scholars aren't rare among dragons, as they are long lived and more intelligent than most other creatures, but few among them can compare to the living fonts of knowledge that are the bookwyrms. These dragons may not eclipse others in size or ferocity, but what they lack in bulk they more than make up for in wisdom and understanding of the texts from which they are comprised. The hallmark of an encounter with a bookwyrm is a rustle of papers faintly heard in some abandoned library, moments before some dastardly tomb robber locks eyes with these keepers of the tomes. A bookwyrm's body is made of various scrolls and pages from books inscribed with text that glows a faint blue hue when the dragon recounts the written details, tipped by a pointed tail covered in glowing ink. Their eyes are small blue flames which exude no warmth, with which they analyze their surroundings, taking in those who seek to infringe on their hoards. The musty smell of old parchment and the pages of ancient books permeates the air around them.

Ecology

Bookwyrms form where civilization has crumbled and left behind vast amounts of written knowledge. Wyrmlings arise as the text from ancient books and scrolls magically combines to form the delicate, intricate creatures. They spend their early years exploring this environment and reading all they can, occasionally consuming books and scrolls, preserving their knowledge onto their forms in small, complex writing, and growing as they do. When the dragons reach youthhood, they begin adding their own writings to their forms, documenting things they've seen around them with terms they know and eventually venturing out of their initial lairs. Upon reaching adulthood, some bookwyrms seek a place near interesting phenomena or fastidious scholars and spend the rest of their days documenting these curiosities. Others, who feel they've fully explored nearby realms, may choose to migrate into civilization or toward new horizons, carrying what they can of their written hoard within their forms.

Bookwyrms are reclusive in their early years, fearful of what they do not yet understand and protective of their life's work, yet ever curious and eager to learn more. As such, those who intrude upon their domain are met with caution but not immediate hostility, as the dragon studies their guests and attempts to parley with them. If bookwyrms encounter seekers of knowledge, they may agree to an exchange of written works. Interactions between bookwyrms and other creatures are bizarre—their voices cannot be described or mimicked, and even those who cannot hear, cannot read, or do not share a language with the dragon know their words as if they read them straight off a page.

In ideal conditions, bookwyrms are invaluable archivists and wellsprings of knowledge, ever eager to further the cause of understanding the magical worlds in which they find themselves, blissfully ignorant of their potentially darker side.

Others, however, suffer ill fates. Bookwyrms that fail to advance their field of study or who are attacked and suffer great losses to their collection enter an unstable frenzy, turning the magic around them wild and showing complete hostility toward all outsiders. Unfortunately, this state persists until they perish, and rarely is there a way to bring them back to their thoughtful, gentle state.

History

Even though bookwyrms are keepers of ancient histories, their origins are ironically shrouded in mystery. Some legends tell that they arose from an arcane ritual created by a wizard to protect his spellbook, forming an avatar which embodied the text itself. Others believe the dragons were the servants and guardians of the Saint of All Knowledge, the draconic god of study and understanding, as their methods and purpose seem to align with his dogma. Some think their creation was happenstance, a consequence of wild magic or fey whimsy. Whatever the truth, perhaps in an effort to contain the knowledge they stored, the dragons were bestowed with a resilience against the common enemy of all literature: fire.

The uncertainty about their history cannot ever really be resolved, as the bookwyrms themselves disagree on their origin when they discuss it and seldom even consider solving the mystery a worthwhile pursuit. What's known is that they have been instrumental in keeping written records ever since the invention of writing, documenting the rise and fall of empires throughout time and maintaining these records to pass on to others.

There have been those who seek knowledge for nefarious ends, threatening bookwyrms with the destruction of their homes unless they grant tyrants the knowledge they seek, leading to grand arcane calamities in the end. If any dragons who have endured this treatment still survive to this day, they are no doubt untrusting of outsiders and a danger to approach, and only the brave or foolhardy seek out these broken souls.

Lair

Bookwyrms tend to lair within old, ruined libraries and archives, and their lairs are filled with a vast collection of ancient books and scrolls. In place of the typical valuables most dragons collect, a bookwyrm gathers its favorite reading materials into one part of its home where it enjoys resting and exploring these written works. The value an adventurer can find in these texts varies. Sometimes they fetch a great price among enthusiasts or nobles who wish to add these volumes to their own collections, and occasionally these tomes carry a magic all their own that grants various boons an adventurer may prize.

A bookwyrm's lair is typically rather modest compared to most draconic abodes, as the bookwyrms themselves tend to be comparatively diminutive. Their halls tend to accommodate those of similar stature and abilities, and they are



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difficult to explore for the large and brutish. Bookwyrms don't seek to gather minions of their own but sometimes take curious creatures under their wing who are enthralled by their wisdom and seeking to learn. These minions are tasked with things that require leaving the lair, as this leaves the bookwyrms to their more preferred tasks: pondering and documenting their findings.

Lair Actions

On initiative count 20 (losing initiative ties), the bookwyrm takes a lair action to cause one of the following effects.

- A whirlwind of pages fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The whirlwind remains until the bookwyrm dismisses it as an action, uses this lair action again, or dies. The area is lightly obscured. Any creature in the whirlwind when it appears must attempt a DC 15 Constitution saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) slashing damage.
- The bookwyrm analyzes a creature and discerns its weaknesses, gaining advantage on attack rolls, ability checks, and saving throws against the creature until initiative count 20 on the next round.

Regional Effects

The region containing the bookwyrm's lair is warped by the bookwyrm's magical nature, which causes the following effects within 10 miles of the lair.

- Creatures attempting to recall or learn information within 1 mile of the bookwyrm's lair receive advantage on ability checks made to do so if the subject relates to material contained within the library of a bookwyrm. If a creature fails an ability check to recall or learn such information, it is inexplicably drawn toward the lair.
- Whenever a new book or scroll is brought into the bookwyrm's lair, the bookwyrm knows the location of the creature carrying it.
- Creatures in the affected area have advantage on Arcana ability checks and can read magical scripts.
- If the bookwyrm dies, these effects fade immediately.

Bookwyrmling

Small dragon, lawful neutral

Armor Class 13 (natural armor)

Hit Points 63 (18d6)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Dex +4, Con +2, Wis +3, Cha +6

Skills Arcana +4, Insight +3, Investigation +6, Perception +3, Stealth +4

Damage Immunities fire, poison

Condition Immunities blinded, deafened, poisoned

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

Languages all

Challenge 1 (2,300 XP)

TRAITS

Scroll Casting. The bookwyrm's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The bookwyrm has 10 spell points and can cast spells without the need for material components. When the bookwyrm casts a spell of 1st level or higher, it must expend a number of spell points equal to the spell's level. The bookwyrm can know up to five spells of 2nd level or lower from the wizard spell list, but the spells vary depending on the scrolls it has absorbed. The following is a sample spell list for a bookwyrm.

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation*

1st level: *charm person, dissonant whispers, hideous laughter*

2nd level: *detect thoughts, phasmal force*

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage.

Spellfire Breath (Recharge 5–6). The bookwyrm exhales blue spellfire in a 15-foot cone. Each creature in that area must attempt a DC 11 Dexterity saving throw, taking 5 (2d4) fire damage plus 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one. The spellfire doesn't damage objects or structures.

Young Bookwyrm*Medium dragon, lawful neutral***Armor Class** 15 (natural armor)**Hit Points** 150 (20d8 + 60)**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	17 (+3)	14 (+2)	21 (+5)

Saving Throws Dex +7, Con +6, Wis +5, Cha +8**Skills** Arcana +6, Insight +5, Investigation +9, Perception +5, Stealth +7**Damage Immunities** fire, poison**Condition Immunities** blinded, deafened, poisoned**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 15**Languages** all**Challenge** 6 (2,300 XP)**TRAITS**

Scroll Casting. The bookwyrm's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The bookwyrm has 30 spell points and can cast spells without the need for material components. When the bookwyrm casts a spell of 1st level or higher, it must expend a number of spell points equal to the spell's level. The bookwyrm can know up to twelve spells of 5th level or lower from the wizard spell list, but the spells vary depending on the scrolls it has absorbed. The following is a sample spell list for a bookwyrm.

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation*

1st level: *charm person, disguise self, dissonant whispers, hideous laughter*

2nd level: *detect thoughts, mirror image, phantasmal force*

3rd level: *dispel magic, hypnotic pattern*4th level: *freedom of movement, greater invisibility*5th level: *dominate person***ACTIONS**

Multiattack. The bookwyrm makes three attacks: one with its Bite and two with its Claw.

Multispell. The bookwyrm casts up to two spells, the combined spell level of which cannot be greater than 5th level.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spellfire Breath (Recharge 5–6). The bookwyrm exhales blue spellfire in a 30-foot cone. Each creature in that area must attempt a DC 14 Dexterity saving throw, taking 12 (5d4) fire damage plus 12 (5d4) psychic damage on a failed save, or half as much damage on a successful one. The spellfire doesn't damage objects or structures.

REACTIONS

Spell Reflection. As a reaction when the bookwyrm is targeted by a spell or magical effect from a creature it can see within 300 feet of it, it can force the creature to attempt a DC 16 Intelligence saving throw. On a failure, the creature targets itself with the spell. If the creature cannot target itself in this manner, the spell instead fails.

Adult Bookwyrm

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 247 (26d10 + 104)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	18 (+4)	19 (+4)	15 (+2)	25 (+7)

Saving Throws Dex +10, Con +9, Wis +7, Cha +12

Skills Arcana +14, Insight +7, Investigation +14, Perception +7, Stealth +10

Damage Immunities fire, poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages all

Challenge 13 (10,000 XP)

TRAITS

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

Scroll Casting. The bookwyrm's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The bookwyrm has 60 spell points and can cast spells without the need for material components. When the bookwyrm casts a spell of 1st level or higher, it must expend a number of spell points equal to the spell's level. The bookwyrm can know up to sixteen spells of 7th level or lower from the wizard spell list, but the spells vary depending on the scrolls it has absorbed. The following is a sample spell list for a bookwyrm.

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation*

1st level: *charm person, disguise self, dissonant whispers, hideous laughter*

2nd level: *detect thoughts, mirror image, phantasmal force*

3rd level: *dispel magic, hypnotic pattern*

4th level: *freedom of movement, greater invisibility*

5th level: *dominate person, geas*

6th level: *eyebite, mass suggestion*

7th level: *forcecage*

ACTIONS

Multattack. The bookwyrm can use its Overwhelming Presence. It then makes three attacks: one with its Bite and two with its Claw.

Multipell. The bookwyrm casts up to two spells, the combined spell level of which cannot be greater than 7th level.

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

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

Tail Quill. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target

is a creature, it must succeed on a DC 17 Constitution saving throw or be poisoned for 1 hour. If the target fails the saving throw by 5 or more, it is also unconscious while poisoned in this way. While so poisoned, the creature is treated as though it has three levels of exhaustion and suffers the related penalties. The creature may attempt a DC 17 Constitution saving throw to wake up if another creature takes an action to try shaking it awake or if it takes damage. On a successful saving throw, the creature is no longer poisoned and is immune to the bookwyrm's Tail Quill poison for the next 24 hours.

Overwhelming Presence. Each creature of the bookwyrm's choice it is aware of within 120 feet of it must succeed on a DC 17 Intelligence saving throw or suffer disadvantage on all Intelligence, Wisdom, and Charisma saving throws and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bookwyrm's Overwhelming Presence for the next 24 hours.

Spellfire Breath (Recharge 5–6). The bookwyrm exhales blue spellfire in a 45-foot cone. Each creature in that area must attempt a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage plus 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The spellfire doesn't damage objects or structures.

REACTIONS

Spell Reflection. As a reaction when the bookwyrm is targeted by a spell or magical effect from a creature it can see within 300 feet of it, it can force the creature to attempt a DC 17 Intelligence saving throw. On a failure, the creature targets itself with the spell. If the creature cannot target itself in this manner, the spell instead fails.

LEGENDARY ACTIONS

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

Cast a Minor Spell. The bookwyrm casts a spell of 1st level or lower.

Hide. The bookwyrm takes the Hide action.

Readiness. Until the start of its next turn, the bookwyrm gains an additional reaction.

Cast a Major Spell (Costs 2 Actions). The bookwyrm casts a spell of 3rd level or lower.

Tail Attack (Costs 2 Actions). The bookwyrm makes a Tail Quill attack.

Ancient Bookwyrm

Large dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 346 (33d10 + 165)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	21 (+5)	21 (+5)	17 (+3)	27 (+8)

Saving Throws Dex +12, Con +11, Wis +9, Cha +14

Skills Arcana +16, Insight +9, Investigation +16, Perception +9, Stealth +12

Damage Immunities fire, poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages all

Challenge 20 (25,000 XP)

TRAITS

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

Scroll Casting. The bookwyrm's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). The bookwyrm has 95 spell points and can cast spells without the need for material components. When the bookwyrm casts a spell of 1st level or higher, it must expend a number of spell points equal to the spell's level. The bookwyrm can know up to twenty-two spells of 9th level or lower from the wizard spell list, but the spells vary depending on the scrolls it has absorbed. The following is a sample spell list for a bookwyrm.

Cantrips (at will): *dancing lights, mage hand, mending, prestidigitation*

1st level: *charm person, disguise self, dissonant whispers, hideous laughter*

2nd level: *detect thoughts, mirror image, phantasmal force*

3rd level: *dispel magic, hypnotic pattern*

4th level: *dimension door, freedom of movement, greater invisibility*

5th level: *dominate person, dream, geas*

6th level: *eyebite, mass suggestion*

7th level: *forcecage, prismatic spray*

8th level: *mind blank, power word stun*

9th level: *psychic scream*¹

ACTIONS

Multiattack. The bookwyrm can use its Overwhelming Presence. It then makes three attacks: one with its Bite and two with its Claw.

Multispell. The bookwyrm casts up to two spells, the combined spell level of which cannot be greater than 9th level.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail Quill. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be poisoned for 1 hour. If the target fails its saving throw by 5 or more, the creature is also unconscious while poisoned in this way. While so poisoned, the creature is treated as though it has three levels of exhaustion and suffers the related penalties. The creature may attempt a DC 19 Constitution saving throw to wake up if another creature takes an action to try shaking it awake or if it takes damage. On a successful saving throw, the creature is no longer poisoned and is immune to the bookwyrm's Tail Quill poison for the next 24 hours.

Overwhelming Presence. Each creature of the bookwyrm's choice it is aware of within 120 feet of it must succeed on a DC 19 Intelligence saving throw or suffer disadvantage on all Intelligence, Wisdom, and Charisma saving throws and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bookwyrm's Overwhelming Presence for the next 24 hours.

Spellfire Breath (Recharge 5–6). The bookwyrm exhales blue spellfire in a 60-foot cone. Each creature in that area must attempt a DC 19 Dexterity saving throw, taking 28 (8d6) fire damage plus 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. The spellfire doesn't damage objects or structures.

REACTIONS

Spell Reflection. As a reaction when the bookwyrm is targeted by a spell or magical effect from a creature it can see within 300 feet of it, it can force the creature to attempt a DC 22 Intelligence saving throw. On a failure, the creature targets itself with the spell. If the creature cannot target itself in this manner, the spell instead fails.

LEGENDARY ACTIONS

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

Cast a Minor Spell. The bookwyrm casts a spell of 1st level or lower.

Hide. The bookwyrm takes the Hide action.

Readiness. Until the start of its next turn, the bookwyrm gains an additional reaction.

Cast a Major Spell (Costs 2 Actions). The bookwyrm casts a spell of 5th level or lower.

Tail Attack (Costs 2 Actions). The bookwyrm makes a Tail Quill attack.

¹ This spell can be found in the official 5e supplement XGE.

Dragons of Legend

The arcane nature of dragons makes them impossible for us to fully comprehend. As such, there are certain specimens that are utterly unique, possessing no traits to tie them to the chromatic or metallic lineages, nor the dragons previously described in this tome. The appearance, behavior, desires, motivations, and hoards of these dragons are so distinctive that we must stress that no matter how much you might learn about these magnificent creatures, there is always a high probability that you will encounter one so inimitable that you must approach with maximum caution, assuming everything you know is useless in such an encounter.

Given the incredible lifespan of dragons, it is not uncommon for them to appear across multiple cultures in different regions of the world. Many dragons have different qualities and traits that are prized from people to people, so their stories morph over space and time. However, some of the most powerful and terrifying dragons appear the same across folk tales and mythologies, given their unique nature. We hope that the knowledge presented here brings you inspiration to cautiously learn more of what incredible creatures may exist rather than abject fear of what you may discover.

KHA'RYGHYST THE TRAVELER

Twisting through the stars in jubilation is the mighty starwurm known to many as the Traveler. An icon to many who have born witness to her beauty, Kha'ryghyst is portrayed as a shooting star in art and stories, a comparison in which she takes pride. Racing across the sky at speeds that would rip belongings from their owners' hands, rend skin, and crush bone, Kha'ryghyst is like a great beacon of light. Massive in size and devoid of wings thanks to her wind serpent body, Kha'ryghyst is an imposing sight to behold. With slick, sickle-like claws, streamlined horns, and gray scales reflecting with purple light, one could easily mistake Kha'ryghyst for a demon. Her serpentine body belies the gentle grace with which she moves and the consideration she has for those who tell tales of her travels.

Kha'ryghyst's affinity for the cosmos extends to her magical power, allowing her to unleash the fury of the stars upon those who dare threaten the Traveler. Few can stand before such awesome might, and fewer still can comprehend the nature of such phenomenal cosmic power.

Backstory

Kha'ryghyst has existed for so long that she no longer remembers her origins. She has done her best to catalogue what she can, collecting the art that others have made of her to help her memory. Her journey has been documented as a long one.

The artistic documentation shows her incredible speed began to blossom around eight thousand years ago. Several works depict her racing other creatures across time, though no record of her losing such a contest is known to exist.

All this checks out with Kha'ryghyst's memory, though the original reason why she began these contests so long ago eludes her. For the past few centuries, however, she has taken the time to establish a home in a place she believes only she can reach, thanks to her unique magical flight.

Ambition. Kha'ryghyst's ultimate goal is to be the fastest thing in all of creation. While the argument could be made that she's already achieved this, she currently trains herself to hopefully one day outrun the gods themselves. She pursues this lofty goal with less ferocity and viciousness than others of her kind, but dedicates herself to physical training and arcane studies, slowly growing faster over time. She is certain one day she'll accomplish her objective—with nigh immortality as one of the perks of her arcane power, she has nothing but time to become more and more like the shooting stars she dreams of emulating.

Lineage. Kha'ryghyst is most commonly known for her numerous races with other creatures, heroes, and monsters of ages past, though some tales cite ensuing combat with the losers of those contests. Though some may exaggerate that she has contested with deific avatars or titans of legend, Kha'ryghyst vehemently denies these claims, insisting her combat prowess is no match for such creatures. While other starwyrms have been observed in the world, none are related to Kha'ryghyst. In truth, she has forgotten the way to her home: a planet at the far-flung edges of the galaxy. When she ventures to distant worlds, she always keeps an eye out for any sign of her people, so that she may one day be reunited and share all that she has learned.

Obsession. Kha'ryghyst views victory, no matter the contest, to be as valuable as the greatest treasures. She fills her hoard with trophies of such triumphs, whether they be battles with dire foes or races against swift challengers. This competitive nature has her always eager for a challenge. She particularly enjoys the banter, rivalry, and gloating that comes with a good competition. Those who lose to her can expect no small amount of trash talk, while any who manage to best her become bitter rivals in the Traveler's eyes.

Lair

Kha'ryghyst's earthly lair is nestled at the core of a dormant volcano of terrific height, the entrance of which is at the peak, where the air is much too thin for most creatures. Here, Kha'ryghyst keeps her hoard of trophies and curios gathered on her adventures in an unceremonious pile. The walls of her lair are smooth, burned away by Kha'ryghyst's cosmic energies from countless sojourns. Kha'ryghyst is particularly fond of diving headfirst into her massive hoard when returning from a long journey before adding another selection of

Kha'ryghyst the Traveler*Gargantuan dragon, neutral good***Armor Class** 23 (natural armor)**Hit Points** 1,014 (52d20 + 468)**Speed** 50 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22(+6)	30(+10)	29(+9)	20(+5)	16(+3)	22(+6)

Saving Throws Dex +19, Con +18, Int +14, Cha +15
Skills Acrobatics +28, Arcana +14, Athletics +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, fire, force, lightning
Condition Immunities prone
Senses darkvision 320 ft., blindsight 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 30 (155,000 XP)

TRAITS

Immense. Kha'ryghyst's form is tremendous. She is 500 feet long from snout to tail. On the battlefield, she typically occupies a 100-foot-by-100-foot space. She can end her movement in a Huge or smaller creature's or object's space and does not treat such spaces as difficult terrain.

Additionally, on each of her turns she can spend 20 feet of movement to deal 50 bludgeoning damage to an unattended object or structure within 5 feet of her.

Mythic Resistance. If Kha'ryghyst fails a saving throw, she can expend one of her unspent legendary actions to succeed instead.

Phenomenal Cosmic Power. At the start of each of her turns, Kha'ryghyst can choose to unleash the power of the cosmos in a 120-foot-radius sphere centered on her. When she does so, she chooses one of the following options to occur within the affected area.

- ◆ **Burning Meteors.** Three meteors rain down in the affected area then explode in a 30-foot radius, which cannot overlap with another affected area. Each creature within the explosion must succeed on a DC 23 Dexterity saving throw or take 55 (10d10) fire damage on a failed save, or half as much on a successful one.
- ◆ **Chill of the Void.** The affected area becomes wreathed in the cold of space until the next initiative count of 20. Creatures not immune to cold damage in the affected area have their speeds halved and cannot take bonus actions or reactions.
- ◆ **Cosmic Lightning.** A bolt of cosmic lightning strikes a point of Kha'ryghyst's choice in the affected area. All creatures in that space must attempt a DC 23 Constitution saving throw, taking lightning damage equal to their hit point maximum on a failed save, or half as much damage (rounded down) on a successful one.
- ◆ **Crushing Singularity.** A singularity opens at a point of Kha'ryghyst's choice in the affected area. The singularity emits crushing gravity in a 30-foot radius.

When something enters the affected area for the first time on a turn or starts its turn there, it becomes affected by the singularity's overwhelming gravity. Affected unattended objects, light, and magic are drawn into its void and vanish instantly. Spells and magical effects within the area instantly end, objects drawn in are obliterated utterly, and any sources of light are snuffed out. A creature affected by the singularity must succeed on a DC 23 Strength saving throw or be drawn in as well. The singularity lasts until the start of Kha'ryghyst's next turn, at which point any creatures drawn in reappear in the nearest unoccupied space.

- ◆ **Shooting Stars.** Shooting stars rain down upon each creature of Kha'ryghyst's choice in the affected area. Kha'ryghyst makes a single melee spell attack (+15 to hit), targeting each affected creature. On a successful hit, the target is knocked prone and blinded until the end of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 99 (20d8 + 9) piercing damage.

Cosmic Trek. Kha'ryghyst takes the Dash action and surrounds herself with cosmic energy until the end of that turn. When Kha'ryghyst comes within 5 feet of a creature for the first time on a turn, the creature takes 22 (4d10) radiant damage.

Nova Breath (Recharge 5–6). Kha'ryghyst unleashes the power of a star in a 1-mile-long line that is 15 feet wide. Creatures, objects, and structures in the affected area take 110 (20d10) fire damage plus 110 (20d10) radiant damage. An affected creature can attempt a DC 27 Constitution saving throw, taking half as much damage on a success. Anything reduced to 0 hit points by this effect is turned to dust.

Warp (Recharges on a Short or Long Rest).

Kha'ryghyst's sight is enhanced, allowing her to see across an infinite distance as though she were 300 feet away from what she can see. She then chooses an unoccupied space she can see to warp to. At the start of her next turn, if Kha'ryghyst is not incapacitated and can still see the unoccupied space, she magically moves to the location at a speed faster than light itself.

LEGENDARY ACTIONS

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

Move. Kha'ryghyst moves up to her speed.

Cosmic Trek (Costs 2 Actions). Kha'ryghyst uses her Cosmic Trek action and moves up to her speed.

Bite (Costs 3 Actions). Kha'ryghyst makes a Bite attack.

wonders to the ever-growing pile. What few creatures could reach the heights of her lair wouldn't dare touch this fortune. There is no outrunning the Traveler, nor is there redemption once one has wronged her.

Lair Actions

On initiative count 20 (losing initiative ties), Kha'ryghyst takes a lair action to cause one of the following effects. Kha'ryghyst cannot choose the same option two rounds in a row.

- The air in the lair grows particularly thin until the next initiative count of 20. Creatures in the affected area cannot speak or breathe and must use their reaction when the effect occurs to hold their breath or begin to suffocate.
- Gravity in the lair becomes heavy for creatures other than Kha'ryghyst until the next initiative count of 20. Affected creatures with a Strength score of 19 or lower have their speed reduced to 0 for the duration of the effect. Creatures with a Strength score of 20 or higher have their speed halved.
- A miniature sun appears in an unoccupied space of Kha'ryghyst's choice in the lair, which lasts until the next initiative count of 20. The star sheds bright sunlight in a 60-foot radius and dim sunlight 60 feet beyond that. Creatures completely within the area of bright sunlight have disadvantage on saving throws against Kha'ryghyst.

Regional Effects

The region containing Kha'ryghyst's lair is warped by her magic, which creates the following effects.

- When a creature enters the territory for the first time in 24 hours, Kha'ryghyst magically perceives the creature at the time of entry.
- Stars can always be seen in the sky above the territory as though it were night.
- Kha'ryghyst always hears when her name is spoken while within the affected area, and she magically receives any message spoken aloud that is addressed to her.

Hoard

Kha'ryghyst's hoard is a giant pile in the center of her lair, consisting of a peculiar mix of traditional valuables, trophies of past victories, and wonders from beyond the stars. The most valuable prize in her hoard is the vast quantities of meteoric metal she has stowed away that she has gathered on her travels. In her pursuit to outrace the cosmic phenomena, she has taken to studying them as well, collecting intact pieces and gathering the powdered version that spawns after a meteor burns up. Her hoard is known to contain at least the following items:

- **Valuable Metals:** 214,122 gp, 193 starmetal pieces, 1 starmetal bar
- **Trophies:** A collection of trophies from past victories, whose value is mundane but is of great personal significance to Kha'ryghyst
- **Gemstones:** 10 Fallen Stars
- **Objects of Significance:** *broach of shielding, helm of brilliance, ring of shooting stars, robe of stars, spellguard shield*
- **Other Objects:**
 - **Book of Ignobility:** This book is a research treatise on otherwise unknown applications of magic. Kha'ryghyst contains the only copy found in the world, acquired at the time of its completion from its author as a reward for her victory against the author's own draconic ally. There was a bounty for its return long ago, but it's unknown whether it would be honored by the author's descendants.
 - **Living Adamantine Suit:** A sentient suit of armor with an incredible amount of self-awareness and a sense of self-preservation, this suit of armor once belonged to a foolish knight who thought to ride Kha'ryghyst across the sky, thinking that the suit's magic would protect them. Unfortunately, the knight was half-right: the suit of armor survived and now serves Kha'ryghyst, despite her initial protests.
 - **Primal Scale:** This scale, nearly 3 feet in diameter, resonates with evocation magic. Its true purpose is of little interest to Kha'ryghyst, who claims it is simply a trophy taken from someone she once fought. Its size makes its origin hard to place, and its composition makes it impossible to tell from what species it originated. It may be worth a lot to the right collector, but convincing Kha'ryghyst to part with it will prove challenging.

ANKALYON THE ECLIPSE

Wielding magic from another world, the being known as Ankalyon the Eclipse is an enigmatic dragon awash in sorrow and regret. His long, sinewy body is considerably large though lacking in strength and speed thanks to the dragon's emphasis on magical arts. Atop his head Ankalyon's pronged horns crackle and spark ominously with eldritch energy. The wise would do well to heed this natural warning, for the magic of this tremendous dragon is like nothing the world has ever seen. His claws are particularly dexterous, capable of fine motor movements required to cast complex spells, supplemented by a particularly agile tail that functions nearly as well. The scales of the Eclipse are as mysterious as the dragon's origin. Ankalyon can turn invisible at a moment's notice, becoming nigh undetectable to all but the sharpest senses. Thankfully, the world has little to fear from the Eclipse. The dragon keeps to himself, and when dealing with others he speaks softly as though in constant fear of being overheard. Those fortunate enough to encounter the Eclipse with their memories intact are left with a profound sense of unease, for they have witnessed not only one of the mightiest dragons of the age, but one not of this world.

Backstory

When Hastur, the King in Yellow, brought his world to ruin, Ankalyon fled, taking with him his best friend and fellow dragon Astralynth. Unfortunately, this could only be done by magically altering her mind, resulting in Astralynth's amnesia and the beginning of a legendary rivalry. Consequently, the day Ankalyon appeared in the sky of the mortal realms was both tragedy and triumph for the Eclipse. While he had managed to save his best friend from the doom that befell their world, the victory was bittersweet. Despite his magic, Ankalyon would not dispel the sense of betrayal Astralynth felt at his actions, leaving her a bitter and powerful foe in an alien world. The dragon has struggled mightily to find a place in these new realms. While he would love nothing more than to be left alone, Ankalyon is simply too important to ignore. Wherever he journeys, beings interested in his magic, curious about his nature, or interested in forming some misguided alliance quickly follow. Astralynth is never far behind, ensuring that when the Eclipse pursues his goals in the wider world, he is hunted. So far, Ankalyon has managed to avoid confronting She Who Speaks directly but suspects it is only a matter of time before he and his former friend settle matters once and for all.

Ambition. As the last of his kind and hated by his best friend, Ankalyon experiences loneliness on a level most humanoids cannot conceive. He ventures about the realms in search of kindred spirits and some semblance of the grand culture and magical talent that was once so common in his world. So far, the dragon's efforts have proven fruitless, pushing him

further into using dangerous magic most wise scholars believe is best left untouched. Thankfully, the Eclipse possesses a considerable talent for subtlety. His network of spies and resources ensures that any whispers of promising arcana reaches Ankalyon's ears. While not an evil creature, the dragon believes the cause of salvaging what little is left of his world is worth any price. After all, it appears these realms have plenty to spare.

Lineage. Before the King in Yellow came to Ankalyon's world, the dragon was the pride and joy of his people. A master of potent magics in a lineage that prided itself on understanding the intricacies and eccentricities of spells, Ankalyon is extraordinarily knowledgeable. The magic in his home world was both powerful and unique. Should the Eclipse deign to share these secrets with other capable beings, there is no telling what would be possible. Until then, Ankalyon is a precious, living library. His memories are not only of magic, but of the cultures of a thousand species, dragons and non-dragons alike.

Obsession. When Ankalyon arrived in these mortal realms, he assumed nothing else from his world escaped the grasp of the King in Yellow. He was wrong. Somehow, a vast store of magical black gems known as void eyes were spirited off world, coming into the hands of many powerful creatures with the resources to afford them. While not particularly spectacular by his world's standards, these gems do not occur naturally anywhere else. Consequently, their value is considerable. Ankalyon not only considers the possession of void eyes to be his right, he views their possession by non-natives of his world to be nothing short of cultural vandalism. He obsessively hunts down these gems and punishes those who dare defy his requests to hand them over, no questions asked.

Lair

Thanks to the machinations of his rival Astralynth and her considerable resources, Ankalyon has been forced to establish a lair in a secretive location. From his first days on these realms, the Eclipse was bedazzled by the beauty of the moon, so that is where he chose to live. Building his lair there took considerable work but was a resounding success. Once properly furnished, the crisp, elegant silence of the moon proved to be both the perfect place to hide and a surprisingly comfortable living space. Layers of magic established an atmosphere shrouding his territory, in which he established a towering fortress perfectly suited to his enormous form and arcane practices. Here, far away from other creatures that consider him an alien, Ankalyon is at peace. Thanks to a potent glamour of invisibility and a sophisticated network of teleportation circles, none have discovered the Eclipse's hidden refuge. It isn't for lack of trying, however. It is said Astralynth has a bounty of 1 million gp to any who can discover her rival's hiding place and how to get there.

Ankalyon the Eclipse

Gargantuan dragon, chaotic good

Armor Class 24 (natural armor)

Hit Points 822 (47d20 + 329)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	21(+5)	24(+7)	29(+9)	30(+10)	22(+6)

Saving Throws Con +16, Int +18, Wis +19, Cha +15
Skills Arcana +27, Deception +15, Perception +19, Stealth +14, Survival +19
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Senses blindsight 60 ft., truesight 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 29 (135,000 XP)

TRAITS

Elder Magic. Ankalyon's magic is sourced from a universe unknown to mortal scholars. When he casts a spell using his spellcasting feature, the spell gains the following benefits (when applicable):

- Instead of its normal damage, the spell deals lightning damage. A creature that would be immune to lightning damage dealt by the spell instead has resistance to it.
- When Ankalyon cast a spell that requires he see his target(s), he instead does not have to see his target(s).
- If the spell has a range greater than self, its range is increased to 300 feet.

Immense. Ankalyon's form is tremendous. He is 80 feet long from snout to tail and has a wingspan of 160 feet. On the battlefield, he typically occupies a 40-foot-by-40-foot space. He can end his movement in a Huge or smaller creature's or object's space and does not treat such spaces as difficult terrain.

Additionally, on each of his turns he can spend 20 feet of movement to deal 50 bludgeoning damage to an unattended object or structure within 5 feet of him.

Mythic Resistance. If Ankalyon fails a saving throw, he can expend one of his unspent legendary actions to succeed instead.

Spellcasting. Ankalyon is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 27, +19 to hit with spell attacks). He regains expended spell slots when he finishes a short or long rest. He knows the following spells and may cast them without the need for any material components.

Cantrips (at will): *firebolt, mage hand, shocking grasp*
 1st–8th level (ten 8th-level spell slots): *dispel magic, eyebite, feeblemind, firestorm, globe of invulnerability, hold person, plane shift, power word stun, scorching ray, telekinesis*

ACTIONS

Multiaction. Ankalyon makes four attacks: one with his Arcane Bite, two with his Spell-sharpened Claw, and one with his Tail. He can forgo making an Arcane Bite attack in

this manner to instead cast a spell and can forgo making both his Tail and Spell-sharpened Claw attacks to instead cast two cantrips.

Arcane Bite. *Melee Spell Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 49 (6d12 + 10) force damage.

Spell-sharpened Claw. *Melee Spell Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) force damage.

Tail. *Melee Spell Attack:* +14 to hit, reach 40 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. If the target is a Huge or smaller creature, Ankalyon can force it to attempt a DC 22 Strength saving throw. On a failure, the creature is thrown 50 feet away from Ankalyon in a straight line and lands prone.

Breath Weapon (Recharge 5–6). Ankalyon unleashes a torrent of unstable arcane energy in a 120-foot cone. Each creature in the affected area must succeed on a DC 27 Charisma saving throw or become disjunct from reality for 1 minute, as their forms are cast across time and space. While disjunct in this manner, a creature cannot move or take actions and is immune to any effect and damage other than those detailed in this effect. At the end of each of its turns, an affected creature can repeat the saving throw, taking 35 (10d6) force damage on a failure, or half as much on a success. Ankalyon can end this effect early by using 10 feet of movement to touch an affected creature within reach.

True Invisibility. Ankalyon magically becomes invisible. When he becomes invisible in this manner, he also becomes hidden (detect DC 24). A creature with truesight does not automatically see Ankalyon when he is invisible in this manner (though creatures with blindsight still do) but has advantage on Wisdom (Perception) checks to detect him. This effect lasts for 1 minute, until Ankalyon becomes incapacitated, or until he takes an action to end the effect.

LEGENDARY ACTIONS

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

Move. Ankalyon moves up to half his speed.

Lesser Strike. Ankalyon makes a Spell-sharpened Claw attack or casts a cantrip.

Strike (Costs 2 Actions). Ankalyon makes an Arcane Bite attack or casts a spell using his spellcasting feature.

Otherworldly Magic (Costs 3 Actions). Until the end of his next turn, Ankalyon learns a single spell of 9th level or lower of his choice from any class list other than *mass heal, power word heal*, and *wish*. He may cast this spell as an action on his next turn without the need for any material components. Once he has cast a spell in this manner, he cannot cast that spell again with this feature until he finishes a long rest.



Lair Actions

On initiative count 20 (losing initiative ties), Ankalyon takes a lair action to cause one of the following effects. Ankalyon cannot use the same option two rounds in a row.

- A creature of Ankalyon's choice within the lair must succeed on a DC 23 Wisdom saving throw or have its thoughts laid bare to the dragon for 1 hour. For the duration, Ankalyon can communicate telepathically with the creature and can read the target's surface thoughts. Additionally, Ankalyon learns the target's Intelligence, Wisdom, and Charisma scores. This effect ends early if Ankalyon uses this option again.
- Until the next initiative count of 20, the atmosphere in the lair grows thin. When a creature other than Ankalyon attempts to speak, it must first succeed on a DC 17 Constitution ability check or begin choking and gagging and become unable to speak until the end of that turn.
- A magical object of Ankalyon's choice of legendary quality or lower within the lair has its magical properties suppressed until the next initiative count of 20.

Regional Effects

The territory containing Ankalyon's lair is transmuted by his arcane power, which creates the following effects within the area.

- When a creature magically teleports into the lair, its presence is announced by a musical note that can be heard throughout the lair. The tone of the note is determined by the creature's CR or character level. The greater the value, the deeper the note.
- Spells and magical effects within the area create arcane "echoes" of a visual nature when cast. These echoes last for 1 hour. When observed with a successful DC 15 Intelligence (Arcana) check, they reveal the spell or effect's properties along with the type of creature that cast it.
- Creatures, objects, and structures within the territory are invisible to creatures outside the territory.

Hoard

While Ankalyon is relatively new to the world, he has worked hard to gather a hoard of both extraordinary wealth and magical power. He covets anything that survived the destruction of his home world, along with whatever magical tools may be helpful in saving his species. Potent spell scrolls, strange magic items, interplanar navigation devices, and many more

wonders can be counted among his possessions. Most significant among these objects are whatever Ankalyon has been able to recover from his past life. Not much escaped the grasp of the King in Yellow, but what little that has is all the dragon has left. While it is impossible to know how much Ankalyon has spirited away to his lunar lair, his hoard is known to contain at least the following items:

- **Valuable Metals:** 11,262 gp, 4,119 pp, 100 adamantine coins, and 78 mithral bars.
- **Gemstones:** 523 void eye gems. The value of these gems is generally 1,000 gp, but to the dragon, they are worth far more.
- **Objects of Significance:** *ring of three wishes* (no charges), *rod of absorption* (15 charges), *spell scrolls* (48 uncommon, 23 rare, 14 very rare, 6 legendary), *staff of the magi*.
- **Other Objects:** A collection of flying vessels capable of interplanar travel, worth well over 1,000,000 gp.

ASTRALYTH, SHE WHO SPEAKS

Glistening like a perfect pearl and as beautiful as a winter morning, the dragon known as Astralyth is a being like no other. Her eyes blinded from birth, Astralyth is known as She Who Speaks for one great and terrible reason. She is the one and only draconic master of truespeech, the ancient language of the universe, by which all existence can be named. With this power comes a voice of terrific intensity. Astralyth's every word is a force echoing with magical power and unshakable strength. The rest of her is just as fearsome. She is gigantic, even among dragons. Her form extends over 90 feet long with a proportionally humongous wingspan. Few of dragonkind could best her in direct combat, and that is before accounting for her magical might. When compelled to fight, Astralyth unleashes the full power of truespeech. Her words can send fearless warriors fleeing for their lives, visit untold suffering on those deserving, or even strike dead those unworthy of standing in her presence. She is truly unique and legendary among dragons and mortals alike.

Backstory

None know from whence Astralyth came. She appeared suddenly in the mortal realms, locked in battle with her bitter rival Ankalyon. Since then, she has established herself as a fair, stern ruler of a tiefling kingdom, after deposing its former rulers with a single word. There she is attended by a legion of scholarly eldritch knights known as the True Blades. Astralyth remembers nothing of her life before coming to

Astralynth, She Who Speaks

Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)

Hit Points 795 (43d20 + 34d)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	26 (+8)	25 (+7)	19 (+4)	30 (+10)

Saving Throws Str +19, Con +17, Wis +13, Cha +19
Skills Intimidation +28, Perception +21, Performance +28, Sleight of Hand +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities thunder
Condition Immunities deafened
Senses blindsight 240 ft. (blind beyond this radius), passive Perception 31
Languages Auran, Common, Draconic, Truespeech
Challenge 29 (135,000 XP)

TRAITS

Immense. Astralynth's form is tremendous. She is 90 feet long from snout to tail and has a wingspan of 180 feet. On the battlefield, she typically occupies a 45-foot-by-45-foot space. She can end her movement in a Huge or smaller creature's or object's space and does not treat such spaces as difficult terrain.

Additionally, on each of her turns she can spend 20 feet of movement to deal 50 bludgeoning damage to an unattended object or structure within 5 feet of her.

Invulnerability. Astralynth has used her mastery of truespeech to make herself invulnerable. When she would take damage or be harmed by another creature, that creature can choose to take 27 (6d8) psychic damage or Astralynth becomes immune to that damage or effect.

Master Orator. Astralynth's voice cannot be suppressed, muffled, or silenced by any means short of divine intervention. Additionally, if she knows the truename of a creature, that creature has disadvantage on attack rolls, saving throws, and ability checks against her and cannot have advantage on attack rolls, saving throws, and ability checks against her.

Mythic Resistance. If Astralynth fails a saving throw, she can expend one of her unspent legendary actions to succeed instead.

ACTIONS

Multiattack. Astralynth makes four attacks: one with her Bite, two with her Claw, and one with her Tail. She can forgo making a Bite or Tail attack in this manner to instead use her Truespeech Decree action.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage. If the target is a Huge or smaller creature, Astralynth can force it to attempt a DC 27 Strength saving throw. On a failure, the creature is thrown 50 feet away from Astralynth in a straight line and lands prone.

Breath Weapon (Recharge 5–6). Astralynth shouts a destructive word of truespeech in a 120-foot cone. Each creature in the affected area must succeed on a DC 27 Constitution saving throw or take 70 (20d6) thunder damage plus 70 (20d6) radiant damage, or half as much on a success. If a creature fails its saving throw, Astralynth can choose to deal no damage to it and instead end one spell or magical effect affecting the creature.

Truespeech Decree. Astralynth utters a decree in truespeech to a creature of her choice that can hear her within 500 feet of her. When she does so, she chooses one of the following decrees to be the effect for the target. An affected creature must succeed on a DC 27 Wisdom saving throw or be affected by the decree until the end of its next turn.

- ◆ **Die.** If the creature's hit points are reduced to 10 or fewer, it dies instantly.
- ◆ **Flee.** The creature uses every action and movement at its disposal to move away from Astralynth by the most direct route.
- ◆ **Obey.** The creature cannot move or take actions unless Astralynth allows it.
- ◆ **Suffer.** The creature experiences excruciating pain. It falls prone, cannot concentrate to maintain spells or effects, and cannot have resistance or immunity to damage.

If a creature succeeds on the saving throw or has been affected by the decree, it becomes immune to the effects of that decree for 24 hours.

LEGENDARY ACTIONS

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

Move. Astralynth moves up to half her speed.

Claw. Astralynth makes a Claw attack.

Strike (Costs 2 Actions). Astralynth makes a Bite or Tail attack.

Truespeech Decree (Costs 2 Actions). Astralynth uses her Truespeech Decree action.

Deep Breath (Costs 3 Actions). Astralynth uses or recharges her breath weapon.

the mortal realms. Only two things are certain: Astralyth commands one of the mightiest forces in the universe, and Ankalyon is responsible for her current predicament. Alone in a world not her own and unable to find answers, Astralyth is not a happy dragon. While not cruel, she is unyielding when set to a cause. Those who stand in her way will either be brought to serve her or cast aside.

Ambition. Astralyth is driven by only one desire: to reclaim her memories and return to her world. Unfortunately, the powerful wyrm Ankalyon is the only creature that knows of her life before coming to the mortal planes. So far, her rival has proven more than a match for her in direct conflict. She now scours the realms in search of any tactical advantage to finally crush her hated enemy. It is not enough for Astralyth to defeat her rival. She must learn everything he knows, including why they were fighting in the first place.

Lineage. Though she does not know it, Astralyth is the last of her kind. Both she and Ankalyon hail from a world in ruin. Though her lineage fought valiantly, they were no match for the Great Old One known as the King in Yellow, who was conjured through an act of ancient eldritch magic. In a last desperate attempt to banish the invading entity, Astralyth intended to discern the Great Old One's truename to forever exile the vile being. Such an act had never been accomplished and undoubtably carried tremendous risk. Believing the plan hopeless, her close friend Ankalyon spirited her away to another world, obliterating her memories, including those of their friendship, so that she would never return to their doomed world.

Obsession. Mastering the magic of truespeech is a feat few beings have ever accomplished in any universe. As a result of her rigorous study that exceeds the combined efforts of a dozen mortal lifetimes, Astralyth has become obsessed with names. She must know the truename of every creature and object she comes across, no matter their purpose. She collects these names and stores them in great tomes written in the language of truespeech and beyond the comprehension of most mortal minds. Because of the power a truename holds, her library is likely one of the most dangerous collections of knowledge in the known universe.

Lair

Atop the tallest tower of the tiefling mage city of Nikemain, Astralyth makes her lair. The structure once served as a grand lighthouse and library, open to the public to share in its knowledge. Now its doors are closed and its grounds guarded by the eldritch knights known as the True Blades. Few are allowed to enter her lair and never without an appointment. Within its silent corridors are countless tomes filled with the secrets of truespeech. Each is a masterwork of inscription, penned by Astralyth's own hand and incomprehensible to all but the greatest scholars. None have ever managed to read one of her tomes on truespeech and lived, contributing to her

already fearsome reputation. Every morning Astralyth steps onto the tower's balcony and addresses the city of Nikemain, commanding its citizens conduct themselves with orderly efficiency, her voice magically magnified so all shall know her will.

Lair Actions

On initiative count 20 (losing initiative ties), Astralyth takes a lair action to cause one of the following effects. Astralyth cannot use the same option two rounds in a row.

- A creature of Astralyth's choice in the lair must succeed on a DC 23 Charisma saving throw or become cursed for as long as it remains within the lair. While cursed in this manner, the creature cannot fly or magically teleport.
- Until the next initiative count of 20, when a creature in the lair attempts to cast a spell, it must succeed on a DC 17 ability check using its spellcasting ability (no associated skill) or the spell fails and any resources used to cast the spell (such as spell slots or material components) are expended.
- Astralyth chooses an object she is aware of within the lair and magically teleports it to an unoccupied space within 5 feet of her. If the object is being held or worn by a creature, the creature can attempt a DC 23 Charisma saving throw, preventing the teleportation on a success. Once a creature has succeeded on a saving throw in this manner, that object becomes immune to this effect for 24 hours.

Regional Effects

The territory containing Astralyth's lair is transmuted by her power of truespeech, which creates the following effects within the area.

- Books, scrolls, and other objects written entirely in truespeech are immune to damage.
- When a creature in the area finishes a long rest, it must succeed on a DC 27 Charisma saving throw or Astralyth learns its truename.
- Creatures in the area cannot forget anything they hear Astralyth say, even if a magical effect would attempt to alter its memory.

Hoard

Astralyth's hoard is surprisingly small thanks to her being a relative newcomer to the material plane. Her wealth is difficult to measure, as most of it is counted in truenames. The books in which these names are stored are incredibly

CHAPTER 7: DRAGONS WEIRD AND WONDROUS

powerful in the right hands but useless in others. Only a handful of creatures can read them, and even fewer can make use of the knowledge within. Aside from this vast collection of literature, Astralyth's hoard contains the following items:

- **Valuable Metals:** 43,291 cp, 51,921 sp, 41,992 gp, 1,213 pp, 1 starmetal coin, 51 gold bars, and 23 adamantine bars.
- **Art Objects:** A collection of thirty-one masterpiece-quality musical compositions written in truespeech by Astralyth herself. Each speaks of a different punishment she wishes to exact upon Ankalyon.
- **Gemstones:** 1,001 pearls, each slightly larger than the last.
- **Objects of Significance:** *iron flask, mirror of life trapping, potion of storm giant strength, stone of good luck, tome of understanding* (used)

NICOMACHOS, SCRIBE OF RUIN

The stories of the noble bookwyrms who've written and maintained history are numerous, and their sacrifices to maintain these important accounts are seldom forgotten, but not all who dedicate their lives to the protection of these tomes live peacefully. The cackles of the corrupted bookwyrm Nicomachos echo through the ancient halls of his lair, and deep-purple flames permeate his home and whisper incoherent messages to those who pass by. Tales tell of the tragic figure that guards this ancient archive, a bookwyrm from before time whose paper exterior has hardened and decayed, whose peaceful and thoughtful demeanor has all but disappeared. He wears an unsettling grin, and the dark-purple flames where his eyes should be reveal his unstable condition, flickering in and out as he approaches. His presence brings with it the smell of burning parchment and the sounds of arcane crackling as the nearby air fills with wild magic. Those who attempt to sling spells at him are disheartened to discover that all magic is uncontrollable within his domain. Few dare intrude upon the lair of Nicomachos, and none escape unharmed.

Backstory

The bookwyrm Nicomachos was one of the first of his kind and was devout in his goal to keep his library of ancient tomes protected and maintained. Within his lair were books written by and about dragons, all of which were made of scale and blood instead of parchment and ink. These tomes contained within not only the stories of the ancient dragons, but their secrets too, their triumphs and their failures, their

terrifying tactics and forbidden weapons. Nicomachos knew these all too well and knew that they could never be allowed to fall into the wrong hands.

Nicomachos's lair was contained within the borders of a grand human kingdom ruled by wise and powerful magi who furthered the cause of magic and were generally amicable with Nicomachos, sometimes collaborating with him to preserve their histories and spellbooks. As time went on and Nicomachos grew ever more focused in his studies, his presence within the outside world began to recede.

One day, he was visited by the leader of the humans, who came pleading and then demanding the dragon's knowledge. The man had claimed that great hordes of dragons were encroaching on their lands, and he needed to know their secrets and their weaknesses, the weapons he might use to vanquish them. Nicomachos knew that the man could do much more with these weapons and refused to turn them over. Infuriated, the leader of the kingdom ordered the library razed unless Nicomachos complied, and he made good on his threat. Nicomachos fought the intruders, but they began destroying the archives by order of their king.

Wracked in pain over the loss of his life's work before his eyes and feeling the resulting instability of magic, Nicomachos broke his promise. He used the forbidden magics to push back his defenders, and in the process broke his mind. The empire eventually collapsed, and others came and took their place, but all who were in the area knew of the tragedy of Nicomachos and of the danger he might one day pose should he seek revenge.

Ambition. Nicomachos seeks to catalogue the history of dragonkind for some yet unknowable purpose. Due to the damage dealt to the dragon's mind, the creature has proven frustratingly elusive when questioned on the matter. He compiles vast repositories of information on each dragon he discovers. Many of dragonkind's greatest secrets and legends are laboriously detailed by Nicomachos, who never seems to tire of the nigh impossible task before him.

Lineage. The dragon Nicomachos was created by unknown circumstances and has no offspring. His lineage began with him and will likely end with him if he is ever slain. He feels no kinship with other bookwyrms. If anything, their prying eyes and similar habits pose a greater threat to his work than even the most cantankerous red dragon.

Obsession. Nicomachos may be unstable, but at his core he is still a bookwyrm. If presented with tomes and scrolls of great importance to his field, he may be brought back from his instability, but it would take a noble soul and a great discovery to have a hope of breaking through the haze that now clouds his judgment. Alternatively, Nicomachos is single-mindedly obsessed with the protection of his most prized tomes. Any who somehow manage to obtain them without being caught by him may manage to bring him to a position of bargaining or use his obsessions to bait him into a disadvantageous position.

Lair

Nicomachos's archive is buried deep beneath a grand mountain. It was once a temple to an evil cult determined to break the tenuous balance on the material plane by summoning the Dark Dragonqueen. Though their machinations were foiled in ages long past, some of their findings and gathered artifacts remained after they'd been vanquished. It is not known how or when Nicomachos came upon the first of these treasures or why he feels compelled to continue the work, but it matters not. His lair is now filled with incalculable tomes of dragon lore past and present. In its central chamber the most prized tomes are kept under the watchful eye of Nicomachos himself, who eternally searches for new dragons to discover and catalogue.

At present, the archive has become a twisted version of its former self, much like its master. The halls fluctuate and change as the wild magic warps the old stones that form it. The mundane volumes that cover the many shelves occasionally come to life and wander the halls, falling back into place when the dragon comes near. The whole facility is awash in a purple glow from the undying fires that once ravaged the place, and Nicomachos is seemingly powerless to stop his home from constantly decaying.

Lair Actions

On initiative count 20 (losing initiative ties), Nicomachos takes a lair action to cause one of the following effects. Nicomachos cannot use the same option two rounds in a row.

- Corrupted magic seeps into the minds of a creature within the lair. The creature must succeed on a DC 17 Intelligence saving throw or have its magic corrupted until the next initiative count of 20. When a creature so corrupted casts a spell, it takes 21 (6d6) necrotic damage.
- A purple eldritch fire appears in an unoccupied space on the ground within the lair, which sheds dim light in a 30-foot radius and lasts until the next initiative count of 20. Creatures other than Nicomachos completely within the area of dim light are vulnerable to damage dealt by spells.
- Nicomachos teleports himself and up to three other creatures to an unoccupied space on the ground he can see within 120 feet of him. An unwilling creature must succeed on a DC 17 Wisdom saving throw to prevent this effect.

Regional Effects

The region containing Nicomachos's lair is warped by his wild magic, which creates the following effects.

- Books and scrolls within 1 mile of the lair are filled with illegible scribblings of arcane nature that vanish when the book or scroll is removed from the area.

▪ Nicomachos's voice can be faintly heard through illusory sounds in enclosed spaces within 1 mile of the lair, muttering to himself incoherently about his potential schemes.

▪ When a dragon enters the area for the first time in a year, Nicomachos immediately learns something only that dragon knows.

Hoard

The hoard of Nicomachos is peculiar by draconic standards but extremely valuable in the right hands. Other dragons would look upon his "wealth" in disgust and fury, for the bookwyrm has collected no gold, gems, or magical artifacts. This affront to dragonkind is magnified by the horrifyingly accurate collection of dragon biographies Nicomachos has amassed. These tomes are terrifyingly specific, laying bare secrets the rest of dragonkind would prefer remain unknown to others. Anatomical details, favorite foods, hoard contents, mating preferences, weaknesses, medical history—all can be found meticulously detailed and organized by Nicomachos. The bookwyrm has 10,318 of these books in his collection, each of which takes the form of the following magic item.

Biography Draconis

Wondrous item (rarity varies)

This tome is bound in dragon scales and titled with the name of a specific dragon. Within its pages are detailed a near encyclopedic account of that dragon's life. Each biography is unique. Some account for dragons alive and active, while others speak of dragons predating recorded history.

If you spend 48 hours over a period of seven days or fewer reading the book and examining its contents, you learn the following details (when applicable) about the dragon about which the book is written.

- Hit point maximum
- Saving throw proficiencies
- Damage resistances, immunities, and vulnerabilities
- Energy type
- Contents of hoard
- Location of lair
- Basic details concerning allies, family, and associates
- Age category
- Additional information of the DM's choosing

The book then loses its magic but regains it after a decade passes.

Nicomachos, Scribe of Ruin

Large dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 575 (50d10 + 300)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	23 (+6)	23 (+6)	21 (+5)	17 (+3)	27 (+8)

Saving Throws Dex +14, Con +13, Wis +11, Cha +16

Skills Arcana +20, Insight +11, Investigation +20, Perception +11, Stealth +14

Damage Immunities fire, poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft., darkvision 120 ft.,

passive Perception 21

Languages all

Challenge 25 (75,000 XP)

TRAITS

Mythic Resistance. If Nicomachos fails a saving throw, he may expend the use of an unspent legendary action to succeed instead.

Unstable Spellcasting. Nicomachos's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). Due to his unstable state, Nicomachos uses his hit points to cast spells. He can cast the following spells without the need for material components. When Nicomachos casts a spell, he loses hit points depending on the kind of spell cast—10 hit points for a minor arcana and 20 hit points for a major arcana.

Minor Arcana² (at 4th level): *acid arrow, chaos bolt*, chromatic orb, confusion, fireball, ice storm, magic missile, scorching ray, shatter, thunderwave*

Major Arcana (at 9th level): *chain lightning, circle of death, disintegrate, feebledmind, finger of death, horrid wilting*, prismatic spray, psychic scream*, sunbeam, sunburst*

ACTIONS

Multiattack. Nicomachos makes three attacks: one with his Bite and two with his Claw. He can forgo making a Bite attack in this manner to instead use his Tail Quill, Overwhelming Presence, or Spellfire Breath attack.

Multispell. Nicomachos casts a major and minor spell.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail Quill. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is

also unconscious while poisoned in this way. While so poisoned, the creature is treated as though it has three levels of exhaustion and suffers the related penalties. The creature may attempt a DC 21 Constitution saving throw to wake up if another creature takes an action to try shaking it awake or if it takes damage. On a successful saving throw, the creature is no longer poisoned and is immune to Nicomachos's Tail Quill poison for the next 24 hours.

Overwhelming Presence. Each creature of Nicomachos's choice that is within 120 feet of Nicomachos and aware of him must succeed on a DC 24 Intelligence saving throw or suffer disadvantage on all Intelligence, Wisdom, and Charisma saving throws and ability checks for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Nicomachos's Overwhelming Presence for the next 24 hours.

Spellfire Breath (Recharge 5–6). Nicomachos exhales blue spellfire in a 60-foot cone. Each creature in that area must attempt a DC 24 Dexterity saving throw, taking 35 (10d6) fire damage plus 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one. When a creature fails a saving throw against this effect, Nicomachos may choose to deal no damage to the creature and instead cause it to suffer the effects of one of the spells on his major arcana list, as per his Unstable Spellcasting feature.

LEGENDARY ACTIONS

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

Cast a Minor Arcana. Nicomachos casts a minor arcana.

Readiness. Until the start of his next turn, Nicomachos gains an additional reaction.

Tail Attack (Costs 2 Actions). Nicomachos makes a Tail Quill attack.

Cast a Major Spell (Costs 3 Actions). Nicomachos casts major spell.

REACTIONS

Spell Reflection. As a reaction when Nicomachos is targeted by a spell or magical effect from a creature he can see within 300 feet of him, he can force the creature to attempt a DC 24 Intelligence saving throw. On a failure, the creature targets itself with the spell. If the creature cannot target itself in this manner, the spell instead fails.

² Spells marked with a * can be found in the official 5E supplement XGE.

APPENDIX

EPIC SPELLS

ANTIMAGIC RAY

Tier 1 Epic abjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (an iron golem's knuckle)

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any non-Epic spell and a single tier 1 Epic spell on the target ends. If the target is under the effects of a tier 2 Epic spell or higher, you may choose to not end a single tier 1 Epic spell on the target (if any) and instead attempt an ability check using your spellcasting ability to end an Epic spell of a higher tier. The DC equals 24 for a tier 2 Epic spell and 28 for a tier 3 Epic spell. On a successful check, the spell ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell, you automatically end the effects of single tier 2 Epic spell or lower and may choose to not end a single tier 2 Epic spell to attempt to end a single tier 3 Epic spell. When you cast this spell as a tier 3 Epic spell, you automatically end the effects of a single tier 3 Epic spell or lower.

CALDERA

Tier 2 Epic transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an obsidian figurine in the shape of a dragon)

Duration: Concentration, up to 1 minute

You superheat the ground of an area within range, converting it to molten lava. The area of lava is difficult terrain and consists of ten 10-foot cubes, each of which must be areas of solid ground and be adjacent to at least one other cube. When a creature enters the area for the first time on its turn or starts its turn there, it takes 20d8 fire damage and must attempt a Constitution saving throw or be incapacitated by the extreme heat until the start of its next turn. A successful saving throw halves the damage and prevents the incapacitated condition.

At the start of each of your turns while you concentrate on this spell, the fire damage dealt by the spell increases by 2d8 (to a maximum of 40d8), and you may convert two additional 10-foot cubes of ground to lava in spaces you can see adjacent to at least one other cube of lava.

If you concentrate on this spell for its full duration, its duration becomes permanent and forms an active volcanic hotspot.

CATASTROPHE

Tier 1 Epic necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of earth taken from a dead world)

Duration: Instantaneous

Your touch infects a creature with a dangerous infusion of the essence of death. Make a single melee spell attack against a creature within range. On a successful hit, the target becomes wretched in negative energy for 1 minute. When a target so wretched would regain hit points, the negative energy prevents the creature from regaining those hit points, and it instead loses that many hit points. Once the spell prevents a target from regaining 200 hit points in this manner, the effect ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the number of hit points the spell can prevent the target from regaining increases by 100 per tier above tier 1.

DETERMINISM

Tier 2 Epic divination

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a diamond from a parallel universe)

Duration: 1 minute

You curse a creature you are aware of within range, altering its fate to determine its future actions. When the target attempts to take its action on each of its turns, it must offer you an alternative action that it is able to take that cannot be the same type of action as the first (Attack, Cast a Spell, Dodge, etc.). You select which action the creature must take between the two options presented. The creature need not tell you what it will do with these actions or how they work, only that it wishes to take them.

At the end of each of its turns, the creature may attempt a Wisdom saving throw to end the effect. If the creature succeeds on two Wisdom saving throws in this manner, the spell ends.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, you increase the number of successful Wisdom saving throws the creature must make to end the spell to three.

APPENDIX: EPIC SPELLS

FINAL DEATH

Tier 1 Epic necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (two copper coins more than a thousand years old)

Duration: Instantaneous

You touch the remains of a creature that has died within the last 24 hours, locking its soul away in the afterlife forever. The affected creature cannot return to life by non-Epic means, nor can it communicate with the living by non-Epic magic.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the affected creature cannot be returned to life by non-Deific means.

FLASH FREEZE

Tier 1 Epic evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an ancient shard of ice)

Duration: Instantaneous

You generate a maelstrom of frigid cold in a 20-foot radius centered on a point within range. Creatures in the area must succeed on a Constitution saving throw or take 10d10 cold damage and become frozen. A successful saving throw halves the damage and prevents the frozen condition.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the cold damage increases by 10d10 for each tier above tier 1.

Condition: Frozen

- A frozen creature is encased in ice, which is an object that surrounds the creature. The ice has an AC of 15 and 100 hit points. When the creature is no longer encased in ice, the condition ends.
- The creature's speed is 0, and it cannot take actions other than attempting to break free. A creature attempting to break free from the ice must take an action to attempt a Strength (Athletics) ability check against a DC of 15 or the source's spell save DC, whichever is higher. On a success, the condition ends.
- The creature is immune to all damage except cold and psychic damage.

HAIL OF DEADLY BLOSSOMS

Tier 3 Epic conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a black lotus)

Duration: Concentration, up to 1 minute

Until the spell ends, beautiful flower petals of lethal toxicity rain down in a 300-foot-tall, 30-foot-radius cylinder centered on a point you choose within range. Creatures within the spell's area cannot be resistant or immune to poison damage. When you cast the spell and at the start of each of your turns, you subject each creature in the spell's area to one of the following poisons.

Delphinium Dose. A creature subjected to this poison must succeed on a Constitution saving throw or take 40d8 poison damage, or half as much on a success.

Gloriosa Lily Pollen. A creature subjected to this poison must succeed on a Wisdom saving throw or take 20d8 poison damage and become incapacitated until the start of its next turn. A successful saving throw halves the damage.

Hydrangea Venom. A creature subjected to this poison must succeed on an Intelligence saving throw or take 10d8 poison damage, or half as much on a success. On a failure, the creature suffers violent delusions for the spell's duration. During that time, it rolls a d10 and subtracts the number rolled from all its attack rolls, saving throws, and ability checks. The affected creature can attempt an Intelligence saving throw at the end of each its turns, ending the effect on itself on a success.

Nightshade Nectar. A creature subjected to this poison must succeed on a Strength saving throw or take 12d8 poison damage and have its speed reduced to 0 until the end of its next turn. A successful saving throw halves the damage and causes its speed to be halved until the end of its next turn.

HUNGRY FISSURE

Tier 1 Epic transmutation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a fossilized dragon claw)

Duration: Instantaneous

A great fissure 100 feet long, 30 feet wide, and 50 feet deep opens along the ground, starting in front of you and extending in a direction of your choice. A creature standing in the effect's area can use its reaction to attempt a Dexterity saving throw to move safely to the edge of the fissure as it opens. On a failure or if the creature is unable to take a reaction, a creature large enough to fit inside the fissure falls to the bottom. If the fissure opens beneath a structure, the structure automatically collapses. At the end of your turn, the fissure slams shut, trapping creatures within underground. A creature so trapped cannot move and is restrained unless it has a burrowing speed. A trapped creature can take an action to attempt a Strength (Athletics) ability check versus your spell save DC.

On a success, it is no longer restrained and can dig its way out by spending 4 feet of movement for every 1 foot it digs.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the dimensions of the fissure increase by 100 feet in length, 30 feet in width, and 50 feet in depth per tier above tier 1.

IMPOSSIBLE LABYRINTH

Tier 2 Epic illusion

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (a glove from a goblin king)

Duration: Concentration, up to 1 minute

You generate a selective illusion of an impossibly complex labyrinth in a 120-foot cube centered on you. When you do so, you may choose any number of creatures of your choice to be immune to the effects of the spell for its duration. All other creatures in the affected area when you cast the spell must succeed on an Intelligence saving throw or become trapped in the labyrinth, hopelessly lost, wandering its impossible corridors in a subversion of physics. While lost in this manner, a creature cannot leave its current space (even by magical means), and other creatures in the labyrinth are hidden from it (detect DC equal to your spell save DC). At the end of each of its turns, an affected creature can repeat the saving throw, ending the illusion for itself on a success.

A creature with truesight has Epic advantage on saving throws against this spell.

KINETIC CONTROL

Tier 2 Epic transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Your consciousness overflows with telekinetic power, allowing you to manipulate almost any object with your mind. When you cast the spell, and as a bonus action each round for the duration, you can exert your will on one creature, object, or structure you can see within range. You can affect the same target each round or choose a new one. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Gargantuan or smaller creature. The creature must succeed on a Strength saving throw or you can move the creature up to 120 feet in any direction, including upward but not beyond the range of the spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in midair. You can attempt to affect multiple creatures within range simultaneously, but the strain of doing so reduces the duration of the spell. For each additional creature within range you attempt to simultaneously affect, the duration of the spell is reduced by 1 minute.

MEGALITH

Tier 2 Epic conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a fist-sized stone inscribed with druidic runes by seven different archdruids)

Duration: Concentration, up to 1 hour

You summon a mighty elemental being that appears in an unoccupied space on the ground that you can see. The megalith disappears when it drops to 0 hit points or when the spell ends.

The megalith serves you unquestioningly and takes its turn immediately after yours. The megalith obeys your verbal commands given in a language it understands (no action required by you). If you don't issue commands to it, the megalith defends itself from hostile creatures but otherwise takes no actions. If the megalith is within 90 feet of you, half of any damage you take (rounded up) is transferred to the megalith.

Megalith

Huge elemental, neutral

Armor Class: 23

Hit Points: 230 (20d12 + 100)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	10 (+0)	16 (+3)	6 (-2)

Saving Throws: Str +15, Con +12, Wis +10

Damage Resistances: lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, stunned, unconscious

Senses: truesight 60 ft., passive Perception 13

Languages: Druidic, Terran

TRAITS

Druidic Strikes. The megalith's weapon attacks are magical.

Siege Monster. The megalith deals double damage to objects and structures.

ACTIONS

Multiattack. The megalith makes two Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage, and if the target is a creature, it must succeed on a Strength saving throw versus your spell save DC or be knocked prone.

APPENDIX: EPIC SPELLS

OBSIDIAN TOMBS

Tier 2 Epic conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (four obsidian shards carved into cubes)

Duration: Instantaneous

You create prisons of crushing rock from the ground in four 15-foot cubes you can see within range. The cubes have an AC of 20 and 400 hit points. If destroyed, the cubes leave behind difficult terrain in the area they occupied. Huge or smaller creatures completely within the affected areas must succeed on a Dexterity saving throw to avoid becoming imprisoned, moving to the nearest unoccupied space outside the spell's area on a success. Creatures that are not completely inside a tomb's area are pushed to the nearest unoccupied space. On a failure, creatures that completely fit inside the area are encased in the stone prisons and begin suffocating.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, each cube created by this spell has 800 hit points.

PRISMATIC DELUGE

Tier 2 Epic evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a shard of glass forged by dragonfire)

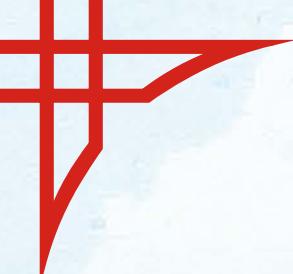
Duration: Concentration, up to 1 minute

A cloud of multicolored light appears in a 10-foot-tall, 150-foot-radius cylinder centered on a point you can see 200 feet directly above you. The spell fails if you cannot see a point in the air where the cloud could appear. When you cast the spell and as an action on each of your turns until the spell ends, you may cause up to two different colored globes from the Colored Globe table to rain down from the sky. Each globe strikes a separate 15-foot cube centered on a point within range.

At Higher Levels. If you cast this spell as a tier 3 Epic spell, you create three colored globes instead of two at the time of casting and each time you take an action to call down additional globes.

Colored Globe

Colored Globe	Effect
Red	Each creature in the area must succeed on a Dexterity saving throw or take 120 fire damage, or half as much on a success.
Orange	Each creature in the area must succeed on a Dexterity saving throw or take 80 acid damage, or half as much on a success. Objects and structures in the area take triple damage.
Yellow	Each creature in the area must succeed on a Dexterity saving throw or take 40 lightning damage and become stunned until the end of its next turn. A successful saving throw halves the damage and prevents the stunned condition.
Green	Each creature in the area must succeed on a Constitution saving throw or take 80 poison damage and become poisoned for the duration of the spell. A successful saving throw halves the damage and prevents the poisoned condition.
Blue	Each creature in the area must succeed on a Constitution saving throw or take 80 cold damage and have its movement speed reduced to 0 until the end of its next turn. A successful saving throw halves the damage and prevents the reduction to movement speed.
Indigo	Each creature in the area must succeed on a Constitution saving throw or become restrained as they begin to turn to stone. At the start of each restrained creature's turn for the remainder of the spell's duration, it must attempt a Constitution saving throw. If the creature fails a total of three Constitution saving throws against this effect (including the initial saving throw), it is petrified.
Violet	Each creature in the area must succeed on a Wisdom saving throw or become slowed—its movement speed is halved, and it is unable to take bonus actions or reactions for the remainder of the spell's duration. A creature can attempt a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.



PYROCLASTIC CANNON

Tier 3 Epic evocation

Casting Time: 1 action

Range: Self (500-foot line)

Components: V, S, M (liquid magma from the heart of a volcano)

Duration: Instantaneous

A column of pure lava erupts from your outstretched hand in a direction you choose, forming a line 500 feet long and 15 feet wide. Everything in the line must succeed on a Dexterity saving throw or take 50d8 fire damage and be coated in molten lava for 1 minute. A successful saving throw prevents being coated in lava. A creature coated in lava takes 10d8 fire damage at the start of each of its turns and can attempt a Dexterity saving throw at the end of each of its turns to end the effect.

RELEASE THE KRAKEN

Tier 3 Epic conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a kraken's heart)

Duration: Concentration, up to 10 minutes

You conjure watery tentacles in eight unoccupied 10-foot squares on the ground or in water that you can see within range. Each tentacle is an object with an AC of 18 and 200 hit points that fully occupies the space and lasts for the duration or until reduced to 0 hit points. When a creature starts its turn within 50 feet of a tentacle and the tentacle is not grappling another creature, the tentacle makes a melee spell attack against that creature. On a successful hit, the creature takes 6d6 bludgeoning damage, and Huge or smaller creatures are grappled and restrained (escape DC equal to your spell save DC). If a tentacle is grappling a creature, the tentacle cannot attack any creature other than the grappled creature.

As an action, you can command all active tentacles to attack a creature, object, or structure you can see within 50 feet of each of them. Tentacles not grappling foes make a melee spell attack against any targets, dealing 6d6 bludgeoning damage on a successful hit and grappling and restraining Huge or smaller targets (escape DC equal to your spell save DC). Tentacles currently grappling creatures when you command them to attack instead fling the grappled creatures 120 feet in a random direction, dealing 12d6 bludgeoning damage and knocking them prone.

SONIC BOOM

Tier 1 Epic evocation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a storm giant's death rattle, magically preserved in a glass jar)

Duration: Instantaneous

You clap your hands and unleash a deafening wave of thunderous energy in a 60-foot radius centered on you. Creatures other than you in that area must succeed on a Constitution saving throw or take 20d6 thunder damage and be blinded and deafened until they regain at least 1 hit point from magical healing. A successful saving throw halves the damage and prevents the blinded and deafened conditions.

If this spell is cast in a structure or enclosed space that is not large enough to accommodate the entire 60-foot radius, it deals an additional 20d6 thunder damage, and you are subjected to the spell's effects.

TRUE ALCHEMY

Tier 3 Epic transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (primordial matter from before time worth 100,000 gp)

Duration: Instantaneous

You touch an object or structure no bigger than a 50-foot cube and disrupt its form with magic, permanently transmuting it into a form of your choice. When you affect an object in this manner, you choose what properties it loses or gains (such as hit points, AC, or other properties). However, the object cannot be transformed into something worth more than 100,000 gp in raw materials, nor can its dimensions be increased beyond that of a 50-foot cube.

If the object you touched is a magical item, you can instead transform it into another item of the same rarity. To affect an artifact in this manner, you must first succeed on a DC 40 saving throw of a type equal to your spellcasting ability. On a failure, you take arcane damage¹ equal to your hit point maximum.

Anything you transform the target into in this manner must be something that exists or has existed in your universe. If you attempt to transmute a target into something that has never existed in your universe, the spell fails.

¹ Arcane damage is an Epic damage type explained in 2CGaming's *Epic Legacy Hero's Handbook*.

APPENDIX: EPIC SPELLS

WALL OF DISSOLUTION

Tier 1 Epic conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of fresh acid from a black dragon)

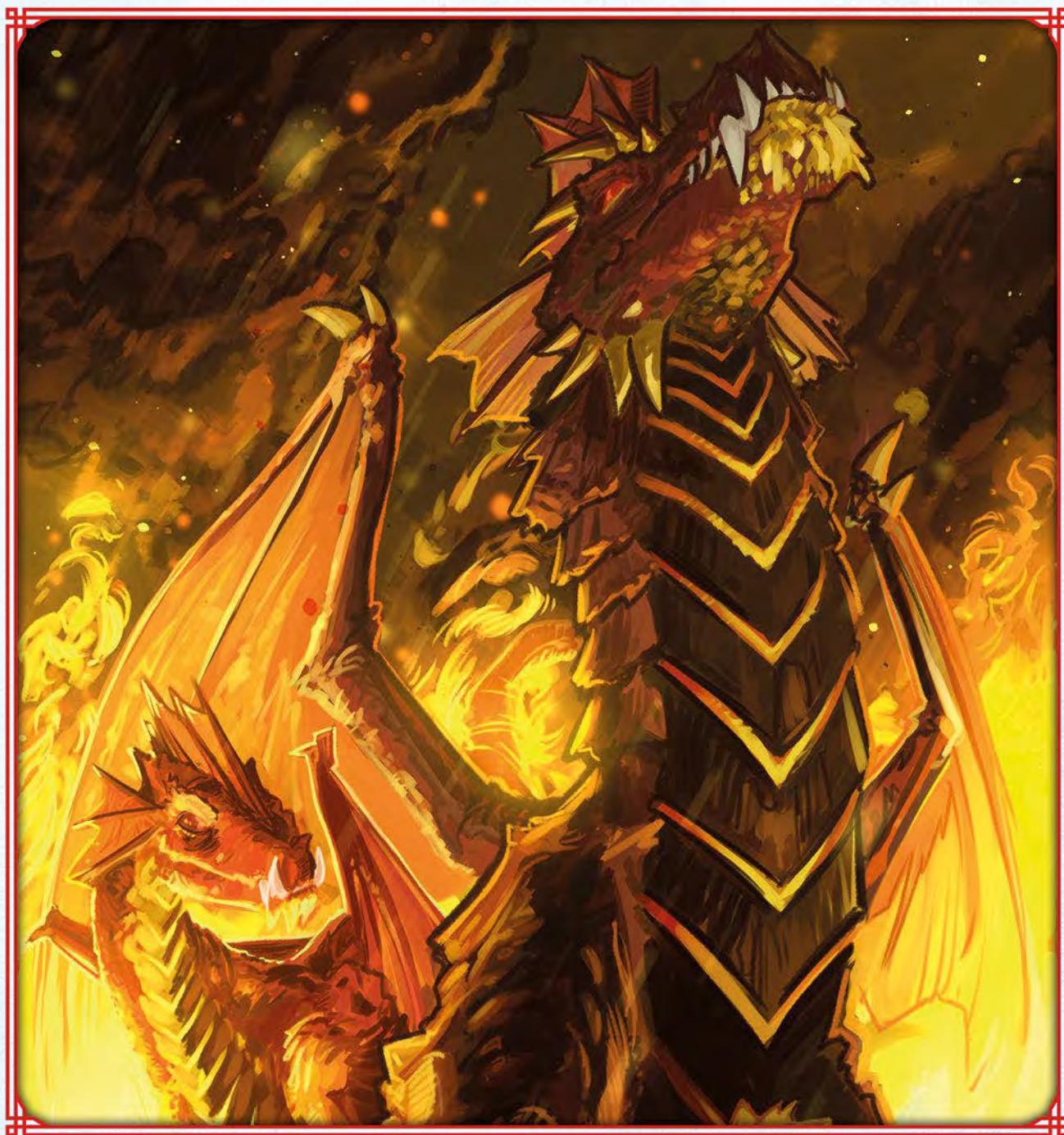
Duration: Concentration, up to 1 hour

A vitriolic wall of slick acid appears on the ground, forming a semi-transparent barrier up to 90 feet long, 30 feet high, and 5 feet thick, centered on a point you can see within range.

Alternatively, you can shape the wall into a hemisphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration.

Creatures in the wall's area when it is created, who move into the wall for the first time on their turn, or who start their turn within the wall must succeed on a Constitution saving throw or take $12d8$ acid damage, or half as much on a success. If a creature fails its saving throw by 5 or more, it takes double damage from the spell. A creature attempting to move through the wall must spend 4 feet of movement for every 1 foot moved.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, you may increase the wall's thickness by 10 feet per tier above tier 1.



NAME**Body Type**

Size: Weight:

Age Category**Speed**

Base: _____ Swim: _____

Energy Type(s)**Dragon Level****Experience**

Fly: _____ Burrow: _____

Species**Draconic Paradigm****STR****DEX****CON****CHARACTER LEVEL****INT****WIS****CHA****MOD****MOD****MOD****CHALLENGE RATING****MOD****MOD****MOD****SENSES**

- Blindsight:* _____
- Darkvision:* _____
- Tremorsense:* _____
- Truesight:* _____
- Other:* _____
- Other:* _____

LEGENDARY RESISTANCES + ACTIONS**INITIATIVE****PROFICIENCY BONUS****HIT POINTS**

Maximum

Current

Temporary

DAMAGE RESISTANCES + IMMUNITIES**HIT DICE**

Type

Used

Maximum

SAVING THROWS

- Strength* *Intelligence*
- Dexterity* *Wisdom*
- Constitution* *Charisma*

DEATH SAVES

Success



Failure



Roleplaying & Story

PHYSICAL DESCRIPTION

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AMBITION

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NON-DRAGON ALLIES

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OBSESSION

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RIVALS

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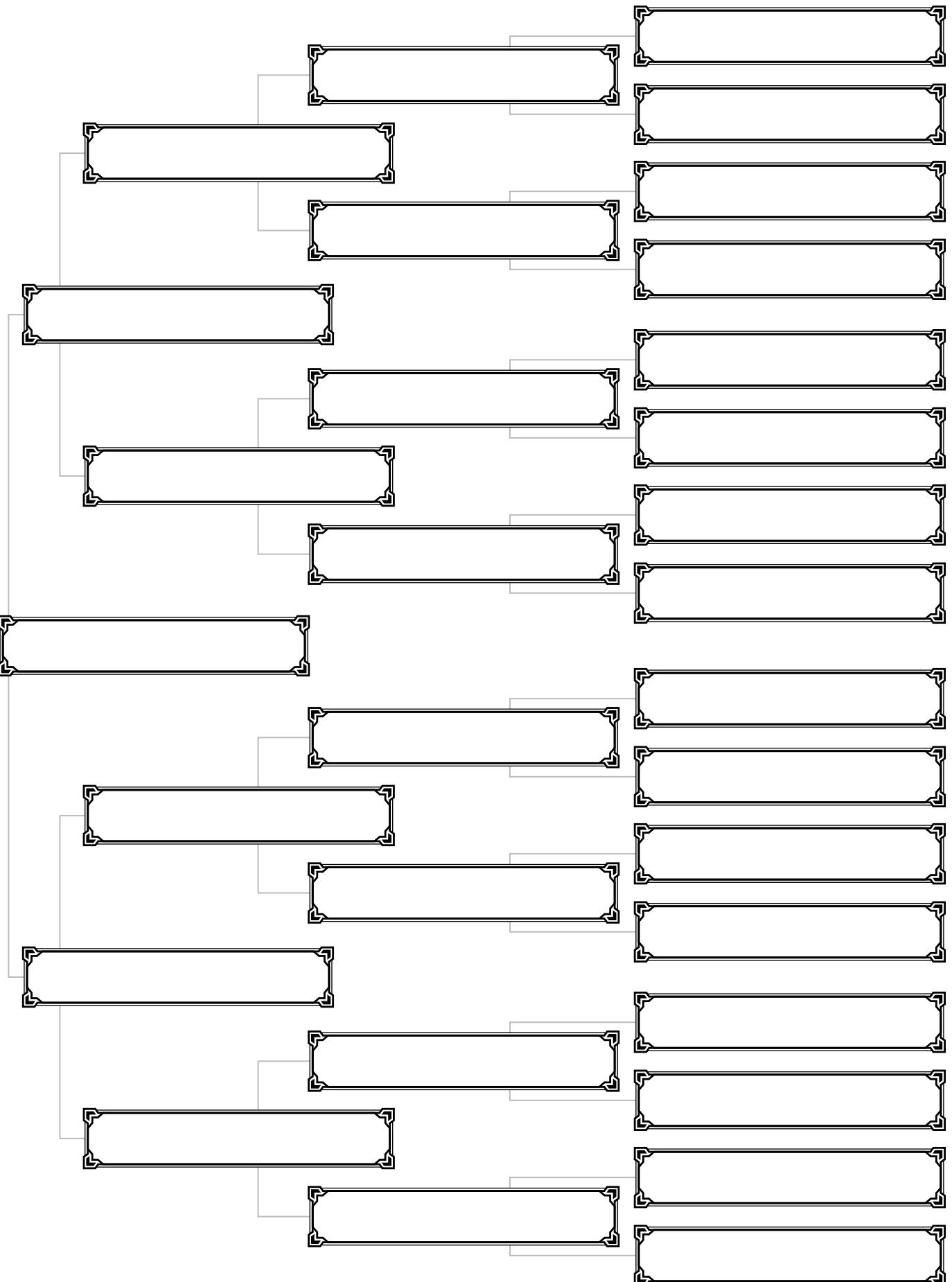
ROMANCES

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LANGUAGES

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Lineage



Hoops, Territories, and Lairs

LAIR DESCRIPTION

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HOARD

CP SP EP GP PP

Valuable Metals

Gems

Art Objects

TERRITORY

Size Parameter

LAIR ROOMS

SPECIAL TREASURES

LAIR ACTIONS

LAIR ACTION 1

LAIR ACTION 2

LAIR ACTION 3

LAIR ACTION 4

LAIR ACTION 5

LAIR ACTION 6

Feats & Formations

DRACONIC FEATS

Feat Name

Feat Name

Feat Name

Feat Name

Feat Name

Feat Name

DRAGONFLIGHT FORMATIONS

FORMATION 1

FORMATION 2

FORMATION 3

FORMATION 4

FORMATION 5

FORMATION 6

FORMATION 7

FORMATION 8

FORMATION 9

FORMATION 10

Magic

SPILLS

LEVEL 1 SPELLS

- 1.
- 2.
- 3.
- 4.
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- 9.

LEVEL 2 SPELLS

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LEVEL 3 SPELLS

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LEVEL 4 SPELLS

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LEVEL 5 SPELLS

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LEVEL 6 SPELLS

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LEVEL 7 SPELLS

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- 3.
- 4.

LEVEL 8 SPELLS

- 1.
- 2.
- 3.
- 4.

LEVEL 9 SPELLS

- 1.
- 2.
- 3.
- 4.

SPELL SAVE DC

SPELL ATTACK

SPELLCASTING ABILITY

SPELLCASTING MODIFIERS

MAGIC ITEMS

Combat

ARMOR
CLASS

DRAGON
SAVE DC

BREATH WEAPON(S)

DRACONIC INSTINCT

ATTACKS

BITE

CLAW

TAIL

ATTACK

ATTACK

Type

Type

Type

Attack Name

Attack Name

Range

Range

Range

Type

Type

Attack Bonus

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Damage

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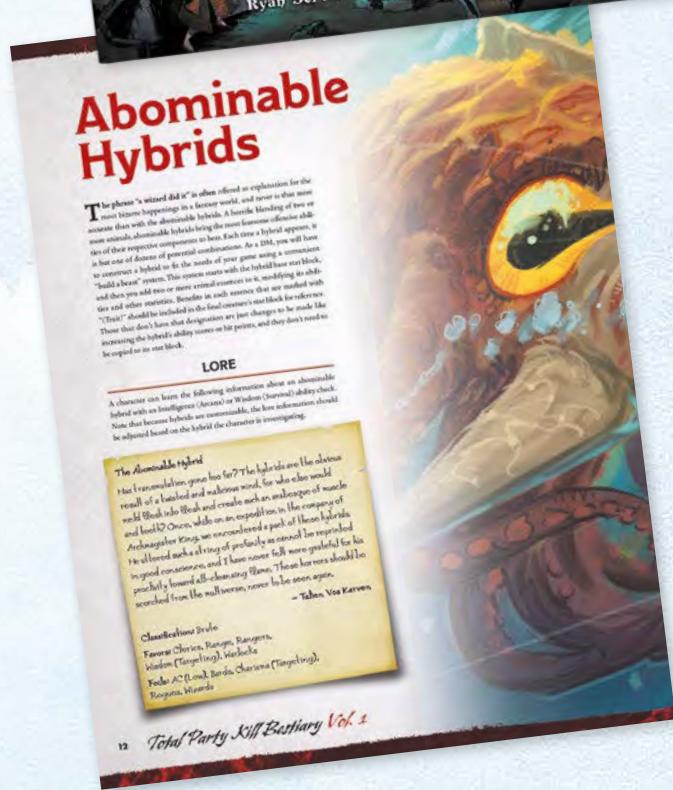
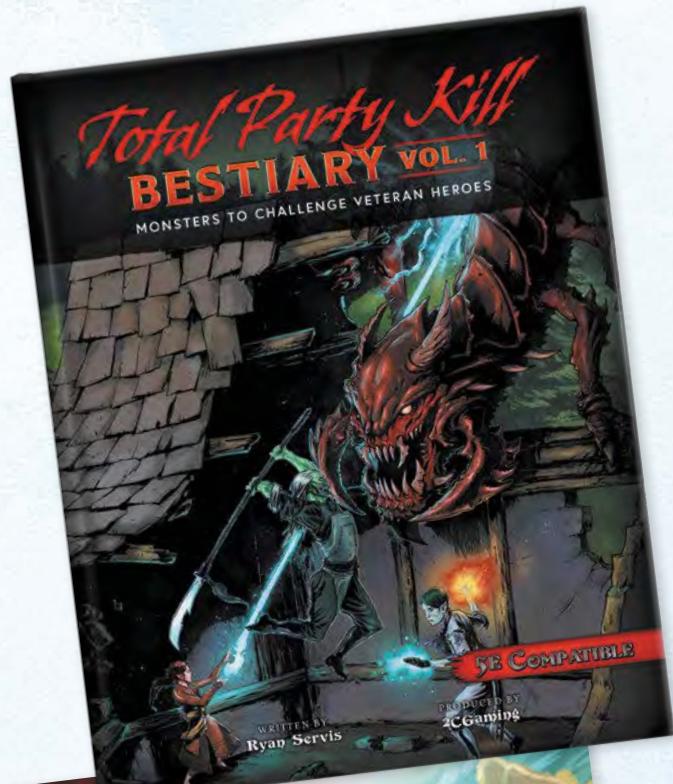
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COMBAT EQUIPMENT

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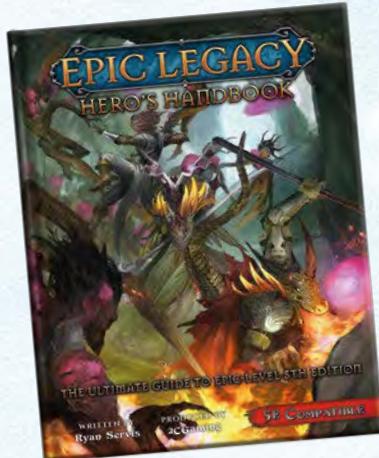
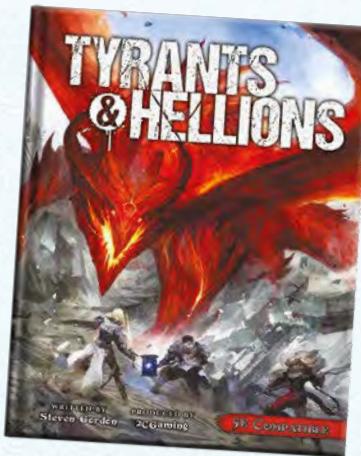
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