

KORAX THE FAULTERED

His origin unknown, Korax appeared in Akeris very suddenly; and wasted no time in evicting a clan of dwarves from deep beneath Mount Beryl, making their home his lair.

Gilded Veins. Though Korax appears to be a white dragon at first glance, closer inspection reveals some curious traits that makes "scholars" rethink that assumption. Where most dragons have teeth, horns, and claws of a natural bone-like material, Korax's ^{are} appear to be formed from a metallic substance similar in appearance to polished gold. Additionally, he appears to be capable of consuming gold and using it to heal himself. Very few creatures have had the opportunity to converse with him long enough to ask about these traits.

Home is Where the Gold is. Korax rarely engages in combat outside of his lair, opting instead to goad creatures in to chasing him as he leads them back to his home. Not entirely unreasonable, however, Korax may let a creature escape with their life should they offer up all their valuables to him.

Non-combatant Magic. Like most other dragons, Korax has an innate ability to control the weave of magic around him, but for reasons unknown he has never been observed casting any spells while engaged in combat. It has been hypothesized that he is incapable of the concentration required for spellcasting while he is engaged in combat. Others have put forth the idea that he simply prefers martial combat over magical. Very little evidence supports the latter hypothesis, however.

this is purely conjecture. we have no idea why he hasn't been observed using magic in this way, but certainly more than capable.

KORAX'S LAIR

The lair within Mount Beryl features an expansive chamber connected directly to the main entryway of the mountain's underground. Korax has made this in to his hoard chamber, making it easy to find for those that seek his treasures. Once a creature is inside the chamber Korax observes them, hidden from sight, deciding how best to take their treasures from them.

waiting to see if you're a thief!

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Korax can take a lair action, causing one of the following effects:

Midas Curse. Liquid gold tendrils stretch up from cracks within the floor, lashing out at a target that Korax can see.

The target must make a DC 24 Dexterity saving throw or be grappled and restrained by the golden tendrils. The target can free themselves by making a DC 20 Strength check at the end of each of their turns. An ally can attempt to free them by making the same check as an action on their turn.

The tendrils have 50 hit points and an AC of 21.

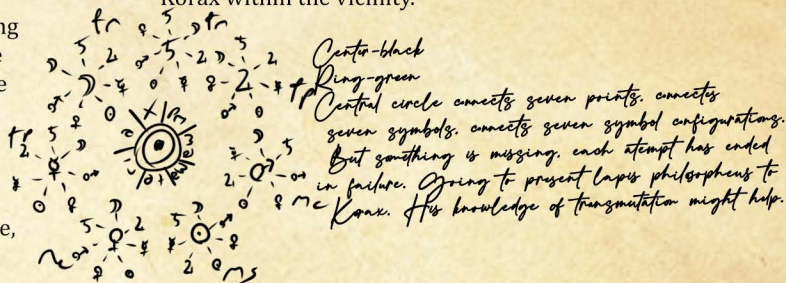
If a target is still restrained by the tendrils on the lair's next turn, this lair action may be used again to tighten the grip on the target, stunning it until the end of their next turn.

The escape DC increases by 2, and any damage the tendrils have taken is healed. This effect stacks every time the lair action is used while restraining the target in this way.

If a target is still restrained by the tendrils on the lair's third turn, this lair action may be used again to force the tendrils in to the target's eyes, mouth, nose, and ears. The target must make a DC 20 Constitution save when this happens, becoming blind and deaf on a failure.



Vacation Home. Though the caverns beneath Mount Beryl is where he spends most of his time, it is believed that Korax has several lairs throughout Akeris. This belief stems from the discovery of a handful of caverns, with great distances between them, that all share the same basic layout; lava trenches running through the ground, great cauldrons of boiling water suspended from the ceiling, and piles of gold and treasures laying throughout. Three of these discoveries coincided with supposed sightings of Korax within the vicinity.



When i was a little girl i often asked my mom to read history books to me instead of fairytales. Of course i favored local history, and the tale of Korax's conquering of Mount Beryl was practically in my backyard. So i ventured out there to see him, offering in-hand of course. I think he was grateful just to have someone to talk to. When we parted ways he gifted me a little potted tree. I didn't really understand why, until i got back home. The damn tree attacked me! It was a Dragoleaf Tree, and he knew it. I can imagine that damned dragon sitting atop his hoard laughing at his own joke.

Antia-

The target continues making a Constitution save each round on the lair's turn until freed. If the target fails this save twice they suffer from the petrified condition as their body turns to solid gold.

While Midas Curse is active, Korax can not use a different lair action.

Overflow. Ancient gears turn, valves open, and floodgates lift. An overflow of lava begins to fill the hoard chamber. The chamber floor is half-covered by lava emerging from the trenches on this round.

On the lair's next turn the lava continues to flow, completely covering the floor of the hoard chamber, and draining halfway on the lair's following turn.

No other lair actions can be used until the chamber is fully drained.



REGIONAL EFFECTS

To make the land suit his comforts, Korax influences the weather of the region surrounding his home lair, producing one or more of the following effects:

- Dark clouds fill the sky, blocking out all bright light produced by the sun, moon, and stars. These clouds are naturally formed and can be effected by spells such as Control Weather.
- Temperatures drop to below freezing, as though it was well in to winter. A constant wind picks up in the area as well, blowing for as long as this effect remains active.
- Snow falls throughout the region, collecting anywhere it lands. If a wind is active in the region, the snow is shifted around by it, causing it to collect to a depth of no more than 4 feet.

These effects extend out to a range of 45 miles from Korax's home lair, varying in intensity depending on proximity; the lair itself being the most intense point of the effects.

KORAX THE FAULTERED

Gargantuan Dragon, Unaligned

Armor Class 21 (natural armor)

Hit Points 600 (23d20 + 302)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	18 (+4)	15 (-2)	20 (+5)

Saving Throws Dex +8, Con +3, Int +7, Wis +9, Cha +12

Damage Resistances Fire, Poison, Acid

Damage Immunities Cold, Psychic

Condition Immunities Charmed, Stunned, Paralyzed, Prone

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 19

Languages All

Challenge 27 (105,000 XP)

Gold Sense. Korax can sense the approximate value of gold that is carried by any creature he can see. Korax will prioritize targets carrying a sufficient amount of gold over higher threat targets if he deems the prize to be worth the risk.

Unrelenting. While not incapacitated, Korax makes all ability checks with advantage.

One with the Shadows. If Korax is within shadows and takes the Hide action on his turn and remains hidden until the start of his next turn, he becomes invisible as per the rules of the Invisibility spell. While invisible in this way Korax is hidden from magical detection.

Legendary Resistance (3/day). If Korax fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Korax can use his Midas Charm. He then makes three attacks. His bite and tail can only be used once per turn.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target
Hit: 20 (2d12+7) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target
Hit: 16 (2d8+7) slashing damage plus 5 (2d4) cold damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft.
Hit: 18 (2d10+7) bludgeoning damage.
Korax's tail strike can hit up to 3 creatures within range of his tail.

Midas Charm. Each creature of Korax's choice that is within 100 feet of him must succeed on a DC 22 Wisdom saving throw or be compelled to steal a piece of Korax's hoard.

If a creature within range of the Midas Charm already possesses a piece of Korax's hoard they must make a DC 20 Wisdom saving throw at disadvantage. On a failed save the creature becomes charmed by Korax; seeing him as a faithful ally and all other creatures as hostile enemies.

The charm effect of the Midas Charm can only be active on a single creature at a time. If multiple suitable creatures are within range, or if a creature is already charmed when Midas Charm is used again, Korax may choose which target to affect.

Boiling Grasp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target

If a target is hit by Boiling Grasp they become grappled and restrained. Korax may then fly up to 80 feet in any direction while holding on to the target if they are at least one size category smaller than him.

As a free action on his next turn, Korax may drop the target.

If the target is dropped within a lair's cauldron, the target takes 3d6 fire damage, and continues taking 3d6 fire damage at the start of each of their turns while within the cauldron.

A creature can break free of Korax's grasp by making a successful Athletics roll versus a Strength check from Korax.

Dive. As an action, Korax may surround himself with a shimmering magical barrier and dive in to the lair's lava trenches, protected from the heat and disappearing from sight. If Korax is still hidden within the lava at the start of his next turn, he may move up to his fly speed and make a Burst attack against a target within range.

Burst. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target
Hit: 29 (4d10+7) piercing damage plus 14 (4d6) fire damage.
This attack is made at advantage against any creature that can not detect Korax.
All creature within 30 feet of Korax must make a DC 17 Dexterity saving throw as a shower of lava and molten gold rains down on the area.
Creatures take 3d6 fire damage on a failed save, or half as much on a success.

After bursting from the lava, Korax is covered in a layer of molten, shimmering gold until the start of his next turn, raising his AC by 5.
If at least 50 gallons of water is dropped on Korax while he is covered in gold the gold hardens, stunning Korax until the end of his next turn.

REACTIONS

Gatekey. When Korax is hit by a ranged attack or ranged spell attack he can create a small rift in the planes to attempt to redirect the attack.

Korax must make a spell attack roll, adding 4 plus his Charisma modifier, and exceed the number rolled on the triggering attack to successfully redirect, otherwise the reaction fails and Korax is hit by the attack.
If the original attack roll would not hit the new target, the redirected attack misses.
The new target may be any creature than Korax can see.

LEGENDARY ACTIONS

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

Cosmic Breath (1 action, recharge 6). Korax exhales black and white star fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 10d6 fire damage and 10d6 radiant damage on a failed save, or half as much on a successful one.

Consume Hoard (2 actions). Korax engulfs a portion of his hoard within his maw, swallowing down the treasure. Liquid gold seeps through his flesh and in to any open wounds on his body, hardening in to golden armour.

Korax heals 5d8+5 hit points.

After using this ability 3 times Korax's AC increases by 1 for 24 hours, increasing by an additional 1 on every 3rd use of this ability.

Phase Magic (3 actions). Korax can only use this ability against the last magical item to deal damage against him.

Korax creates a ripple through the planes, shifting the targeted item partway in to a harmless demiplane.

While shifted in this way, the item loses all magical properties that it had. Any effects generated by the item are dropped aswell.

The item remains in this state until the end of Korax's turn on the following round.

This ability can not be used on the same item twice in succession.

I recently took a glimpse in to Korax's past and discovered something quite unusual. It seems that death isn't the end for our god dragonally friend, and i don't mean that in the true resurrection sense. What i mean is, when he dies, he doesn't die. Think of the fabled phoenix, reborn from the ashes of its own body. It's that sort of thing. But instead of ashes, it's an egg. In the moment of death, the body that was Korax somehow turns itself in to an egg and starts his life cycle anew. I'm convinced that he can help me solve the Lapis Philosophicus equation.