

DRACONIC DOSSIER

AN ACCOUNTING OF THE DRAGONS ACROSS SURYA

WHAT'S INCLUDED

This document comes with 5 pieces of Homebrew. 4 Draconic Dossier entries for unique dragons that exist across my setting, easily adaptable to any setting. Each dragon has it's own special info and brief story associated as well as a piece of homebrew inspired by the dragon itself:

- The Justice Bringers Hide, a suit of armour made from the shedded scales of a Silver Dragon Greatwyrms that evolves with the wearer as they further devote themselves to Bahamut.
- Kineticists Silken Gloves, a pair of gloves with an Amethyst dragons fallen gems sewn into it that allows the wearer to manipulate the world telekinetically.
- Visionary Demonplumes, an 8th-level conjuration spell that forces your enemies to succumb to the challenge of your might, making it near impossible to run away without their minds beginning to erode.
- Deep Dragonborn, a species of Dragonborn with a dubious origin, descended from Deep Dragons some believing that Iltweed the Gurgler is the progenitor of these people.

THE DOSSIER

This document serves as an observation of the secret file known as 'The Draconic Dossier.' As far as I've been able to tell, the dossier has many, many versions. The most coveted of them all, the 'High Guard Edition' of the list, was created by the original creators of the document. Throughout my studies, I've come across a few versions of the document myself. The quality ranges from complete fabrication to outdated High Guard editions, all the

way down to secret editions edited and traded by the criminal underground of Verant.

If you're reading this report, you might not know what the Draconic Dossier is. For the most part, it was the High Guard's way of tracking exactly which dragons exist on the continent, along with their classifications such as Name, Gender, Age, Colour, Last Known Location, and Temperament. However, once the original document slipped out of High Guard hands, adventuring guilds, crime organizations, and prospective poachers added their own spins on it. Some mages even enchanted their own version of the document to keep track of certain information from consenting dragons. Criminals would line up potential treasures within their dossier, poachers would list potential weaknesses and wounds, and adventurers' guilds would note their likes and dislikes in order to appease them.

What I currently have in my possession is an older copy of the High Guard edition, which was once owned by an old dungeon delver friend of mine. It includes magic items he found with specific dragons, as well as brief stories and descriptions of its respective dragons.

As I finalize this introduction, I'd like to pay respect to that friend, Master Samuel Eldridge. My best friend, a loving husband, and an astounding wizard. I hope that all who read this are inspired by his avid documentation to seek out the beauty of adventure that he once experienced.

ELEVOR THE GENEROUS

CLASSIFICATION METRICS

Basic Information

Name: Elevor the Generous

Gender: Female

Type: Chromatic (Silver)

Age Category: Greatwyrms

Alignment: Neutral Good

Physical Characteristics

Length: 133ft (Nose to Tail)

Size Category: Gargantuan

Wingspan: 195ft

Weight: 56,000lbs

Distinguishing Features: Three forward-curved horns spread from the forehead to 3 inches before the nostrils.

Encounter Information

Preferred Habitat: Varies, but coastal is most common.

Territory Size: Unknown/Holds no land.

Social Structure: Nomadic/Solitary

Typical Behaviour: Benevolent but vengeful.

Encounter Information

Preferred Tactics: If threatened or wronged, Elevor tends to stalk her enemy over a long period, preferring to attack when in transit. If attacked in her lair, she will freeze over her hoard to protect it, then lie in wait for her enemies to become frail from the intense cold, striking sporadically with breath weapons to slowly wear them down.

Known Weaknesses: Elevor leans towards trust and kindness as her initial demeanour. Any method of deception that leads her to believe she is your friend can put her in a state of vulnerability.

Unique Abilities: If you befriend Elevor, you are likely to be able to share a meal with her. All meals eaten in her presence act as though they were the Heroes' Feast spell.

Personal Notes

Many will tell tales and spin legends of The Justice Bringer's Hide, but true intellectuals, such as myself, know that it is not an off-cutting of Bahamut, but a humble gift from the ever-lovely Elevor. During her many living years, Elevor kept a giant hoard but never sought to keep it for herself. She always gave away her riches to anyone with a kind ear or an honest need.

In my early 30s, I met her off the coast of Razor Maw Isle while I was sailing north to Mos Khayag. I invited her aboard my charter to speak of her journeys, and she was so generous as to tell me the truth of her rumours. As a reward for my open ears and ever-flowing mouth, she told me The Justice Bringer's Hide is made from her fallen scales, pulled from her roost after years of gathering dust. She granted this gift to a blacksmith by the name of Khurdun Steelarm, a Goliath blacksmith looking to protect the realm with his masterful works.

THE JUSTICE BRINGER'S HIDE

Armour (plate), Artifact (requires attunement)

Dormant. The armour grants the following benefits in its dormant state:

- You are permanently under the effects of the *freedom of movement* and *longstrider* spells.
- Once per round, if you move at least 20 feet in a straight line towards an enemy you can forego a melee weapon attack to make a charge attack. This attack is made at advantage and deals an additional 1d8 of the same damage type of the weapon used. If the target is a creature, it must make a contested *Athletics* check or be knocked prone.

Awakened. When the armor reaches an awakened state, it gains the following properties:

- You have a +3 bonus AC while you are wearing this armour.
- At the end of each long rest, choose a Metallic Dragon and become immune to the damage type of it's breath weapon.
- If the Dragon you choose has a burrow, swim or climbing speed you also gain that trait in the form of longer claws, a set of gills or stronger limbs.

Exalted. When a character reaches an exalted state, it gains the following properties:

- Two draconic wings now protrude from the shoulders of the armour, you gain a flying speed equal to your walking speed.
- Once per long rest, you may summon a Metallic Dragon Wyrmling of your choice, it follows your commands, and understands you regardless of language spoken. A Wyrmling summoned this way disappears after 8 hours

VELVENYX

CLASSIFICATION METRICS

Basic Information

Name: Velvenyx

Gender: Male

Type: Gemstone (Amethyst)

Age Category: Adult

Alignment: Chaotic Neutral

Physical Characteristics

Length: 50ft (Nose to Tail)

Size Category: Huge

Wingspan: 80ft

Weight: 20,000lbs

Distinguishing Features: Dozens of amethyst gems protruding from the humerus, ulna, and metacarpus bones, roughly 5 inches apart from one another, all the way down to the wingtip.

Encounter Information

Preferred Habitat: Velvenyx's lair lies 2 miles south of the Oozasis Lagoon in an underwater ravine 1,200 feet beneath the surface.

Territory Size: 25-mile radius around their lair.

Social Structure: Social but lives solitarily.

Typical Behaviour: Curious, insightful and protective.

Encounter Information

Preferred Tactics: Velvenyx will only ever fight in his lair. His typical strategy involves biting his enemies and dragging them down into the volcanic vents within his lair, holding them in it until they stop moving.

Known Weaknesses: Velvenyx despises cold weather. If attacked in the winter, Velvenyx's move-

ment speeds are lowered by 10 feet, and he can only make one claw attack in place of two when he uses his multi-attack feature.

Unique Abilities: Immunity to fire damage and can attempt to grapple its targets whenever it hits a bite attack on a creature smaller than it.

Personal Notes

I came across Velvenyx in my later years while I was doing my preliminary studies on creature fabrication. I had made my way to the Oozasis Lagoon, an oft-avoided locale known for its gelatinous inhabitants. As I soared through the waters, I began to take note of the density of Ooze population fluctuating as I got closer to a particular ravine. Upon inspection, I ran into Velvenyx. He initially assumed I had come to plunder his lair. To put him at ease, I subdued him and explained my research. Of course, Velvenyx yielded to my superior magic and explained that he had been the one creating these Oozes, but his experiments weren't taking him any further. In exchange for what I had already uncovered, Velvenyx showed me how to put together a set of Silken Gloves from his crystals that would allow me to manipulate objects from afar. As far as I'm aware, Velvenyx keeps various little trinkets in his lair made from the gems that he plucks from his wings. If all goes well, I might return and see if I can make further use of such a resource.

KINETICISTS SILKEN GLOVES

Wondrous item, very rare (requires attunement)

This pair of silken gloves have a series of gem fragments sewn into the fabric of its finger sleeves. The gems seem to be made from that of an Amethyst dragon and allow the wielder to manipulate objects at a distance through telekinesis.

While wearing these gloves you have resistance to psychic damage and can cast the *mage hand* cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible.

Additionally, you can cast the *telekinesis* spell without verbal or somatic components. Once you use this feature you can not do so again until you complete a long rest.

KYORGANAX

CLASSIFICATION METRICS

Basic Information

Name: Kyorganax

Gender: Male

Type: Chromatic (Black)

Age Category: Ancient

Alignment: Lawful Evil

Physical Characteristics

Length: 92ft (Nose to Tail)

Size Category: Gargantuan

Wingspan: 178ft

Weight: 42,000lbs

Distinguishing Features: Dozens of demonic eyeballs protruding from the underside of the dragon's wings.

Encounter Information

Preferred Habitat: Kulakuyu Jungle

Territory Size: The entirety of the jungle he resides within. Several hundred square miles.

Social Structure: Has a group of followers who call themselves The Watchful. He enjoys their platitudes but takes no direct leadership and prefers being alone.

Typical Behaviour: Vindictive, domineering, territorial.

Encounter Information

Preferred Tactics: Kyorganax prefers to take the higher ground and display his eyed wings to challenge his foes to battle. Any who resist his aura he will hunt down over a period of weeks, doing everything he can to induce paranoia. This ranges from breaking down trees in the distance to stealing random objects from his victims' camps and leaving dead animals on the path ahead of them.

Known Weaknesses: He is susceptible to large amounts of visual stimuli; any sufficiently bright light or series of flashing colours renders him vulnerable to damage from melee attacks.

Unique Abilities: The first time any creature sees Kyorganax, they must succeed on a DC 20 Charisma save or feel immense guilt in their hearts. The creature is compelled to stand their ground or be branded a coward forever; all movement away from Kyorganax is halved.

Personal Notes

I had never been to the Abyss, for good reason, I might add. My first venture was fascinating but expectedly horrid. The landscapes melded between flesh, earth, and structures so much so that there was little way to tell them apart. For most of my exploration, I remained in the first layer; I had work to do back home, and this was intended to be merely a small jaunt. I didn't have time for a descent into madness. Figured I'd save that for my retirement years. What I didn't expect was to meet such a fascinating individual. Near one of the borders to the 2nd layer, I ran into Kyorganax, a tormented black dragon cursed to see all the horrors of the abyss at all times. His many eyes made him unable to look away. I found him chained up, presumably, he offended some chaotic prick and ended up here as a result of his own malice. But I found

his punishment interesting and freed him to garner favour, perhaps learn a thing or two from him. As it turns out, Kyorganax had led an army into the Abyss from the Nine Hells, a purely selfish mission to attempt to garner favour from his Queen. He couldn't return a victim, so as far as I am aware, he escaped to the prime and is now lurking in some cave within the Kulakuyu Jungle. His imprisonment, however, did fascinate me. His unique form provided a great deal of inspiration for one of my more magnificent works of arcana, Visionary Demonplumes. I do hope to visit him again one day and thank him for that spark of brilliance.

VISIONARY DEMONPLUMES

8th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (the desiccated eyeball of a demon)

Duration: Concentration, up to 1 minute.

Upon casting this spell, giant fleshy wings, adorned with hundreds of varying-sized eyeballs, sprout from your back. These nightmarish wings unnerve and torment the minds of your enemies making them feel immeasurable guilt for fleeing a battle. You gain advantage on all Wisdom (Perception) checks, and any enemy within 60 feet of you that moves away on its turn has its movement speed reduced by the same amount it moved during that turn. If a creature's movement ends as a result of moving away from you, it must succeed on a Constitution saving throw or suffer 14d10 psychic damage, or half as much on a successful save and the creatures movement returns to normal.

Classes: Sorcerer, Warlock, Wizard

ILLTWEED THE GURGLER

CLASSIFICATION METRICS

Basic Information

Name: Illtweed the Gurgler

Gender: Unknown

Type: Deep

Age Category: Adult

Alignment: Chaotic Neutral

Physical Characteristics

Length: 35ft (Nose to Tail)

Size Category: Large

Wingspan: 43ft

Weight: 15300lbs

Distinguishing Features: Illtweed gets its name from the decay that has ravaged their skin, creating hollows around their joints. When they emerge from water, the moisture on their skin produces a

gurgling noise as it seeps out through these openings.

Encounter Information

Preferred Habitat: They reside in the deeper areas of the Steeltooth Caverns beneath the capital city, making their home in old mining tunnels that have been flooded with ocean water, sometimes intentionally so in order to expand their watery domain.

Territory Size: An indeterminate length of tunnel miles.

Social Structure: Academically social; doesn't keep friends if they no longer have things to share.

Typical Behaviour: Lurks near the surface and awaits people to talk to; if they don't have something to teach, Illtweed will attempt to drown them.

Encounter Information

Preferred Tactics: Illtweed prefers to retreat, avoiding combat at all costs if their enemies outnumber them.

Known Weaknesses: Curative magics that would repair the rotted caverns on their body remove Illtweed's innate leaking poison.

Unique Abilities: Illtweed constantly leaks a disgusting ichorous poison; whilst underwater, it contaminates the water around them, causing all creatures that swim into the areas they have been within the last round to become poisoned. Additionally, if a creature hits Illtweed with a melee weapon attack, they must make a DC 14 Constitution saving throw or become poisoned.

Personal Notes

Illtweed has become an excellent friend of mine. I always have secrets to bring them, and they, in turn, share with me some of the goings-on within the city. I'm not entirely a fan of being locked down to urban life, so it's good to be able to return to an ally every so often and get the rundown. My last visit to Illtweed granted me some insight into a group of Tiamat cultists that have bragged about finding a living dragon head the size of a small village. I seldom choose to explore such extreme rumors, but Illtweed's intuition is telling them it's real. I might investigate in the coming weeks, as new draconic leads have been rather dry as of late.

DEEP DRAGONBORN

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Size: Medium

Speed: 30 ft., swim equal to your walking speed

Swimming. Because of your webbed toes and axillary webbing you have a swimming speed equal to your walking speed. You can't use this swimming speed if you're wearing medium or heavy armour.

Amphibious. You can breathe air and water.

Viscous Ejection. When you take the Attack action on your turn, can replace one of your attack with an expulsion of poisonous liquid in a 30-foot line that is 5 feet wide. Each creature in that area must make a Constitution saving throw

(DC = 8 + your Constitution modifier + your proficiency bonus).

On a failed save, the creature takes 1d10 poison damage. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Viscous Ejection a number of times equal to your proficiency bonus, and you regain all expended use when you finish a long rest.

Bathe in Filth. You have resistance to poison damage and immunity to the poisoned condition.

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

NOTES:

Hello! I'm trying a new format here for this document because it seemed like a fitting time to try it out. The writer of this document will remain a secret for now! But it's subject Master Samuel Eldridge has a long story after the events in this document and I hope to explore it in a later release. I hope you all like the style and enjoy using this content at your table.
Yours sincerely, AwkwardDM.

ACKNOWLEDGMENT

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