

DRAGONS REWORKED PART IV: DRAGON HALL OF FAME

WHILE "DRAGONS" ARE IN THE TITLE OF THE GAME, I FELT THAT NOT ENOUGH WORK HAS GONE INTO DRAGONS AND DRAGONKIN.

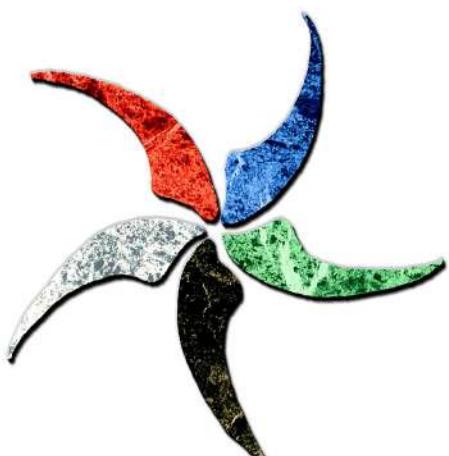


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Thanks



On the left, the symbols of Bahamut and Tiamat, on the right, the symbol of Io - Credits:

Symbol of Bahamut: 4th Edition Player's Handbook

Symbol of Tiamat: [Glenn Moyer](#); Original from the 4th Edition Player's Handbook

Symbol of Io: Dennis Crabapple McClain (Couldn't find out which DnD Book specifically)

ASHARDALON

A traditional song called The Coming of Ashardalon describes the depredations of this red dragon of immense power and self-importance. This enormous red dragon was the first to hold the name Ashardalon and is well known for his tenacious clasp on life, no matter his injuries and setbacks. When he was struck a mortal blow, the dragon bound a demon into his breast as a second heart. But when that too threatened to fail him, Ashardalon left the world to find the sustenance he required to live forever. Ashardalon resembles an ancient red dragon in its prime, but certain odd features stand out. He has a demonic visage, and on his chest is a gruesome scar in the shape of a large winged humanoid—a balor. The dragon's eyes are twin beams of burning fire, and tiny bolts of lightning constantly play between his claws and fangs.

ASHARDALON LORE

A character knows the following information with a successful Arcana or History check.

DC 10: Ashardalon's rampages brought sorrow and misery to the land. The red dragon was worshiped by a cult that built a citadel for the great wyrm to serve as his lair. But foes sunk the dragon's citadel to sunless depths beneath the earth, destroying the cult and dealing Ashardalon a mortal injury.

DC 20: Remnants of the cult survived this disaster, and it reconstituted itself around a relic of its dragon liege: Ashardalon's heart. With a magic born of equal parts skill, faith, and desperation, the cultists rekindled the heart—but not to life. The ritual infused it with the energy of the Shadowfell and transformed it, reborn in undead darkness, into the center of faith and necromantic power for the cult. The cultists hoped to call back Ashardalon, but the dragon never answered their summons.

DC 25: Ashardalon received a blow so grievous that his heart was damaged beyond repair. The dragon, calling on all his craft and knowledge of ancient rituals, managed to replace his heart with a magically bound demon—no less than a balor, named Ammet. But so terrible was Ashardalon's wound that even Ammet's enchanted labor began to fail the dragon's body. Ashardalon began to search for a source of life energy so pure that nothing could ever again threaten to kill him.

DC 30: Ashardalon's lair is a mysterious domain in the Astral Sea called the Bastion of Unborn Souls. Claims that the Bastion is a font of preincarnate souls are derided as improbable. Still, the Bastion's crystalline trees sprout soullike manifestations like brilliant points of light. When "ripe," they fall from the trees and flow away, possibly to incarnate as living creatures. Whatever the truth, each point of light is a source of life and energy to a creature that consumes it. Ashardalon has ensconced himself in the center of the Bastion, bathed in a stream of raw soulstuff to keep his faltering life steady. Like a boulder in a stream, the dragon's body interrupts the flow, which beads across him like water.

Credit: WotC: 4th Edition Draconomicon I: Chromatics



ASHARDALON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	18 (+4)	18 (+4)	27 (+8)

Saving Throws Dex +10, Con +18, Wis +13, Cha +17

Skills Athletics +19, Perception +22, Stealth +10

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., truesight 120 ft., passive

Perception 32

Languages Abyssal, Common, Draconic, telepathy 120ft.

Challenge 29 (135,000 XP)

Abyssal Aura. At the start of each of Ashardalon's turns, each creature within 10 feet of him takes 7 (2d6) fire damage plus 7 (2d6) lightning damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Ashardalon or hits him with a melee attack while within 5 feet of him takes 7 (2d6) fire damage plus 7 (2d6) lightning damage.

Bleeding Breath. When Ashardalon drops below half his hit point maximum (293), he immediately recharges and uses his Abyssal Breath. If the triggering creature is within range Ashardalon will center the attack on that creature.

Destroyed Prison. When Ashardalon is reduced to 0 hit points, Ammet a legendary **baron** bursts forth from his chest. Ammet rolls for initiative and attacks the party.

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

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

Magic Weapons. Ashardalon's weapon attacks are magical.

Actions

Multiattack. Ashardalon can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage plus 13 (3d8) lightning damage.

Claw. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage plus 13 (3d8) lightning damage. If Ashardalon scores a critical hit, he rolls damage dice three times, instead of twice.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. **Hit:** 19 (2d8 + 10) bludgeoning damage plus 10 (3d6) fire damage and the target must succeed on a DC 27 Strength saving throw or be pulled up to 20 feet towards Ashardalon.

Immolation. Ashardalon spits an electrical ball of fire at one creature within 90 feet. The target must make a DC 26 Dexterity saving throw taking 28 (8d6) fire damage plus 27 (6d8) lightning damage on a failure and if the target is a creature or a flammable object, igniting or taking half as much damage and not catching fire on a successful save. Until a creature douses the fire, with at least 5 gallons (= ~20 litres) of water, it takes 14 (4d6) fire damage at the start of each of its turns.

Frightful Presence. Each creature of Ashardalon's choice that is within 120 feet of Ashardalon and aware of him must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Ashardalon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Ashardalon uses one of the following breath weapons.

Abyssal Breath. Ashardalon exhales fire and lightning in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 54 (16d6) fire damage plus 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Demonfire Breath. Ashardalon exhales demonic fire in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 26 Constitution saving throw, taking 21 (6d6) fire damage plus 22 (4d10) necrotic damage and having its resistance against cold, fire, lightning and necrotic damage be lowered by 1 stage for 1 minute on a failed save and only taking half as much damage on a successful one. (= Immunity becomes resistance, resistance is lost, no resistance becomes vulnerability)

Erupting Teleport (Recharge 4-6). Ashardalon magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see. Each creature within 20 feet of Ashardalon at the destination of his teleport has to make a DC 25 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Tail Strike. Ashardalon makes a tail attack against one creature that made an attack against him.

Legendary Actions

Ashardalon 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. Ashardalon regains spent legendary actions at the start of his turn.

Detect. Ashardalon makes a Wisdom (Perception) check.

Tail Attack. Ashardalon makes a tail attack.

Spit Fire (Costs 2 Actions). Ashardalon makes an immolation attack.

Wing Attack (Costs 2 Actions). Ashardalon beats his wings. Each creature within 15 feet of Ashardalon must succeed on a DC 27 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage plus 13 (3d8) lightning damage and be knocked prone. Ashardalon can then fly up to half his flying speed.

ASHARDALON TACTICS

Ashardalon flies into combat and releases his *demonfire breath*. He then uses his legendary actions to make *immolation* attacks. On the following rounds he alternates between using *multiattack* and *erupting teleport* depending on what is more advantageous. Ashardalon knows that if he is killed, the balor in his chest will have its freedom, so when he feels truly threatened, he warns his foes: "Fools! Kill me, and you release Ammet, Eater of Souls!"

AMMET, EATER OF SOULS

Ammet is a legendary Balor (MM p.55) with the following additional traits:

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

Innate Spellcasting. Ammet's spellcasting ability is Charisma (spell save DC 20). He can innately cast the following spells, requiring no material components:

At will: detect magic, fireball

3/day each: blight, wall of fire

1/day each: earthquake, power word stun

Legendary Action. Ammet 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. Ammet regains spent legendary actions at the start of his turn.

Detect. Ammet makes a Wisdom (Perception) check.

Whip. Ammet makes a wip attack.

Fireball. Ammet casts the fireball spell.

Teleport (Costs 2 Actions). Ammet uses his teleport.

Spell (Costs 3 Actions). Ammet casts a spell.

THE SUNLESS CITADEL

Ashardalon was a creature of great fury and power even before he achieved his legendary status or gathered a cult following. Indeed, at least a century prior to the wound that ultimately paved the way for his demonic heart, he and his red dragon mate hunted a lush green land called the Golden Plain. The Golden Plain was ruled by a human king who dwelt in a many-towered fortress. As Ashardalon grew more reckless with his power, he came into direct conflict with the kingdom and its king. Thinking to show the dragon a monarch's true might, the king sent a secret force of his knights to slay Ashardalon's mate. Upon learning of his mate's death, Ashardalon went on a rampage so fierce and so extended that the land itself finally buckled, pulling the king's fortress beneath the ground. The once-lush region was renamed the Ashen Plain, and the fortress was rechristened the Sunless Citadel. In this sunken castle, Ashardalon's first followers came to revere him.

CYAN BLOODBANE

Of all the green dragons that have ever lived, few are as despised as Cyan Bloodbane. Gifted with a keen intellect and a knack for manipulation that far outstripped the cunning of his peers, he exploited his talents to advance his standing in the eyes of his dread mistress, Tiamat. Cyan is exceptionally selfish, capable of any malicious act to further his agenda and to improve his prestige with the Dark Lady. Above all, Cyan detests humanoids, seeing them as weak and unworthy. He takes special pleasure in tormenting elves, wrecking their minds with his filthy whispers.

Massive yet sleek, powerful but with slender limbs and a long, thin neck, Cyan Bloodbane has more in common physically with a mirage dragon than he does with a typical green dragon. His appearance might lead an observer to think him sickly or weak—a mistake any individual makes only once. Cyan's scales darken toward the middle of his back, giving way to light green and brown bands across his middle. He has no flared ridge, his head instead smooth and snakelike. Barbels hang like whiskers from his snout and chin, delicate sensory organs designed to help scent enemies and food. His eyes are black except in the presence of light, when they reveal a reddish hue that speaks to his wickedness.

Credit: WotC: 4th Edition Draconomicon I: Chromatics



CYAN BLOODBANE

Gargantuan dragon, lawful evil

Armor Class 24 (natural armor)

Hit Points 525 (30d20 + 210)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	29 (+9)	24 (+7)	27 (+8)

Saving Throws Dex +11, Con +15, Wis +15, Cha +16
Skills Athletics +16, Deception +24, Insight +15,

Perception +23, Persuasion +16, Stealth +19

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

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

Perception 33

Languages Common, Draconic

Challenge 28 (120,000 XP)

Amphibious. Cyan can breathe air and water.

Bleeding Breath. When Cyan drops below half his hit point maximum (263), he immediately recharges and uses his Psychedelic Spray. If the triggering creature is within range Cyan will center the attack on that creature.

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

Nightmare Aura. Any creature within 60 feet of Cyan has disadvantage on Wisdom saving throws as their perception of reality is warped. In addition any creature that starts its turn within 30 feet of Cyan or enters this area for the first time during its turn, takes 7 (2d6) psychic damage and while in the area automatically fails saving throws against being frightened.

Spellcasting. Cyan is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Cyan has the following wizard spells prepared:

Cantrips (at will): *chill touch, friends, minor illusion, poison spray, prestidigitation*

1st level (4 slots): *charm person, detect magic, magic missile, silent image, tasha's hideous laughter*

2nd level (3 slots): *blur, detect thoughts, invisibility, misty step, phantasmal force*

3rd level (3 slots): *bestow curse, counterspell, dispel magic, fear, hypnotic pattern, major image, nondetection*

4th level (3 slots): *confusion, greater invisibility, phantasmal killer*

5th level (3 slots): *dominate person, geas, mislead, modify memory, scrying*

6th level (2 slots): *contingency, mass suggestion, programmed illusion*

7th level (2 slots): *prismatic spray, project image*

8th level (1 slot): *dominate monster, feebblemind, power word stun*

9th level (1 slot): *power word kill, weird*

Actions

Multiattack. Cyan can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Flyby. Cyan can make two claw attacks and does not provoke opportunity attacks until the end of his turn.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Beguiling Words. Cyan speaks magically enchanted words to one creature within 60 feet. A target must make a DC 24 Wisdom saving throw or be charmed for 1 minute. Cyan can issue a command to a charmed creature as a bonus action. A charmed creature considers Cyan a trusted and revered superior and will do its best to carry out any command given to it by him. A charmed creature can repeat the saving throw at the end of each of its turns.

Frightful Presence. Each creature of Cyan's choice that is within 120 feet of him and aware of him must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Cyan's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Cyan uses one of the following breath weapons.

Poison Breath. Cyan exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Psychedelic Spray. Cyan exhales psychedelic poison in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 42 (12d6) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and not being poisoned on a successful one. While poisoned in this way roll a d8 at the start of the creature's turn. On a 1 or 2 the creature does nothing and its turn is wasted. On a 3 or 4 the creature takes no action but uses all its movement to move in a random direction. On a 5 or 6, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. On a 7 or 8 the creature can act normally. A poisoned creature can repeat its saving throw at the end of each of its turns.

Creeping Silence (Recharge 4-6). For 10 minutes, no sound can be created within or pass through a 20-foot-radius sphere centered on a point of Cyan's choice within 120 feet. Cyan must hold concentration on this effect as though concentrating on a spell. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. Any creature that enters the area for the first time or starts its turn in the area must make a DC 24 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Tail sweep. Cyan makes a tail attack against one creature that didn't move on its turn. If the attack hits, the target has to succeed on a DC 24 Dexterity saving throw or be knocked prone.

Legendary Actions

Cyan 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. Cyan regains spent legendary actions at the start of his turn.

Detect. Cyan makes a Wisdom (Perception) check.

Tail Attack. Cyan makes a tail attack.

Mind Game. Cyan uses his beguiling words.

Wing Attack (Costs 2 Actions). Cyan beats his wings. Each creature within 15 feet of him must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Cyan can then fly up to half his flying speed.

CYAN BLOODBANE LORE

A character knows the following information with a successful Arcana or History check.

DC 10: Though he is believed to be long dead, Cyan Bloodbane remains a dark presence in the minds and hearts of elves, evoking terror with the mere whisper of his name. Elves follow up on even sketchy rumors to ensure that their great enemy never returns to their lands.

DC 15: Cyan's unsavory reputation stems from his part in the first movements of an old war between the forces of Tiamat and her longtime enemy Bahamut. He did not want to be involved in the brimming conflict but knew his reluctance would mean his destruction: If Tiamat won, she would punish those who failed her, and if Bahamut proved victorious, no place would be safe for chromatic dragons. Rather than endure the pain and agony of war, he sought other means to aid his queen.

DC 20: The opportunity Cyan sought was revealed when an old elf king, fearing that the conflict would spill into his ancient woodland nation, turned to an artifact of great power: an Orb of Dragonkind. By using the Orb, he called on Cyan to attend the elf leader. Cyan could have killed the desperate elf, and in doing so could have weakened his people enough to make them vulnerable to attack, but the dragon had other plans.

DC 25: Cyan seduced the old king, whispering venomous advice backed by empty promises and false hopes. He offered to help the king protect his people and suggested that the lord unleash the magic of the artifact. In doing so, the elf king suffused his land with raw power and became a prisoner of the dragon's poisonous lies. Cyan twisted the king's mind, forcing him to shape the magic into his deepest fears and transform his ancient kingdom into a land of terrifying nightmares.

DC 30: Before Cyan could complete his work, a group of heroes battled through the shades of the elf king's fears and defeated him. The dragon escaped, though, and harbors a burning hatred for the heroes who beat him and for the elves who escaped his evil.

CYAN BLOODBANE TACTICS

Cyan Bloodbane will try to use misdirection and subterfuge to surprise and potentially betray the party, starting combat with this grand betrayal at an opportune time. He starts off getting as many creatures as possible into his *nightmare aura* and then use *creeping silence* against as many targets as possible, especially spellcasters. He also tries to gain the best use out of his *frightful presence* this way. He then uses his *psychedelic spray* on as many creatures as possible and casts spells in subsequent rounds until either his *creeping silence* or *psychedelic spray* recharge.

DRAGOTHA

In the shadow of fabled White Plume Mountain lies a dismal land, a blighted place of gnarled trees, bone fields, and roaming, hungry undead. The foul taint staining this region originates in the lair of a loathsome creature whose name inspires terror in even the boldest of heroes: Dragotha, the Death Dragon.

Little remains of Dragotha's flesh to indicate that this undead horror was once a red dragon. Twin horns snake from the back of its skull; smaller ones are blackened by flame, cracked, splintered, or missing altogether, leaving dark holes that now hold only burrowing parasites. Tattered membranes clothe its wings while mummified tissue clings to its tail and massive rib cage. Webs hang from its frame while bright green maggots squirm in its joints. If the presence of this massive skeletal dragon were not enough, Dragotha's baleful blue stare radiates all the malice and evil that fuels this undead monstrosity. To behold it is to see death.

DRAGOTHA LORE

A character knows the following information with a successful Arcana or History check.

DC 10: Dragotha embodies the perfect fusion of dragon and undead. Such is Dragotha's reputation that this dracolich has acquired misguided cultists who erect shrines in the wreckage of its domain. Since the undead dragon rarely has use for living servants, these feckless acolytes receive the curse of undeath as their reward for constant service.

DC 15: Ages ago, Dragotha was a celebrated consort of Tiamat, a mighty red dragon chosen for his strength and cunning, as well as unwavering loyalty to his mistress. He was dutiful and felt an earnest affection for the god, sparing him her wrath far longer than any other consort. For all the Dark Lady doted on Dragotha, though, he had little protection from ambitious dragons that craved his vaunted position. Through his long years, he squared off against numerous dragon ascendants, each more powerful than the last.

DC 20: Dragotha's fall came when a vicious dragon challenged him. He dealt with the upstart as he had others, tearing out its throat and devouring its heart. Unknown to him, his rival was the son of Tiamat, whose death enraged his mistress. Realizing his doom was at hand, Dragotha fled Tiamat's realm to find refuge in the mortal world. Even far from cruel talons of his former lover, he knew her servants would find him—and when they did, they would kill him.

DC 25: Dragotha's fall came when a vicious dragon challenged him. He dealt with the upstart as he had others, tearing out its throat and devouring its heart. Unknown to him, his rival was the son of Tiamat, whose death enraged his mistress. Realizing his doom was at hand, Dragotha fled Tiamat's realm to find refuge in the mortal world. Even far from cruel talons of his former lover, he knew her servants would find him—and when they did, they would kill him. Dragotha agreed, and not long afterward, Tiamat's spawn descended on him and killed him. As the dragon lay, broken and dying, Kyuss made good on his vow. Instead of restoring him to life, however, Kyuss transformed Dragotha into a terrifying dracolich.

DC 30: After this final betrayal, Dragotha withdrew to a hidden cave, contaminating the lands around. Hoarding treasures in the endless depths, the great monster rarely stirs these days. Rumor holds that the dracolich was drawn out of its lair once when adventurers breached the dungeons of White Plume Mountain, and again when Kyuss's cultists sought to elevate the undead priest to godhood.



DRAGOtha

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Athletics +17, Perception +16, Stealth +7

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 28 (120,000 XP)

Bleeding Breath. When Dragotha drops below half his hit point maximum (273), he immediately recharges and uses his Death Breath. If the triggering creature is within range Dragotha will center the attack on that creature.

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

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

Actions

Multiaction. Dragotha can use his Frightful Presence and Dragotha's Contempt. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage plus 13 (2d12) necrotic damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage plus 13 (2d12) necrotic damage and the target has to succeed on a DC 24 or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws until the end of its next turn.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. **Hit:** 19 (2d8 + 10) bludgeoning damage plus 13 (2d12) necrotic damage.

Dragotha's Contempt. Dragotha shoots a glare at one creature within 90 feet. The target must make a DC 24 Charisma saving throw taking 32 (5d12) necrotic damage and being stunned for 1 minute on a failure or taking half as much damage and not being stunned on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightful Presence. Each creature of Dragotha's choice that is within 120 feet of Dragotha and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Dragotha's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Dragotha uses one of the following breath weapons.

Fire Breath. Dragotha exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Death Breath. Dragotha exhales negative energy in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 91 (14d12) necrotic damage on a failed save, or half as much damage on a successful one.

Death Wind. Dragotha exhales a blast of necrotic energy in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 24 Constitution saving throw, taking 45 (7d12) necrotic damage and having its resistance against necrotic damage be lowered by 1 stage on a failed save and only taking half as much damage on a successful one. (= Immunity becomes resistance, resistance is lost, no resistance becomes vulnerability)

Dragotha's Demand (Recharge 5-6). Dragotha tries to forcibly drain the vitality around it. Negative energy erupts in a 20-foot radius centered on Dragotha. Each creature Dragotha chooses, in that area must make a DC 21 Constitution saving throw. A creature takes 39 (6d12) necrotic damage on a failed save, or half as much damage on a successful one. Additionally, a creature that failed its saving throw takes another 19 (3d12) necrotic damage at the start of each of its turns 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. Regardless, Dragotha gains 39 (6d12) temporary hit points, when using this action.

Reactions

Dragotha's Curse. When a creature hits Dragotha with an attack, while within 120 feet of him, Dragotha can try to curse it as a reaction. The triggering creature has to succeed on a DC 21 Charisma saving throw or gain vulnerability to all damage until the end of Dragotha's next turn.

Legendary Actions

Dragotha 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. Dragotha regains spent legendary actions at the start of his turn.

Detect. Dragotha makes a Wisdom (Perception) check.

Tail Attack. Dragotha makes a tail attack.

Glare. Dragotha uses Dragotha's Contempt.

Wing Attack (Costs 2 Actions). Dragotha beats his wings. Each creature within 15 feet of Dragotha must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Dragotha can then fly up to half his flying speed.

DRAGOtha TACTICS

Dragotha strikes quickly to maim and incapacitate victims. At the first sign of intruders, it takes to the air, blasting its foes with its *fire breath*. It then tries to get as many creatures as possible under the effect of *dragotha's demond*. On subsequent rounds it uses *dragotha's contempt* against especially dangerous foes and tries to affect as many heavy-hitters like Barbarians, Fighters and Paladins, who rely on Strength with its claws. A creature, unfortunate enough to fall victim to *dragotha's curse* will find itself beset by a full round of attacks. On subsequent rounds it uses *death wind* and tries to hit as many affected creatures as possible with its *death breath*.

UNHOLY WAR

As powerful as Dragotha is, its most hated enemies are even more so. If there are two beings in the world—nay, all the worlds—whom Dragotha can be said to despise above all others, they would be Tiamat, the Queen of Dragons, and Kyuss, the Worm That Walks. The former is a goddess; the latter an undead priest of horrific might, not a god yet but very nearly as potent. Both granted Dragotha great power, great authority—and both ultimately betrayed him, leading him to his current, abhorrent state.

Many of Dragotha's current schemes are devoted to wreaking horrible vengeance upon those who turned on him—and yet the undead dragon is nothing if not cunning and oh, so patient. At times the dracolich has masqueraded as a loyal servant to both entities, most recently taking part in a convoluted scheme intended to grant Kyuss true godhood. Though it led the Worm that Walks to believe that its service was genuine, Dragotha sought only to grow close enough to Kyuss to slay the vile priest. It hopes for the opportunity to commit deicide against Tiamat as well, though it is unsure how. Some sages speculate that it seeks to usurp her place as a god of dragons, but Dragotha—though ambitious—currently shows no signs of any such objective. Lately, Dragotha has contemplated turning the followers of Tiamat and Kyuss against each other, but as yet hasn't come up with a viable way of going about it.

Because of this burning hatred it holds for two beings of ultimate evil, Dragotha could potentially wind up allied even with good-aligned PCs, if their objectives overlap with its own. Anyone who proves worthy, and demonstrates the willingness to take on either the worshipers of Tiamat or the mad cults of Kyuss, attracts Dragotha's interest.

GULGOL

Deep in the swamps of a marshy isthmus the size of a small continent, a self-proclaimed god who calls herself the Lizard Queen demands worship from the native lizardfolk and tribute from all others. This ponderous beast is unlike any black dragon known to adventurers or sages. Others of her kind are sinuous and slender, with low-slung bodies, but Gulgol is a massive, corpulent creature. Leathery flesh bulges between scales that never grew sufficiently to cover her astonishing bulk. It hangs in rolls from her tail, from her neck, and beneath her squinting, porcine eyes. She breathes heavily with exertion, her legs bent beneath her heavy body, and her voice is a deep rasp punctuated by sharp inhalations.

Do not mistake her corpulence and pumping breath for a sign of weakness, or assume that her inherent laziness makes her an easy target. Those who do rarely survive to appreciate the magnitude of their error.

GULGOL LORE

A character knows the following information with a successful Arcana or History check.

DC 10: Gulgol is a great black dragon that dwells in the depths of the Fenreach. Gulgol has dwelt in the swamp for several centuries. She eventually grew to dominance over the rest of her clutch, and rumor has it she consumed her siblings.

DC 15: The swamp's lizardfolk and other tribes consider Gulgol a god, serving her fanatically. Communities of the swamp must send her tribute or be raided by her followers, and travelers who grow lost in the Fenreach must choose whether to be enslaved or eaten, unless they are rich enough to buy their freedom. She insists on being addressed as "Queen Gulgol" or "Your Majesty." Anything less is an insult, and those who offend Gulgol become her next meal.

DC 20: Gulgol's zealous followers include a coven of green hags —named Zunuris, Ilbotha, and Shenvush— and their servitor trolls; a tribe of savage humans and their semitrained hydra; and a tribe of blackscale lizardfolk whose name translates loosely as "Broken Fang Tears Violently." Her vizier is a guardian naga named Alhashna, and her other three closest advisors are a trio of yuan-ti malison incanters who believe Gulgol to be favored by the serpent-god Zehir.

DC 25: Gulgol is known as lazy and gluttonous, not only to those who have studied her but to other dragons as well. She is amazingly obese for a dragon and refuses to expend any unnecessary effort; her worshipers' duties include delivering all her meals and comforts. She is less agile than other black dragons but is nevertheless powerful, and she can exert herself if need be.

DC 30: Through centuries of practice and the study of draconic magic, the Lizard Queen has altered her innate abilities. She has acquired the power to force a measure of obedience from all around her.

Credit: WotC: 4th Edition Draconomicon I: Chromatics



GULGOL

Huge dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	25 (+7)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +6, Con +13, Wis +7, Cha +9

Skills Athletics +12, Perception +13

Damage Immunities acid

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

Languages Common, Draconic

Challenge 20 (25,000 XP)

Amphibious. Gulgol can breathe air and water.

Bleeding Breath. When Gulgol drops below half her hit point maximum (135), she immediately recharges and uses her Acid Breath. If the triggering creature is within range Gulgol will center the attack on that creature.

Innate Spellcasting. Gulgol's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Gulgol can innately cast the following spells, requiring no material components:

At will: *command* (5th-level), *crown of madness*, *dissonant whispers* (5th-level)

3/day each: *charm monster*, *dominate person*, *hold person* (5th-level), *synaptic static*

1/day each: *dominate monster*, *feeblemind*, *power word pain*

Legendary Resistance (3/Day). If Gulgol fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Gulgol can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Acid Spit. Gulgol spits a glob of acid at one creature within 90 feet. The target must make a DC 21 Dexterity saving throw, taking 22 (5d8) acid damage and nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers on a failed save, or taking only half as much damage on a successful save. The armor is destroyed if the penalty reduces its AC to 10.

Frightful Presence. Each creature of Gulgol's choice that is within 120 feet of her and aware of her, must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Gulgol uses one of the following breath weapons.

Acid Breath. Gulgol exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. Gulgol exhales acid in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 27 (6d8) acid damage and being blinded for 1 minute on a failed save, or half as much damage and not being blinded on a successful one. A creature that is blinded can use its action to wash its eyes, if it has access to fresh, clean water, to end the effect early.

Fog of Obedience (Recharge 5-6). Magical fog spreads from a point Gulgol chooses within 60 feet of her to fill a 20-foot radius sphere for up to 10 minutes. Gulgol must hold concentration on this effect as though concentrating on a spell. The fog spreads around corners and the area in the fog is heavily obscured. Any creature that enters the area for the first time or starts its turn in the area must make a DC 17 Wisdom saving throw, taking 27 (6d8) psychic damage and having to use its reaction to attack a creature of Gulgol's choice on a failed save, or only taking half as much damage on a successful one.

Reactions

Tail Slash. Gulgol makes a tail attack against one creature that missed her with a melee attack.

Legendary Actions

Gulgol 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. Gulgol regains spent legendary actions at the start of her turn.

Detect. Gulgol makes a Wisdom (Perception) check.

At Will Spell. Gulgol uses a spell she can cast at will.

Tail Attack. Gulgol makes a tail attack.

Spell (Costs 2 Actions). Gulgol casts a spell.

Wing Attack (Costs 2 Actions). Gulgol beats her wings. Each creature within 15 feet of Gulgol must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Gulgol can then fly up to half her flying speed.

GULGOL TACTICS

Gulgol is a straightforward combatant, eschewing stealth for brute force. She normally begins with *frightful presence*—she loves watching others cower—, she then uses *fog of obedience* and *vitriolic spray* on subsequent rounds. She spends her legendary actions mostly casting spells like *synaptic static* and *dissonant whispers*.

THE FENREACH

The distant Fenreach is an isthmus that connects two great landmasses. It is nearly the size of a small continent and is covered by deep swamp and marshy forest. Several rivers run through it, allowing merchant vessels to travel across the Fenreach rather than circumnavigating the continents, but these waterways are tricky, hidden, and impassable without the services of native guides whose services do not come cheap. The humanoid inhabitants of the Fenreach dwell in small villages built on hummocks, or in trading stations constructed in the wrecks of ships.

Life here is hard: sweltering, vermin-ridden, waterlogged, and beset by hunger and plague. Further, the people here must deal constantly with lizardfolk, yuan-ti, hideous reptiles, and even undead. And worse than them all, spoken of only in hushed whispers and bedtime tales meant to frighten children, is Queen Gulgol, selfproclaimed god of the swamp and all who dwell within.

A character knows this information with a successful DC 20 History or Nature check.

CLERIC DOMAIN

LIZARD QUEEN DOMAIN

LIZARD QUEEN DOMAIN SPELLS

Cleric Level Spells

1st	<i>arms of hadar, inflict wounds</i>
3rd	<i>melf's acid arrow, silence</i>
5th	<i>elemental weapon, stinking cloud</i>
7th	<i>blight, vitriolic sphere</i>
9th	<i>cloudkill, contagion</i>

BONUS CANTRIPS

At 1st level, you learn the *acid splash* and *primal savagery* cantrips, which don't count against the number of cleric cantrips you know. You also gain resistance to acid damage.

CHANNEL DIVINITY: INFUSE ELEMENT

Starting at 2nd level, you can use your Channel Divinity to change the damage type of your spells for one minute.

As an action, you present your holy symbol and call upon the might of the Lizard Queen. For the next minute any spell you cast, that deals damage can deal either the original damage type or acid damage instead.

ACRID PHYSIOLOGY

Starting at 6th level, you have immunity to acid damage.

ACIDIC STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the vitriol of your queen. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

LIZARD QUEEN'S WILL

Starting at 17th level, you have become a true enforcer of Gulgol's will. You can cast the *command* and *suggestion* spells at will requiring no vocal or material components for the spells using your cleric spellcasting ability.

Author's Note: This subclass is mostly cobbled together to make Anachthul feel more unique and so you can apply it to your own servants of Gulgol the Lizard Queen. I have not balanced it against other Cleric Domains and it is not intended for player use.

THE PRIESTS OF GULGOL

Although most of Gulgol's "court," and many of her followers, consider her to be royalty, a large portion of the more primitive tribes that serve her treat her as a true goddess. She is not just a secular leader to them but a truly divine entity, to whom they direct the entirety of their worship and their sacrifices—both treasure and living beings.

The bulk of these worshipers are lizardfolk from the various tribes of the Fenreach, but they also include a fair number of kobolds, trolls, hags, and yuan-ti.

Gulgol's high priest is a truly vile entity by the name of Anachthul. A yuan-ti abomination, Anachthul and his yuan-ti and hag underpriests rule utterly over Gulgol's worshipers. Those who pay homage to the Lizard Queen are willing to die—and, far more frequently, to kill—at Anachthul's slightest word.

What none other than Gulgol and Anachthul know is that the yuan-ti cult leader is fully aware that his mistress is not a god at all. Yet he pretends to such belief, and leads others in it, as a means of keeping control over the more primitive members of Gulgol's followers. So completely has he swayed their beliefs that some among the lizardfolk and hags have even been ordained as clerics of the Lizard Queen, and their faith is strong enough that they have the same sort of divine ability as the clerics of "real" gods.

ANACHTHUL

Large monstrosity (*shapechanger, yuah-ti*), neutral evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	18 (+4)	18 (+4)

Skills Perception +5, Religion +6, Stealth +6

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship (snakes only)*

1/day each: *fear*

Spellcasting. The yuan-ti is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The yuan-ti has the following cleric spells prepared:

Cantrips (at will): *acid splash, guidance, primal savagery, sacred flame, thaumaturgy, toll the dead*

1st level (4 slots): *arms of hadar, bane, command, cure wounds, guiding bolt, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, melf's acid arrow, silence, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, elemental weapon, spirit guardians, stinking cloud*

4th level (3 slots): *banishment, blight, control water, vitriolic sphere*

5th level (2 slots): *cloudkill, contagion, insect plague, mass cure wounds*

Will of the Lizard Queen. The yuan-ti can cast the *command* and *suggestion* spells at their lowest level at will. Its spellcasting ability for these spells is Wisdom (spell save DC 15).

Actions

Multiaction (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage plus 9 (2d8) acid damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 9 (2d8) acid damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) acid damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage plus 9 (2d8) acid damage.

NEFERMANDIAS

Dry winds and hot sand sweep across a once fertile land. Prehistoric ruins and mighty monuments emerge from the desert like the grasping fingers of a buried corpse. Here, in what had been one of the greatest draconic empires of the past, an ancient emperor and the last of his line refuse to let go.

Nefermandias, often referred to as the Forsaken Pharaoh, is an enormous, writhing wyrm of ancient knowledge and boundless rage. He is longer and larger than other ancient brown dragons, but his great age wears on him. His torso and limbs have grown gaunt, his eyes locked in a perpetual squint. His scales have faded to a dull and dirty yellow, and he carries with him the odors of baking sand and lingering death. Yet Nefermandias is driven by a will older than mortals can imagine, and a wrathful frustration as unquenchable as the sun. Though impossibly old, he is one of the mightiest dragons that still draws breath.

NEFERMANDIAS LORE

A character knows the following information with a successful Arcana or History check.

DC 10: The last ruler of the draconic nation of Maru-Qet was a great brown dragon called Nefermandias. He is called the Forsaken Pharaoh, for he reigned even as his nation was torn asunder, and some believe he lives still.

DC 20: Nefermandias indeed lives, ruling a clutch of offspring and devoted servants that, in turn, lord it over the few remaining city-states and tribes of what was once grand Maru-Qet. Desperate to restore his kingdom to its former glory, Nefermandias attempts to enslave any humanoid creatures who draw near. Slaves of the Forsaken Pharaoh can expect short, miserable lives; in his frustration, Nefermandias has grown cruel and vicious.

DC 25: Although it is a brutal wasteland, and those who survive its dangers might wind up as slaves or worse, Maru-Qet is also a land of forgotten treasures and ancient secrets that even Ioun or Vecna might covet. Nefermandias and his brood hold many of these, but others still remain hidden in the ruins or buried beneath the desert sands.

DC 30: Nefermandias and his offspring dwell in great pyramidal tombs, intended to serve as their homes both before and after death. These complexes are filled with traps of lethal power and intricacy.

BLADES OF THE PHARAOH

At the height of his reign over Maru-Qet, Nefermandias created these entities to serve as soldiers and tomb guardians. With humanoid bodies but draconic heads to match the pharaoh's own, these constructs are made of sandstone frames wrapped in desiccated human flesh, with castoff brown dragon scales laid over all. These were once among the region's mightiest soldiers, and they are still quite dangerous, but the ages have taken their toll; the blades of the pharaoh have crumbled, their insides made up not of stone anymore but merely sand, and the pharaoh has either forgotten how to create them anew, or hasn't felt the need to bother.



Credit: WotC: 4th Edition Draconomicon I: Chromatics

NEFERMANDIAS

Gargantuan dragon, neutral evil

Armor Class 20 (natural armor)

Hit Points 299 (17d20 + 119)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +7, Con +14, Wis +9, Cha +11

Skills Athletics +15, History +10, Perception +16, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (50,000 XP)

Bleeding Breath. When Nefermandias drops below half his hit point maximum (149), he immediately recharges and uses his Sand Breath.

Innate Spellcasting. Nefermandias' innate spellcasting ability is Charisma (spell save DC 19). Nefermandias can innately cast the following spells, requiring no material components:

At will: *blight*, *wall of sand*

3/day each: *abi-dalzim's horrid wilting*, *transmute rock*

1/day each: *incendiary cloud*

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

Actions

Multiattack. Nefermandias can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Wings. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage and the target is pushed 15 feet away and knocked prone.

Quicksand Vortex. Nefermandias transforms the ground under one creature within 90 feet of him into churning quicksand, trapping it. The target must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 31 (9d6) bludgeoning damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can use an action to make a DC 19 Strength saving throw, ending the effect on a success.

Frightful Presence. Each creature of Nefermandias' choice that is within 120 feet of Nefermandias and aware of him must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Nefermandias uses one of the following breath weapons.

Sand Breath. Nefermandias exhales superheated sand in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, the creature takes 56 (16d6) fire damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or use an action to wash its eyes to end the effect, if it has water available.

Glass Breath. Nefermandias exhales shards of jagged glass in an 60-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 22 Dexterity saving throw, taking 84 (24d6) piercing damage on a failed save, or half as much damage on a successful one.

Sand Storm (Recharge 4-6). Sand whirls violently at a point on the ground Nefermandias can see within 120 feet. The sand forms a 30-foot-radius, 60-foot-tall cylinder that heavily obscures its area. The effect lasts for 10 minutes, or until Nefermandias' concentration ends (as if concentrating on a spell).

The area is difficult terrain, and ranged weapon attack rolls have disadvantage if they pass in or out of the area. Any creature that enters the area for the first time on a turn or starts its turn there must make a DC 19 Constitution saving throw. On a failed save, the creature takes 28 (8d6) bludgeoning damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

Reactions

Wing Buffet. If a creature moves into a space within 15 feet of Nefermandias, he can make a wing attack against it as a reaction.

Legendary Actions

Nefermandias 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. Nefermandias regains spent legendary actions at the start of his turn.

Detect. Nefermandias makes a Wisdom (Perception) check.

At will Spell. Nefermandias casts a spell, he can cast at will.

Tail Attack. Nefermandias makes a tail attack.

Create Vortex. Nefermandias uses his Quicksand Vortex

Spell (Costs 2 Actions). Nefermandias casts a spell.

Wing Attack (Costs 2 Actions). Nefermandias beats his wings. Each creature within 15 feet of Nefermandias must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Nefermandias can then fly up to half his flying speed.

MARU-QET

A character knows the following information with a successful DC 25 History or Nature check.

Located in an immense valley of lush rivers and fertile fields, this ancient nation boasted rich agriculture, great wealth, and unsurpassed military might. It thrived in the days before the rise of human culture, before the tiefling empire of Bael Turath or the dragonborn nation of Arkhosia.

In Maru-Qet, ordinary humanoids were subservient to dragonspawn, dragonspawn to chromatic dragons, and dragons to the great Qetian Dynasties. These pure bloodlines of brown dragons ruled as pharaohs and as demigods, exarchs of Tiamat, for a thousand centuries. Then it ended. The last pharaoh of Maru-Qet, unshakable in his arrogance, chose to wage war with a growing clan of catastrophic dragons that dwelled in nearby lands. He lost.

Today, Maru-Qet is a vast desert, desolate except for sporadic oases and a few militant city-states that yet linger in the wastes. These communities, and a few nomadic tribes, are all that remain of the brown dragons' kingdom—yet the Forsaken Pharaoh and his offspring, last of the great Qetian Dynasties, rule here still.

NEFERMANDIAS TACTICS

Nefermandias never fights alone but is always accompanied by a small group of Blades of the Pharaoh. The draconic pharaoh will face the players in his throneroom and will spend the first round of combat gloating and ordering the group's destruction at the hand of his Blades. He then uses his *sand breath* to weaken the party while they are beset by the Blades of the Pharaoh. Nefermandias alternates between casting *abi-dalzim's horrid wilting* and using his multiattack and *quicksand vortex* until his breath weapon recharges, as is advantageous. He will also cast *wall of sand* to split up the party and focus his attacks on the weaker side.

BLADE OF THE PHARAOH

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Common and Draconic but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack The golem makes two bronze pike attacks.

Bronze Pike. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage.

Sand Breath (Recharge 5-6). The dragon exhales superheated sand in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, the creature takes 14 (4d6) fire damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or use an action to wash its eyes to end the effect, if it has water available.

RIME

Inhabitants of the far-flung north fear winter for more than its freezing temperatures and the hardships the ice and snow bring. Something far darker, far deadlier than such simple troubles plagues these hardy folk. As the first freeze descends across the lands, a great beast of winter stirs. Called Rime, this old white dragon embodies the fury of fierce winter storms and the gnawing pain of frostbite. The reign of terror lasts throughout the cold season: Travel grinds to a halt, and residents hole up in their cellars to wait out the death that flies by night.

Rime is a magnificent specimen of her kind. Tiny spines beneath her triangular crest and spreading out from her joints superficially resemble hair, but they are sharp and jagged, perfect for catching and tearing flesh. Thick white plating protects her spine, from her crest to the tip of her tail. Her most curious feature is the mithral plating bolted onto the thick scales protecting her skull and breastbone. These plates are scored and scratched, testifying to both great age and hard use.

RIME LORE

A character knows the following information with a successful Arcana or History check.

DC 10: Rime has plagued the north for over a century, far longer than the lifetime of anyone in those isolated communities. A few adventuring groups have come to fight the dragon, but all have vanished, with only crimson snow or a shattered sword trapped in ice to mark their fate. One group set out to find the dragon's lair during the spring thaw. A single hero returned, but frostburn had stolen all his fingers, his nose, and his ears. He died soon after, succumbing to feverish nightmares and moaning of ice demons, lost citadels, and the constant cold.

DC 15: Theories of the dragon's origin are dismissed as romantic tales or as gruesome ghost stories to keep folk vigilant. The oldest dwellers of the north might recall a bit of legend about the time before Rime's appearance, when the Empire of Nerath still stood strong and its greatest knights rode dragons into battle.

DC 20: Rime was such a steed. Formerly known as Auslief, she was a companion to a great hero known for his courage and ferocity in battle. Before the gnoll uprising that spelled the doom of old Nerath, the pair chased a vile demonologist into the frozen wastes, following him and his cultists across glaciers, up frozen mountains, to the fringes of the distant polar regions where great wintry beasts prowled the night. They cornered the villain in a forgotten fortress, where they fought desperately against suicidal cultists, ice demons, and other wicked monsters.

DC 25: The battle lasted for ten days, but in the end the knight perished, torn to pieces by savage demons. After he fell, Rime fled the horrors of the crumbling citadel. The dragon's flight did not take her far, though, since her training included fitting her with mithral plates imbued with magic to make her obedient to her rider. She struggled to escape, but the plates forced the dragon down, where she lay exposed until she gained the strength to crawl back to where her master lay.

DC 30: Many years have passed since the death of the ancient knight, yet Rime remains bound to his corpse by the accursed mithral fused to her body. The magic that brings the dragon back to the knight has waned enough that when winter falls, Rime has the strength to fly away, hunt, and be free. Each spring, though, the magic draws her back. Rime laments her fate but, so far, has been powerless to escape it.

Credit: WotC: 4th Edition Draconomicon I: Chromatics



RIME

Huge dragon, chaotic neutral

Armor Class 20 (mithral plate)

Hit Points 225 (18d12 + 108)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Athletics +11, Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 18 (20,000 XP)

Bleeding Breath. When Rime drops below half her hit point maximum (113), she immediately recharges and uses her Cold Breath. If the triggering creature is within range Rime will center the attack on that creature.

Ice Walk. Rime can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment.

Legendary Resistance (3/Day). If Rime fails a saving throw, she can choose to succeed instead.

Reflective Mithral Plate. Any time Rime is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Rime is unaffected. On a 6, Rime is unaffected, and the effect is reflected back at the caster as though it originated from her, turning the caster into the target.

Actions

Multiaction Rime can use her Frightful Presence. She then makes up to four attacks: one with her bite, two with her claws and one with her rend.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage and the target has to succeed on a DC 19 Dexterity saving throw or be grappled.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Rend. Melee Weapon Attack: +11 to hit, reach 15 ft., one target grappled by the dragon. **Hit:** 27 (6d6 + 6) slashing damage.

Frightful Presence. Each creature of Rime's choice that is within 120 feet of Rime and aware of her must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Rime uses one of the following breath weapons.

Cold Breath. Rime exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Shock Frost. Rime exhales pure cold in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 27 (6d8) cold damage and being restrained and stunned for 1 minute on a failed save, or half as much damage and not being restrained and stunned on a successful one. A creature can repeat the saving throw at the end of its turn. Taking 14 points of fire damage will also end the restrained and stunned condition.

Icicle Field (Recharge 5-6). Magical icicles shoot from the ground, from a point Rime chooses within 90 feet of her to fill a 15-foot radius sphere for up to 10 minutes. Rime must hold concentration on this effect as though concentrating on a spell. The icicles spread around corners and the area becomes difficult terrain. When a creature moves into or within the area it takes 7 (3d4) piercing damage and 7 (3d4) cold damage for every 5 feet it travels.

Reactions

Retaliation. Rime makes a claw attack against one creature that hit her with a melee attack.

Legendary Actions

Rime 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. Rime regains spent legendary actions at the start of her turn.

Detect. Rime makes a Wisdom (Perception) check.

Tail Attack. Rime makes a tail attack.

Wing Attack (Costs 2 Actions). Rime beats her wings. Each creature within 15 feet of Rime must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Rime can then fly up to half her flying speed.

RIME TACTICS

When Rime emerges from her icy lair, she takes to the skies in search of prey —hapless peasants, mammoths, or adventurers. Wherever she goes, winter follows, moisture in the air crystallizing into ice and snow. Upon spotting a suitable meal, she descends until it is in range of her *shock frost*. She then drops to the ground and uses her multiattack to rip the prey to pieces.

She then summons an *icicle field* hindering her enemies, while being completely unaffected by it herself. When fighting the cultists together with an adventuring party she will be mindful of their positions, so as to not injure them.

SON OF WINTER

Medium humanoid, chaotic evil

Armor Class 16

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +6

Damage Resistances cold

Senses passive Perception 14

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Ice Walk. The son of winter can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Innate Spellcasting. The son's innate spellcasting ability is Charisma (spell save DC 10). The son of winter can innately cast the following spells, requiring no material components:

1/day each: *armor of agathys* (3rd level), *sleet storm*

Reckless. At the start of its turn, the son of winter can gain advantage on all melee weapon attack rolls during that turn but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. When wearing no armor, the son of winter can add its Constitution modifier to its AC.

Actions

Multiattack. The son of winter makes two ice blade attacks.

Ice Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) cold damage.

SONS OF WINTER

Descending from those ancient cultists whom Rime fought at the wintry citadel, the sons of winter are a mad lot of deviants and freaks tainted by old magic. They live in that same fortress, even though Rime usually dwells within. An uneasy truce holds over the place: The cultists depend on the dragon to protect their home-in-exile and keep away those who would kill them for their unspeakable practices and Rime knows, she can't kill the cultist alone.

UNLIKE OTHER CHROMATICS

The dragons, that served the greatest knights of old Nerath as mounts were different from their chromatic brethren. Wholly disciplined and obedient to their master, once said master had proven themselves. These bonded dragons neither went out of their way to inflict additional cruelties upon others, nor made any effort to root out and destroy evil, unless their master told them otherwise.

Rime is such a dragon, her ferocious reputation mostly owed to a mix of the dragon's desperation and nearby townsfolk's superstition. Since she cannot stray far from the body of her deceased master during the warmer seasons, Rime has to endure long stretches of famine, so when winter comes her appetite is enormous and she hunts and devours whatever is nearby and unfortunate enough to cross her path.

Should the adventuring party encounter Rime outside of the winter months in the fortress and express an intention to bargain, Rime will be interested, although she will still view the party with suspicion. If the group offers to help Rime destroy the sons of winter as well as to dispel the magic, that is binding the dragon to this fortress, she will thank them by letting them keep whatever they find on the cultists as well as a few items from the hoard of artifacts, that belonged to various now-dead adventurers, who came to slay her. Afterwards Rime will claim the fortress as her proper lair becoming a sort of guardian for the region. Powerful monsters and beasts are her prey and the villagers pay a small tribute in the form of coinage and expensive weapons and art objects each year, to add to her hoard.

ZEBUKIEL

In the final days of the wars between Arkhosia and Bael Turath, a traitorous dragon rang the death knell. This vile beast is known as the Gray Worm. Through his treachery, the dragons and dragonborn of Arkhosia perished alongside the infernal empire of the tieflings, bringing ruin to both mighty nations and closing the chapter on their glorious and villainous histories.

The Gray Worm is an ancient gray dragon of immense size, but he is a shadow of his former might. For his part in the fall of Arkhosia, he was beaten, torn, and brought to the brink of death by his kin. He carries the scars still, suffering terribly from their vicious blows. The thorns and spikes bristling his body are broken and splintered. The gray plates protecting his hide are pale, almost translucent, and some are missing where the flesh of old injuries knitted imperfectly. An eye is missing, and half his teeth have rotted away.

Zebukiel appears to be a dragon near the end of his days. But he is cursed, unable to die until he is brutally slain, as were his people at the hands of heartless tieflings and their infernal allies.

ZEBUKIEL LORE

A character knows the following information with a successful Arcana or History check.

DC 10: Shunned and despised by all dragonkind, Zebukiel has spent his wretched life on the wing, avoiding those who might remember his name and fleeing the justice he so richly deserves. Cursed never to die from accident or age, he knows that the only death that awaits him is through combat. Ever the craven, he does not want to face such an end.

DC 15: Before his fall, Zebukiel was a prominent leader in the aristocracy of Io'vanthor, the lost city of the dragonborn. He was charismatic and influential, cherishing his high position in Arkhosia. He believed he could do no wrong in the eyes of his people. Everything changed when the darkness of Bael Turath became too great to ignore. Arkhosia had been hostile toward the tiefling empire for years, with many nobles pushing to wipe out Bael Turath. As word of tiefling atrocities and hideous obeisance to Asmodeus reached them, the dragonborn clamored to finally purge the world of their stain. Both dragonborn and dragons feared that if they waited, they would fight a war against the tieflings on their own lands.

DC 20: After a few skirmishes, total war broke out. The lands shook from the marching feet of dragonborn, and the wings of soaring dragons blotted out the sun. The numbers of dead were appalling, and every effort at achieving peace only laid the foundation for the next battle. Both lands seemed doomed to perish. Fearing the end of his empire, Zebukiel did the unthinkable—he betrayed his kind. The fang dragon treated with the tiefling leaders, who claimed to want peace as badly as he did. The tieflings swore they would lay down their weapons and draw up a lasting peace if the Arkhosian “aggressors” were stopped.

DC 25: Zebukiel knew he could not reason with his peers, whom for decades he had tried to turn from their self-destructive path. So, under cover of darkness, he systematically murdered the Arkhosian leaders, dragon and dragonborn alike. Although he justified each death as being necessary for peace, he slid deeper into madness as the casualties mounted and the war continued to rage. Concealing his awful deeds grew ever more difficult—too much blood stained his claws.

DC 30: When Zebukiel failed to kill a powerful adamantine dragon that was injured fighting a pit fiend, his victim escaped and revealed his betrayal. Before the Arkhosians could deal with the traitor, the bulk of their armies perished in the earthquake that swallowed Bael Turath and brought an end to both nations. The death of his land gave Zebukiel the chance he needed to escape, but not before an exarch of Bahamut nearly killed him and laid the curse upon him as he flew away.

ZEBUKIEL

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)
Hit Points 585 (30d20 + 270)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	29 (+9)	15 (+2)	18 (+4)	23 (+6)

Saving Throws Dex +8, Con +17, Wis +12, Cha +14
Skills Athletics +17, Perception +20, Stealth +8
Damage Immunities acid
Condition Immunities restrained, petrified
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Common, Draconic
Challenge 28 (120,000 XP)

Aura of Sorrow. Each creature, that starts its turn within 60 feet of Zebukiel and can see him, must succeed on a DC 22 Wisdom saving throw or grant Zebukiel advantage on his attacks until the end of his next turn. If a creature's saving throw is successful, the creature is immune to Zebukiel's Aura of Sorrow for the next 24 hours.

Bloodied Breath. When Zebukiel drops below half his hit point maximum (293), he immediately recharges and uses his Lingering Acid Breath.

Innate Spellcasting. Zebukiel's innate spellcasting ability is Charisma (spell save DC 21). Zebukiel can innately cast the following spells, requiring no material components:

1/day each: *bones of the earth*, *earthquake*, *whirlwind*

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

Actions

Multiattack. Zebukiel can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. **Hit:** 20 (2d10 + 9) piercing damage plus 14 (4d6) acid damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 16 (2d6 + 9) slashing damage and the target must succeed on a DC 24 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of each of its turns. On a success, the effect ends. On a failure, the creature is petrified.

Bones of the Accursed. Magical shards of dragonbone shoot out at each creature within 30 feet of Zebukiel. Any creature in that area must make a DC 21 Dexterity saving throw, taking 25 (10d4) piercing damage on a failed save or half as much damage on a successful one.

Bones of the Fallen. Magical spires of dragonbone shoot from the ground, in a 30-foot-radius cylinder, that is 100 feet high, from a point Zebukiel chooses within 120 feet of him. Any creature in that area must make a DC 21 Dexterity saving throw, taking 25 (10d4) piercing damage on a failed save or half as much on a successful one.

Frightful Presence. Each creature of Zebukiel's choice that is within 120 feet of Zebukiel and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Zebukiel's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Zebukiel uses one of the following breath weapons.

Lingering Acid Breath. Zebukiel exhales highly potent acid in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 84 (24d6) acid damage damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also covered in acid for 1 minute. At the end of each of its turns, the target repeats the saving throw, taking 14 (4d6) acid damage on a failed save, or taking half as much damage and ending the effect on itself on a successful one.

Restraining Acid Breath. Zebukiel exhales sticky acid in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 42 (12d6) acid damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns. If a creature restrained in this way is hit by the dragon's claw attack and fails the Constitution saving throw, it is instantly petrified.

Jagged Earth (Recharge 4-6). Magical shards of rock start to hover in the air, from a point Zebukiel chooses within 120 feet of him to fill a 30-foot-radius sphere for up to 10 minutes. Zebukiel must hold concentration on this effect as though concentrating on a spell. The shards spread around corners. When a creature, other than Zebukiel, enters the effect's area for the first time on a turn or starts its turn there, it takes 45 (18d4) piercing damage.

Reactions

Snatch. Zebukiel makes a bite attack against one creature that missed him with a melee attack. If the attack hits, the creature has to succeed on a DC 24 Strength or Dexterity saving throw (target's choice) or be grappled and restrained (escape DC 24).

Legendary Actions

Zebukiel 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. Zebukiel regains spent legendary actions at the start of his turn.

Detect. Zebukiel makes a Wisdom (Perception) check.

Claw Attack. Zebukiel makes a claw attack.

Wing Attack (Costs 2 Actions). Zebukiel beats his wings. Each creature within 15 feet of Zebukiel must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. Zebukiel can then fly up to half his flying speed.

Bones (Costs 3 Actions). Zebukiel uses his Bones of the Accursed or Bones of the Fallen.

ZEBUKIEL TACTICS

Zebukiel plays the part of an old and wounded dragon, projecting an *aura of sorrow* that leads his victims to believe him an imposing but harmless beast. He lures them close by shrinking back, then discards the ruse and attacks ferociously. He fights out of terror that his next foe will be the one to end his curse and visit unspeakable agony upon him.

When surrounded he uses *bones of the accursed*, while he uses *bones of the fallen* against flying, faraway enemies. Zebukiel is not as quick to use his *breath weapon* as are other dragons. He waits until his foes have battered him almost to the point of being bloodied, so he can use his *restraining acid breath* and then use his *lingering acid breath* on them, while restrained.

LAIRS OF THE GRAY WORM

Zebukiel travels to the world's farthest corners, always staying one-step ahead of his enemies, real or imagined. Though he's always moving, always flying from haven to haven, he does keep a few strongholds and settles into these old lairs from time to time, but never in the same order. Having regular haunts is dangerous, but Zebukiel uses them to store his treasures, baubles recovered from Arkhosian ruins and from creature's he has slain, since he cannot carry them with him. So he tucks them away in dark tunnels, sunken chambers, or vaults beneath ancient structures long reclaimed by the wilderness.

Even though he selects out-of-the-way locations for these "safe houses," Zebukiel is wise enough to keep them under guard. Constructs form the bulk of his servants, since their loyalty can't be compromised, but he has also arranged protection with a few other groups. Beneath an old mountain, a grimlock tribe worships the dragon as a god after he helped fight back grells bent on enslaving the Underdark dwellers. A group of savage kobolds protects an old temple deep in a jungle, using poisoned darts, traps, and fearsome creatures to secure the dragon's lair. The gray dragon has even gained the service of a tiefling necromancer. In exchange for allowing the dark mage to use the relics for his own research, Zebukiel can rely on an army of undead to keep him safe while he rests between journeys.

Each alliance is dangerous since any can betray him, just as he did his own kind. So, the dragon rarely maintains these relationships for long, letting them persist for a couple of years until he turns against his servants, wiping them out root and branch before forging some new alliance somewhere else.

ANDRAEMOS

Many dragons achieve a certain level of fame—or infamy—for terrorizing a local populace and demanding or seizing its wealth. These relationships, between a dragon and a fearful region, are the subjects of countless stories told in scores of inns. Many dragons are content to make a name for themselves in just a township or two. But others have larger plans. Andraemos's ambitions began at a young age.

Legend tells that he was one of four hatchlings in a brood, but he outlived each of his siblings, stealing their food behind the back of their mother. It wasn't long before he had learned everything he thought he could from his parent and set off into his harsh desert home to make his own way. But Andraemos wasn't done with his mother yet. She had seen the quiet ambition in his eyes and knew about the theft of food that enabled him to grow strong at the expense of his siblings. Such is the way of the desert, she knew, so she let it lie. But before Andraemos could escape her desert territory, she decided she did not relish the thought of a competitor dragon—especially one so hungry for power—lairing near her. She attacked, so the stories say, and caught the young dragon by surprise. But Andraemos was cleverer than even his mother had given him credit for being, and when their battle led into a narrow ravine filled with fragile, towering spires of rock, Andraemos finally found his advantage. He spun in mid-flight and fired a blast of fire at a precarious boulder perched atop a delicate spire of stone. The spire splintered and collapsed, and with perfect timing, the boulder fell on Andraemos's mother, crushing her skull and driving her body to the ravine floor below.

ANDRAEMOS LORE

A character knows the following information with a successful Arcana or History check.

DC 15: The brass dragon Andraemos rules a large swath of the desert. His domain is bordered on several sides by trade routes. He collects tribute from several of the towns on these routes, content to claim their money rather than destroy them outright.

Andraemos has established himself as a powerful force to be reckoned with in the region. During a scouting trip around his territory, he noticed a group of desert nomads.

They were in the process of capturing a caravan that had been passing through the area, and Andraemos was captivated by their fighting style, which involved redirecting an enemy's attacks against the enemy and its allies.

Curious about their presence, Andraemos landed and demanded that they give him the tribute he deserved as master of the desert. But the bandits—a group of eladrin—were unimpressed. They had recently come to the desert through a portal from the Feywild, and they had braved many dangers to make it to Andraemos's desert. Confronted with the dragon, they were prepared to die trying to survive.

Thinking quickly, the dragon recognized the value in employing the services of the clever and morally ambiguous eladrin, and their partnership endures to this day. Calling them the Sand Knives, he began to use them to enforce his will across the region. The eladrin have brought in more of their kind from the Feywild portal—which Andraemos now controls—and his territory has expanded tremendously.

DC 20: The dragon has cowed a large tribe of goblins into a truce. Andraemos eventually plans to bring the goblins under his rule, but he is content to let them bribe him with tribute until he feels secure enough in his enlarged territory to destroy their leaders and take over leadership of the tribe.

Perhaps the dragon's biggest coup, however, was the capture of the desert city of Kashtaph. A corrupt merchant elected from an even more corrupt council ran the city. When this leader—a female human named Azril Illaenon—sent her eldest daughter to woo the son of a prince in a neighboring city-state, Andraemos's eladrin brigands captured her. In exchange for sparing her daughter's life, Andraemos wanted the city gates opened to his eladrin and the names and addresses of each member of the merchant council.

A bloody night followed Azril's capitulation to the dragon's demands, and the woman now rules the city in Andraemos's name, sending him a healthy cut of all the city's lucrative business ventures. Most of the citizens have no clue that their city is now run by a dragon, and Andraemos prefers it that way—for now.

DC 25: It is whispered that Andraemos's mother once captured one of the fabled Broken Blades of Banatrul. He discovered the artifact in her hoard years after her death. He has sent his Sand Knives out into the world over many years, trying to find the matching blade, and rumor has it that one of them recently returned with it after being away for nearly three years.

Credit: WotC: 4th Edition Draconomicon II: Metallics



ANDRAEMOS

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	19 (+4)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills Athletics +11, History +9, Perception +11, Persuasion +8, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

Bleeding Breath. When Andraemos drops below half his hit point maximum (86), he immediately recharges and uses his Fire Breath. If the triggering creature is within range Andraemos will center the attack on that creature.

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

Actions

Multiattack. Andraemos can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Aerial Maneuver. Andraemos can move up to his speed and make two attacks with his Concussive Spit.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 15 (2d8 + 6) bludgeoning damage.

Wings. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 13 (2d6 + 6) bludgeoning damage and the target is pushed 10 feet away and knocked prone.

Concussive Spit. Andraemos spits a glob of superheated sand at one target within 90 feet. The target must make a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) force damage on a failure and being knocked prone on a failed save or taking half as much damage and not being knocked prone on a successful one. A nonmagical object, that is not being worn or carried or a structure takes double damage from this attack.

Frightful Presence. Each creature of Andraemos' choice that is within 120 feet of Andraemos and aware of him must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Andraemos uses one of the following breath weapons.

Fire Breath. Andraemos exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. Andraemos exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Flame Whirl (Recharge 4-6). Andraemos spins in place violently, breathing fire to create a flaming vortex in a 20 foot radius cylinder, that is 40 feet high, centered on himself, for up to 10 minutes. Andraemos must hold concentration on this effect as though concentrating on a spell. The area is heavily obscured, ranged weapon attacks in or into the area have disadvantage. Any creature that enters the area for the first time or starts its turn in the area must make a DC 16 Constitution saving throw, taking 14 (4d6) fire damage on a failed save and being blinded until the end of their next turn, or half as much damage and not being blinded on a successful one.

Change Shape. Andraemos magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Andraemos' choice). In a new form, Andraemos retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Wing Buffet Andraemos makes a wing attack against one creature that moved to a space within 10 feet of him.

Legendary Actions

Andraemos 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. Andraemos regains spent legendary actions at the start of his turn.

Detect. Andraemos makes a Wisdom (Perception) check.

Tail Attack. Andraemos makes a tail attack.

Concussive Attack. Andraemos uses his concussive spit.

Wing Attack (Costs 2 Actions). Andraemos beats his wings. Each creature within 10 feet of Andraemos must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Andraemos can then fly up to half his flying speed.

ANDRAEMOS TACTICS

Usually Andraemos lets his Sand Knives Bandits fight for him, only going in to reinforce them, if they appear to be struggling. Andraemos is a cunning combatant, he usually stays out of range of melee combatants, instead pelting them with his *Concussive Spit*. If he is forced to fight on the ground he uses *Flame Whirl* to deal as much damage to melee combatants as possible, since Andraemos himself is immune to fire damage.

THE SAND KNIVES BANDITS

The Sand Knives Bandits are a group of Summer Eladrin, who crossed over into Andraemos' desert. While they do not trust the dragon, they follow him obediently.

Credit: [Tyler Jacobson](#)



SAND KNIVES BANDIT

Medium humanoid (eladrin), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	16 (+3)
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Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages Common, Draconic, Elvish, Sylvan

Challenge 3 (700 XP)

Fey Ancestry. The bandit has advantage on saving throws against being charmed, and magic can't put it to sleep.

Fey Step (Recharge 4-6). As a bonus action, the bandit can teleport up to 30 feet to an unoccupied space it can see. Immediately after using Fey Step, every creature within 5 feet of the bandit takes 3 fire damage.

Actions

Multiaction. The sand knives bandit makes two attacks with its longbow or three with its scimitars.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Reactions

Redirection. When a creature the bandit can see targets it with an attack, the bandit can choose another creature of Medium size or smaller, within 5 feet of it. The bandit and the chosen creature swap places, and the chosen creature becomes the target instead.

JALANVALOSS

Because steel dragons respect humans' achievements, adaptability, and ambition, they protect humans and impel them to rise against tyranny. The interests of the steel dragon Jalanvaloss, however, reflect less lofty ideals. A schemer, trickster, and manipulator, she lives for upheaval and unpredictability, endeavoring to keep her city dynamic.

In human form, Jalanvaloss usually appears as a slim female human with long, straight, black hair and steel-gray eyes. With the trademark catlike grace of steel dragons, she wears the latest fashions, entertains guests at her homes, and attends parties of the city's elite.

Jalanvaloss alters her appearance to assume any of a dozen identities. She takes her dragon shape the least often of all her forms.

In her dragon form, Jalanvaloss is long and sleek, with glossy scales, spines that fall straight like hair, and delicate whiskers. Her large, intelligent silver eyes accent her expressive face.

JALANVALOSS LORE

A character knows the following information with a successful Arcana or History check.

DC 10: One of the bestknown nobles in the city (Waterdeep, Sharn, or another city of your choosing), Lady Jalanvaloss is a powerful merchant. She commands a mercantile empire that has holdings throughout the city. Having come to prominence years ago, she retains her youthful beauty, which leads to speculation about her longevity. Rumors say that dark powers have touched her or that she is something other than she seems. Her vast fortune has saved the city, sponsored adventurers, recovered relics, and raised the city's prominence.

DC 15: According to legend, a steel dragon protects the city from enemies inside and without; however, no one has seen the dragon since a great calamity (the Spellplague, the Mourning, or some other catastrophe) beset the land. At that time, the dragon, called the Wyrm of Many Spells, defended her community from unchecked magic and destruction; however, tales paint the dragon as an avaricious busybody, noted more for manipulation and trickery than for noble deeds.

DC 25: The legends are correct: the fabled Wyrm of Many Spells is Lady Jalanvaloss. She has lived here for two centuries, using guile and magic to amass a fortune from real estate, business ventures, and sponsored expeditions. Other citizens suspect a hidden identity, but only those close to her know the truth. She defends the city from attack, but protecting her investments is as important to her as safeguarding its citizens. Jalanvaloss gained the moniker "Wyrm of Many Spells" because of her training with the mortal archmage Ryhtalies. The wizard raised her from a hatchling and taught her the rudiments of magic so she could serve as his guardian and steed.

After Ryhtalies's exceptionally long life, the young steel dragon traveled to a place abundant with humans, the creatures she knew best. She assumed the identity of a human traveler and forged connections in every echelon of society, favoring adventuring types because they reminded her of her deceased master. She gathered her hoard in the form of real estate and investment enterprises.

DC 30: Jalanvaloss does not have a traditional lair. Comfortable as a human, she owns houses throughout the city and beyond, including residences for her other personas. If she is discovered, she can remain in the city in such a residence and cut her losses.

As greedy as a red dragon, Jalanvaloss justifies her behavior on the grounds that she grants everyone the opportunity for success. She dreams of founding a kingdom where she will rule as queen, so her people might live without fear; however, she likes her current arrangements and does little to disrupt her lifestyle.



JALANVALOSS

Huge dragon (*shapechanger*), true neutral

Armor Class 20 (natural armor)

Hit Points 157 (15d12 + 75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	14 (+2)	13 (+1)	27 (+8)

Saving Throws Dex +8, Con +9, Wis +6, Cha +13

Skills Athletics +10, Deception +18, History +12, Insight +11, Perception +11, Stealth +8

Damage Immunities force

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

Bleeding Breath. When Jalanvaloss drops below half her hit point maximum (79), she immediately recharges and uses her Force Prison. If the triggering creature is within range Jalanvaloss will center the attack on that creature.

Legendary Resistance (3/Day). If Jalanvaloss fails a saving throw, she can choose to succeed instead.

Shapechanger. Jalanvaloss can use her action to polymorph into her humanoid form, or back into her true form, which is a dragon. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. Every steel dragon has a distinct humanoid form, that it can take with this feature. It reverts to its true form if it dies.

Spellcasting. Jalanvaloss is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). She knows the following bard spells:

At will: *friends*, *message*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *dissonant whispers*, *faerie fire*, *identify*, *unseen servant*

2nd level (3 slots): *crown of madness*, *detect thoughts*, *hold person*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *tongues*

4th level (3 slots): *compulsion*, *greater invisibility*, *locate creature*

5th level (2 slots): *dominate person*, *modify memory*, *synaptic static*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

Actions

Multiaction. Jalanvaloss can use her Enchanting Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Enchanting Presence. Each creature of Jalanvaloss's choice that is within 120 feet of Jalanvaloss and aware of her must succeed on a DC 21 Wisdom saving throw or become charmed for 1 hour. A charmed creature regards Jalanvaloss as a trusted friend to be heeded and protected. Although the target isn't under Jalanvaloss' control, it takes Jalanvaloss' requests or actions in the most favorable way it can. If a target is charmed for the entire duration, Jalanvaloss can choose whether a target remembers the time it spent charmed or whether it forgets whatever it did while charmed and rationalizes any illogical outcomes like the apparent loss of time. A creature can repeat the saving throw whenever it takes damage, 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 Jalanvaloss' Enchanting Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Jalanvaloss uses one of the following breath weapons.

Force Breath. Jalanvaloss exhales pure magical force in an 90-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one.

Force Prison. Jalanvaloss exhales shards of magical force, which immobilize creatures in a 45-foot cone. Each creature in that area must make a DC 17 Strength saving throw, taking 28 (8d6) force damage and being restrained (escape DC 17) for 1 minute on a failed save, or half as much damage and not being restrained on a successful one.

Scattering Roar (Recharge 5-6). Jalanvaloss lets out a mighty roar, which has a magical effect in a 30-foot radius around Jalanvaloss. Every creature in that area has to make a DC 21 Charisma saving throw, taking 21 (6d6) force damage and being teleported up to 80 feet in a random direction on a failed save, or taking only half as much damage and not being teleported on a successful one.

Change Shape. Jalanvaloss magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Jalanvaloss' choice). In a new form, Jalanvaloss retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Hidden Steel When Jalanvaloss is targeted with a weapon or spell attack it momentarily turns invisible until the end of the current turn.

Legendary Actions

Jalanvaloss 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. Jalanvaloss regains spent legendary actions at the start of her turn.

Detect. Jalanvaloss makes a Wisdom (Perception) check.

Tail Attack. Jalanvaloss makes a tail attack.

Shapechange. Jalanvaloss uses Change Shape.

Wing Attack (Costs 2 Actions). Jalanvaloss beats her wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Jalanvaloss can then fly up to half her flying speed.

JALANVALOSS TACTICS

Only when enemies threaten to ruin Jalanvaloss's way of life—when she reaches the brink of collapse—does she take dragon form and attack directly. Characters might incur such ire by acting on behalf of a third party that has a grudge against Jalanvaloss, by provoking Jalanvaloss as a side effect of a quest, or by trying to topple the dragon from her position.

If the characters break into or invade Jalanvaloss' home she will use her magic and *enchanting presence* to charm the characters and change their memories so they either remember the mission as uneventful or in such a way, that they forget about Jalanvaloss' existence as a whole.

If the party largely succeeds on the save against her *enchanting presence* and seem like they are going to fight her, she uses *scattering roar* and *change shape* to split up the party in her estate and then turn into one of the party members, in an effort to disorient and confuse them, so she can still remove the party safely from her estate.

If all else fails Jalanvaloss is a fierce combatant, using *force prison* to immobilize party members and then blast them with *force breath* if it recharges fast enough. She always conserves a 4th level spell slot and a 7th level spell slot for *greater invisibility* and *teleport* respectively, so she can reliably escape any assailants, if she is actually pushed into a corner.

NIVRUD

In the dismal caverns of the underdark, the scattered communities have long lived in fear of duergar slavers, drow, mind flayers and other dangers. For long generations, they emerged only rarely from their safe villages and cities. But now, they grant their fealty, their devotion, even their worship to a new lord, an adamantine dragon named Nivrud dwelling deep in the nearby caverns, a creature whose only purpose is to see his "children" grow strong.

Nivrud, who has accepted the title of god given him by a few of the nearby communities, looks much like other adamantine dragons. Observation of the dragon in motion, however, or a close study of his fearsome form, reveals peculiar anomalies. His limbs, his neck, his tail, and his wings seem unduly long in proportion to his body—not dramatically so, just enough to give him an unnatural gait and a subtly disturbing silhouette. His scales hang loosely on his body, occasionally jutting out at odd angles, as though he had spent ravenous years starving inside his own shell. And perhaps he once did, for his obsession with proving his own strength, and that of his "worshippers," leads him to extremes that even other adamantine dragons would consider excessive.

Nivrud never holds entirely still; when he is conversing with others, at rest, or even asleep, his tail twitches, his claws flex, his jaw clenches. When he speaks with other creatures, his attention seems frequently to wander, yet he appears fully capable of following the flow and details of the conversation.

Credit: Can't find the source, appears to be WotC from a 4e book though.

NIVRUD LORE

A character knows the following information with a successful Arcana or History check.

DC 15: In the gloomy depths of the Underdark, an adamantine dragon named Nivrud has recently emerged from close to the city of Blingdenstone. He has taken over the civilized communities of the area, with his influence reaching all the way to Menzoberranzan and Mantol Derith.

DC 20: What occurred in Nivrud's life before he emerged from a long slumber within the caves of the underdark is unclear. Something, however, has made him different from other adamantine dragons. His abilities, although similar, differ in several profound respects, and his obsession with strength and dominance crosses the line into megalomania.

Nivrud is not unwilling to speak to visitors, but they must show the proper deference. Any insult—any perceived insult—to his strength or abilities results in an immediate, enraged attack.

DC 25: Niflung basks in the adulation of the civilized communities of the underdark, using them to expand his own domain, but he also seems genuinely determined to make them as strong as they can be. He truly believes (or at least seems to believe) that he's doing what's best for his "children," and that he can guide them to a position of strength and dominance in the region. He usually allows duergar, drow, and other monsters to attack his subjects, hoping to strengthen them through combat, but he grows enraged if an enemy takes what he considers "unfair advantage" when battling them. (What that "unfair advantage" might be varies with Nivrud's mood, but he does object strongly to the use of powerful fire magic against his subjects.)



NIVRUD

Huge dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 243 (18d12 + 126)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	25 (+7)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Dex +7, Con +12, Wis +8, Cha +7

Skills Athletics +12, Insight +8 Perception +13, Stealth +7

Damage Immunities thunder

Condition Immunities deafened

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

Languages Common, Draconic

Challenge 15 (13,000 XP)

Adamantine Monster. Nivrud's natural weapons count as adamantine weapons for the purposes of overcoming resistances and immunities. Additionally any attack, that hits an object is a critical hit.

Bloodied Breath. When Nivrud drops below half his hit point maximum (122), he immediately recharges and uses his Thunder Breath. If the triggering creature is within range Nivrud will center the attack on that creature.

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

Siege Monster. Nivrud deals double damage to objects and structures.

Actions

Multattack Nivrud can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws, both of which he can replace with one use of Fling

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Crushing Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained. Nivrud has two claws, each of which can grapple only one target.

Slicing Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Fling. One Large or smaller object held or creature grappled by Nivrud is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Painful Resonance. Nivrud sets up lingering vibrations in one target within 120 feet. A target has to make a DC 19 Constitution saving throw, taking 28 (8d6) thunder damage and gaining vulnerability to thunder damage until the end of Nivrud's next turn on a failed save, or taking only half as much damage on a successful one.

Frightful Presence. Each creature of Nivrud's choice that is within 120 feet of Nivrud and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Nivrud's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Nivrud uses one of the following breath weapons.

Thunder Breath. Nivrud gives a mighty roar in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 66 (12d10) thunder damage on a failed save, or half as much damage on a successful one.

Ultrasound Roar. Nivrud gives an inaudibly high-pitched roar in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 33 (6d10) thunder damage and being stunned for 1 minute on a failed save or taking only half as much damage and not being stunned on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Concussive Burst (Recharge 5-6). Nivrud causes his scales to produce an explosive sound. Any creature within 25 feet of him has to make a DC 19 Constitution saving throw, taking 22 (4d10) thunder damage, and being thrown up to 30 feet directly away from Nivrud and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. A creature only takes half as much damage and isn't thrown on a successful save.

Change Shape. Nivrud magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Nivrud's choice). In a new form, Nivrud retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Pounce. If a creature moves into a space within 15 feet of Nivrud, he can immediately move 10 feet closer to it and make a crushing claw attack against it.

Legendary Actions

Nivrud 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. Nivrud regains spent legendary actions at the start of his turn.

Detect. Nivrud makes a Wisdom (Perception) check.

Tail Attack. Nivrud makes a slicing tail attack.

Fling. Nivrud uses his Fling.

Painful Resonance (Costs 2 Actions). Nivrud uses his Painful Resonance.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Boomburst (Costs 3 Actions). Nivrud uses his Concussive Burst if available.

NIVRUD TACTICS

Nivrud is a brutal combatant, with bestial cunning. He will use *Crushing Claw* attacks to immobilize melee combatants before throwing them into ranged combatants with *fling*. Once most of his enemies are in place he blasts them with his *breath weapon*. If no ranged combatants are within sights, he instead uses *Concussive Burst*, follows a thrown prone creature and then uses his legendary actions to tear into it. Nivrud will not run away if a fight goes awry, instead he will try to collapse the tunnel in which he currently resides: He may survive the falling debris and be able to dig himself out, but more importantly, if he truly has to die, he can at least take his killers with him.

SILVARA

Some dragons—particularly silvers and beneficent golds—are great and noble protectors of lesser races. They might even grow too enamored, bringing about tragedies such as that of the dragon D'Argent, called Silvara.

In draconic form, Silvara looks like other silver dragons of her age. Her scales gleam, and her broad, muscled wings tense into great shields. Only her sorrowful eyes suggest something unusual about her. In her elf form, which she prefers, Silvara is a silverhaired woman. She wears tribal garb or leather armor

SILVARA LORE

A character knows the following information with a successful Arcana or History check.

DC 10: A silver dragon named Silvara has dwelt among mortals for generations. She prefers the company of humanoids to that of other dragons. She is particularly fond of elves and eladrin, because, like her, they live long lives relative to other humanoids

DC 15: In her elf form, Silvara fell in love with an elf warrior-prince who fought alongside a band of heroes against Tiamat's armies. The prince returned her affections until circumstances forced Silvara to reveal her true nature.

For a while, the pair remained together, despite the prince's inner turmoil as he sought to reconcile his conflicting emotions and to keep Silvara as an ally against Tiamat. In the end, he asked Silvara to depart. Silvara still mourns the loss. In her battles against evil, her motivations conflict. Does she seek to protect the innocent, to impress and win back her lover, or to end her pain in death?

DC 20: Silvara sporadically battles against Tiamat's forces (including Cyan Bloodbane; see page 5). She has protected several elven communities and the tomb of an ancient hero, replete with relics. She helped to convince metallic dragons to join Bahamut's side rather than sit out the war. Evil chromatic dragons hate her for her role in the conflict.

DC 25: Since the dissolution of her relationship with her lover, Silvara rarely joins in the conflict between good and evil—and then only in her elf form or in the form of a human knight. She reveals her true nature only in desperate circumstances.

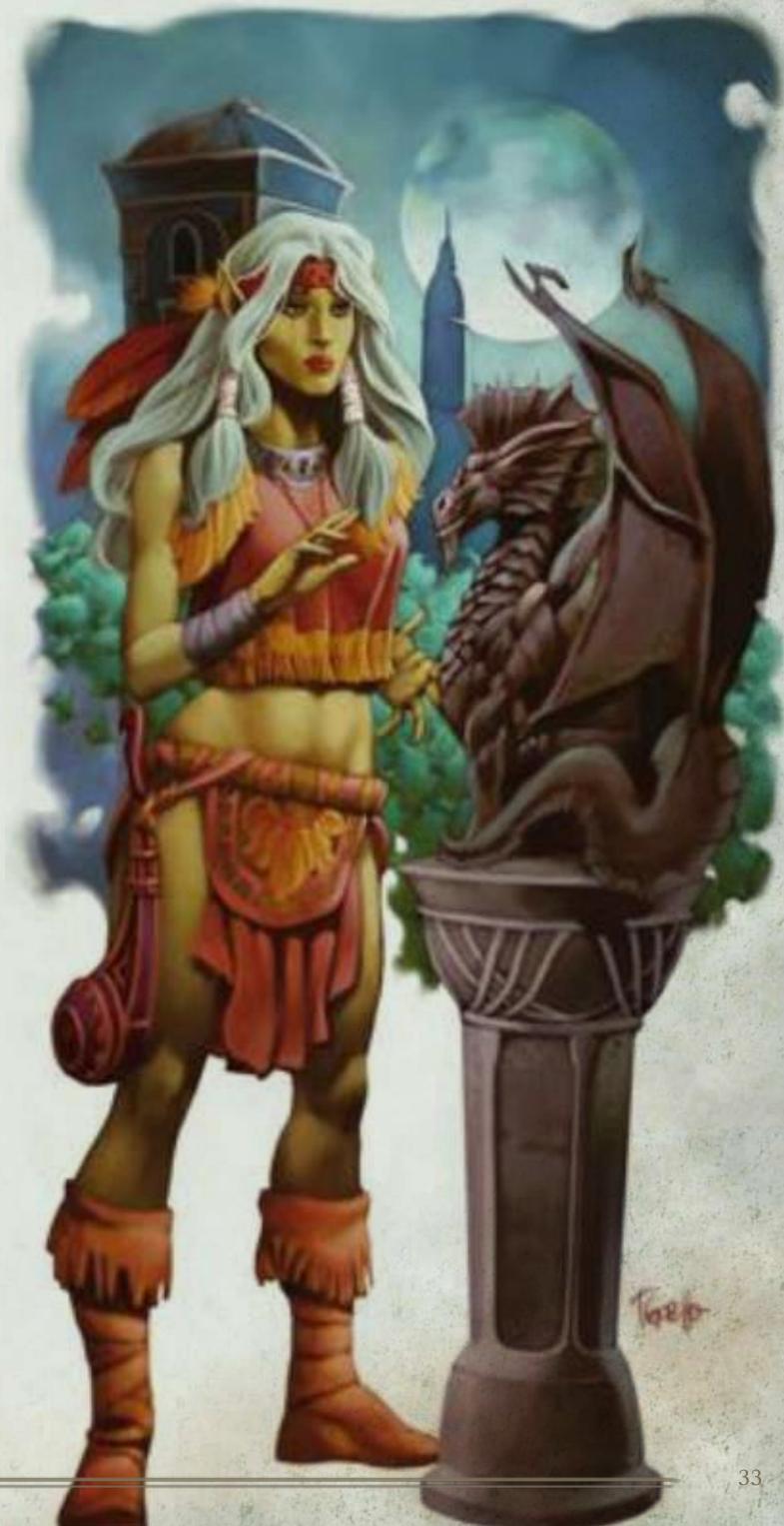
"Silvara" is a name she frequently uses. Her birth name transliterates to Common as "D'Argent." Her first elven name, taken when she joined a primitive elven community, was "Silvart." Called "Silvara" by more civilized elves when the tribes began to interact, she adopted the name to avoid association with savagery. Finally, in her guise as a human knight, she answers to the name "Arlena Plata."

SILVARA TACTICS

Silvara in dragon form is less brutal and slower to attack than other silver dragons. Her time among mortals has rendered her more interested in protecting her allies than in slaying her enemies. She remains near her allies, guarding them with castings of *wall of ice* and *enfolding wings*. She unleashes her breath weapon against foes that attack en masse.

Silvara favors solitude, where she can suffer alone and mourn what might have been, but she fights only alongside others. Any champion of good or of Bahamut is a potential ally

As long as her allies are in danger, Silvara does not retreat from battle. If her allies escape, she flees with them. If she has no one to protect, Silvara sees little need for combat.



SILVARA

Gargantuan dragon (shapechanger), lawful good

Armor Class 22 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +11, Athletics +17, History +11

Perception +16, Stealth +7

Damage Immunities cold

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

Perception 26

Languages Common, Draconic

Challenge 23 (50,000 XP)

Ice Walk. Silvara can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment.

Legendary Resistance (3/Day). If Silvara fails a saving throw, she can choose to succeed instead.

Bleeding Breath. When Silvara drops below half her hit point maximum (253), she immediately recharges and uses her Paralyzing Breath. If the triggering creature is within range Silvara will center the attack on that creature.

Innate Spellcasting. Silvara's spellcasting ability is Charisma (spell save DC 21). Silvara can innately cast the following spells, requiring no material components:

At will: *sleet storm, ice storm*

3/day each: *mass cure wounds, wall of ice*

1/day each: *heal, regenerate*

Actions

Multiattack. Silvara can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. **Hit:** 19 (2d8 + 10) bludgeoning damage.

Northwind. Silvara flaps her wings creating a blast of frigid air that can push and immobilize creatures. One creature within 120 feet of Silvara, that she can see, has to make a DC 25 Strength saving throw, taking 18 (4d8) cold damage, being pushed 30 feet away from Silvara and having its speed halved until the end of its next turn on a failed save. On a successful save the target only takes half as much damage and is neither pushed nor has its speed reduced.

Frightful Presence. Each creature of Silvara's choice that is within 120 feet of Silvara and aware of her must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Silvara's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Silvara uses one of the following breath weapons.

Cold Breath. Silvara exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Silvara exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 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.

Change Shape. Silvara magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Silvara's choice). In a new form, Silvara retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Enfolding Wings. When a creature within 15 feet of Silvara attacks one of her allies, Silvara protectively places her wings over the ally, becoming the target of the attack instead.

Legendary Actions

Silvara 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. Silvara regains spent legendary actions at the start of her turn.

Detect. Silvara makes a Wisdom (Perception) check.

Tail Attack. Silvara makes a tail attack.

Stormcaller. Silvara casts *sleet storm* or *ice storm*.

Wing Attack (Costs 2 Actions). Silvara beats her wings. Each creature within 15 feet of Silvara must succeed on a DC 25 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Silvara can then fly up to half her flying speed.

Protective Wall (Costs 2 Actions). Silvara casts *wall of ice*.

VALAMARADACE

In the skies above civilization and wilderness alike, an astounding sight floats amid the clouds: an enormous oval island of stone covered in jagged peaks. The Floating Mountain, as it is called, is the home of Valamaradace, a gold dragon who has become far more interested in vengeance against the forces of evil than in the safety and well-being of the lesser creatures she used to zealously protect.

The Queen of the Floating Mountain is longer than most gold dragons of her age (not that there are many to compare her to), but she has substantially less mass. Valamaradace is more serpentine in build than most other golds, and she seems to wind her way through the air like a snake when she flies. Her claws are long and narrow, looking almost like humanoid fingers, and grant her impressive manual dexterity and grace when casting rituals.

As with other ancient golds, her scales seem to gleam with an inner radiance. Her eyes do as well, with glowing slitted pupils that almost blend into the golden orbs that house them.

VALAMARADACE LORE

A character knows the following information with a successful Arcana or History check.

DC 15: For long centuries, the Floating Mountain hovered over, or near, the community of Silverymoon (or any other city appropriate to your campaign). Valamaradace and her consort—a silver dragon whom the people below called “Silverwing”—served as guardians and protectors of the region, and they frequently collaborated with the city’s ruler, a potent spellcaster in her own right.

Initially, Valamaradace saw herself as the queen of the region, as a guardian responsible for ensuring the healthy growth of all creatures in her domain. She sought to harm none, to understand all living beings, and to use her shapeshifting to better appreciate their lives. Eventually, however, her interest in her domain waned.

She was more interested in countering possible evils than in safeguarding the good of any particular creatures, and she had come to think that she had learned all that the humanoids could teach her. Silverwing remained more involved with the people. Over the years, he grew more protective of them while Valamaradace grew more detached. Her focus shifted to her magic and to the spread of evil elsewhere in the world.

Valamaradace is an extremely skilled caster. It is said that her spellbooks hold every ritual known to mortals and several that no human, eladrin, or gnome has ever heard of. Legend claims that her skills at divination and scrying are so great that no enemy can possibly take her unawares.

DC 20: Over the years, the two dragons grew apart as their interests and feelings for the people below diverged. The ruler of the city below, and all the other mortals Valamaradace knew, grew old and died. Their heirs proved ever less impressive in the gold dragon’s eyes. Slowly but steadily, the Dragon Queen’s interest in those below her waned further. Finally, when the region was rocked by a catastrophe that shook the foundations of the earth and of magic itself, Valamaradace dedicated herself to what she called “a greater purpose” than the protection of a few insignificant lives. She and Silverwing went their separate ways (though they still cooperate on occasion), and Valamaradace allowed the Floating Mountain to drift free so she could scour the land in search of great, world-shaking threats.

Credit: WotC: 4th Edition Draconomicon II: Metallics



VALAMARADACE

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	29 (+9)	26 (+8)	17 (+3)	28 (+9)

Saving Throws Dex +11, Con +16, Wis +10, Cha +16
Skills Arcana +22, Athletics +15, Insight +10,
Perception +17
Damage Immunities fire
Senses truesight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62,000 XP)

Amphibious. Valamaradace can breathe air and water.

Legendary Resistance (3/Day). If Valamaradace fails a saving throw, she can choose to succeed instead.

Bleeding Breath. When Valamaradace drops below half her hit point maximum (273), she immediately recharges and uses her Fire Breath. If the triggering creature is within range Valamaradace will center the attack on that creature.

Premonition. (Recharges after the dragon Casts a Divination Spell of 1st Level or Higher). When Valamaradace or a creature she can see makes an attack roll, a saving throw, or an ability check, Valamaradace can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Spellcasting. Valamaradace is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Valamaradace has the following spells prepared:

Cantrips (at will): *fire bolt, light, message, prestidigitation, word of radiance*
1st level (4 slots): *color spray, command, detect evil and good*, detect magic*, guiding bolt*
2nd level (3 slots): *augury*, detect thoughts*, hold person, misty step, moonbeam*
3rd level (3 slots): *clairvoyance*, counterspell, dispel magic, fireball, sending, spirit guardians, tongues**
4th level (3 slots): *arcane eye*, divination*, sickening radiance*
5th level (3 slots): *dawn, dream, legend lore*, scrying*, wall of light*
6th level (2 slots): *arcane gate, mental prison, sunbeam*
7th level (2 slots): *crown of stars, project image*
8th level (1 slot): *antimagic field, control weather, sunburst*
9th level (1 slot): *foresight*, meteor swarm*
*Divination spell of 1st level or higher.

Actions

Multiaction. Valamaradace can use its Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Twin Glearning. Valamaradace can use its Frightful Presence. She then uses Golden Gaze twice.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage.

Golden Gaze Valamaradace's eyes start to glow like the sun and she focuses her gaze on one creature she can see within 120 feet. The creature has to make a DC 24 Constitution saving throw, taking 33 (6d10) radiant damage and being blinded until the end of its next turn on a failed save and taking half as much damage and not being blinded on a successful one.

Frightful Presence. Each creature of Valamaradace's choice that is within 120 feet of Valamaradace and aware of her must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Valamaradace's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). Valamaradace uses one of the following breath weapons.

Fire Breath. Valamaradace exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. Valamaradace exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

Cremation (Recharge 4-6) Sheets of roaring flame appear in a location of Valamaradace's choice within 120 feet. The area of the flames consists of up to ten 5-foot cubes, which Valamaradace can arrange as she wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in that area must make a DC 24 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save and half as much on a successful one. If a creature with 0 hit points is in the area of this effect it is instantly turned to dust.

Change Shape. Valamaradace magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Valamaradace's choice). In a new form, Valamaradace retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Curtain of Light. When a creature starts its turn within 5 feet of Valamaradace or moves there for the first time on its turn, Valamaradace uses Golden Gaze against it and teleports to an unoccupied space within 30 feet, that Valamaradace can see.

Legendary Actions

Valamaradace 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. Valamaradace regains spent legendary actions at the start of her turn.

Detect. Valamaradace makes a Wisdom (Perception) check.

Tail Attack. Valamaradace makes a tail attack.

Golden Radiance. Valamaradace uses its golden gaze.

Wing Attack (Costs 2 Actions). Valamaradace beats her wings. Each creature within 15 feet of Valamaradace must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Valamaradace can then fly up to half her flying speed.

Cast a weak Spell (Costs 2 Actions). Valamaradace casts a spell of 5th level or lower.

Cast a Spell (Costs 3 Actions). Valamaradace casts a spell.

DC 25: Valamaradace's efforts to destroy what she considers to be great threats—and none are quite certain what her criteria might be—do not take into account the good of other, lesser creatures. She is willing to obliterate innocent bystanders if doing so is the most effective way to defeat an enemy, and her zeal to defeat powerful tyrants has left more than one community in the throes of anarchy afterward. She expects all creatures to obey her without question, and those that do not risk being lumped in with her enemies in her mind.

Valamaradace rarely assumes humanoid form anymore, but when she must, she most often travels as an elf by the name of Targarda.

VALAMARADACE TACTICS

Valamaradace prefers to devastate her enemies from a distance. Indeed, over many years—and many mystical endeavors—her abilities have diverged from those of other gold dragons, allowing her to do just that. She never engages her foes in melee if she can avoid it, partly because of her combat abilities, and partly because she wants to avoid “sullying herself” by close contact with lesser creatures.

She uses beguiling light and searing mark early in the fight to make her golden light and twin gleaming attacks more effective. She holds her breath weapon in reserve for foes that manage to move near her despite her curtain of light.

Valamaradace, despite her sense of innate superiority, is willing to flee combat if a foe proves too difficult or impossible to keep at a distance. She then uses her mastery of rituals to study that foe and better prepare her for their next encounter.

When you run Valamaradace in combat, portray her as though she already has a full understanding of the characters' abilities. The Dragon Queen is a master of almost every ritual known—including divinations and scrying—and unless her enemies have been incredibly secretive, odds are that she has learned of them and studied them from afar.

KOBOLD SCOUT

Small humanoid, lawful evil

Armor Class 14 (leather)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Animal Handling +4, Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The kobold is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following ranger spells prepared:

1st level (4 slots): *fog cloud, hunter's mark, zephyr strike*

2nd level (2 slots): *pass without trace, spike growth*

Actions

Multiattack. The kobold makes either two shortsword attacks or two sling attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit 6 (1d6 + 3) piercing damage.*

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit 5 (1d4 + 3) bludgeoning damage.*

Credit: Bryan Syme via Kobold Press



KOBOLD SCOUNDREL

Small humanoid, lawful evil

Armor Class 14 (leather)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	13 (+1)	13 (+1)	8 (-1)

Skills Acrobatics +5, Perception +3, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The kobold deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit 6 (1d6 + 3) piercing damage.*

Credit: Bryan Syme via Kobold Press



KOBOLD CHANNELER

Small humanoid, lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	15 (+2)	10 (+0)	9 (-1)	17 (+3)

Skills Arcana +2, Deception +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Innate Spellcasting. The kobold's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 13), requiring no material components:

At will: mage armor (self only)

Spellcasting. The kobold is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, shocking grasp*
1st-3rd level (2 3rd-level slots): *burning hands, chromatic orb, fireball, fly, invisibility, melf's acid arrow, warding wind*

Agonizing Blast. When the kobold casts eldritch blast, it adds its Charisma modifier to the damage it deals on a hit.

Elemental Blast. When the kobold takes a short or long rest, it can change the damage type of its eldritch blast to acid, cold, fire, lightning or poison, until its next short or long rest.

Elemental Affinity. Whenever the kobold deals acid, cold, fire, lightning or poison damage to a creature, it can add its Charisma modifier to the damage.

Actions

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

KOBOLD EARTHSHAKER

Small humanoid, lawful evil

Armor Class 14 (hide)

Hit Points 39 (6d6 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	17 (+3)	10 (+0)	17 (+3)	9 (-1)

Skills Nature +2, Survival +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The kobold is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mold earth, shillelagh*
1st level (4 slots): *earth tremor, snare, thunderwave*
2nd level (3 slots): *earthbind, melf's acid arrow, spike growth*
3rd level (3 slots): *erupting earth, meld into stone, stinking cloud*

Nature's Stride. The kobold ignores difficult terrain.

Actions

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

KOBOLD TRIBE LEADER

Small humanoid, lawful evil

Armor Class 17 (leather, shield)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	13 (+1)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multattack. The kobold makes three spear attacks and can either use Attack Order or Defense Order.

Spear. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit** 7 (1d6 + 4) piercing damage.

Attack Order. Every ally within 15 feet of the kobold can use its reaction to make a weapon attack.

Defense Order. The kobold can move up to its speed, while every ally within 15 feet can move up to its speed towards it, interposing itself between the kobold and potential attackers, becoming the target of opportunity attacks instead.

Credit: Bryan Syme via Kobold Press



KOBOLD FLAME SORCERER

Small humanoid, lawful evil

Armor Class 16 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	15 (+2)	14 (+2)	9 (-1)	17 (+3)

Skills Arcana +4, Deception +5, Intimidation +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 4 (1,100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Draconic Resilience. The kobold's AC equals 13 + its Dexterity modifier. Additionally, when it takes fire damage, it can use a reaction to spend 1 sorcery point to gain resistance against fire damage for 1 hour.

Spellcasting. The kobold is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *firebolt, green-flame blade, poison spray, presidigitation, ray of frost*

1st level (4 slots): *burning hands, shield*

2nd level (3 slots): *blur, scorching ray*

3rd level (3 slots): *counterspell, fireball*

4th level (1 slots): *wall of fire*

Sorcery Points. The kobold has 7 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll a number of the damage dice up to its Charisma modifier (minimum of one). It must use the new rolls. The kobold can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Actions

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

KURTULMAK



The Kobold god Kurtulmak is a savage deity who teaches the kobolds to defend themselves and assault the unwary by any means necessary, including the traps of which he's fond. He appears as a particularly massive, green-and-black kobold. He has a particular hatred for gnomes.

First of the Kobolds. The myths surrounding the creation of Kurtulmak are diverse. In some he was the first Kobold created by a green dragon and thus became the natural leader and patron of all kobolds who came after him. However he was still very much a mortal and would only go on to be raised to divinity after his death.

In another myth both he and the kobolds were created simultaneously by Bahamut as servants for good dragons. However the kobolds were made too subservient and when their good dragon masters were killed by evil dragons, they adopted their new master's evil nature. Some say Kurtulmak himself was corrupted by Tiamat, causing all kobolds from then on, to be capricious, selfish and evil.

In another myth Kurtulmak is an unwanted son of Tiamat; when the draconic goddess laid her first clutch of divine-touched eggs, a large band of thieves raided her lair. Though she fought furiously, several of her eggs and a significant amount of treasure was stolen before the injured deity collapsed her lair in on itself, crushing all the thieves.

Weakened but needing to protect and restore her brood, she caused one egg to hatch early, resulting in Kurtulmak, a huge kobold with a powerful stinger for a tail. Kurtulmak fixed up Tiamat's lair, riddling it with the deadliest traps he could invent, and then started re-opening the passageways out of the lair. During his excavations, he dug up eggs stolen from Tiamat, which had cooled too greatly to have a hope of hatching. So he used his powers to make them hatch into the first kobolds.

Nemesis of Glittergold. As with his creation myth, many different versions of his stories exist. However throughout them all he has a deep hatred for gnomes, their inventions and good-natured pranks. In one story, when the race of Kobolds was young, Kurtulmak ordered them to enslave the newly created gnomes and to steal the gemstones that contained their unborn souls. Garl Glittergold, the patron deity of the gnomes is said to have intervened by collapsing the mountain which contained Kurtulmak and the first nation of kobolds. Most of the kobolds, including Kurtulmak are said to have died in this event, however Kurtulmak was raised to divinity by the dragon god Asgorath and sword vengeance to Garl Glittergold and his gnomes.

In another story Garl Glittergold stole treasure from Tiamat's hoard and she promptly sent the kobold god to chase after him. However Glittergold lured Kurtulmak into a series of maze-like tunnels and trapped the kobold god inside, sealing the exit. Because of this clerics of Kurtulmak are very rare, as it is hard for the kobold god to reach out to his followers and grant them spells.

In another myth Kurtulmak was building an enormous underground festhall where he planned to invite the other gods. However it was built in such a way, that by removing a single brick, the entire mountain would collapse and bury all the other gods under it. But Garl Glittergold snuck in and

triggered it early, burying the kobold god instead. Exactly why Garl did this varies depending on who you ask. Kobolds swear he did it out of jealousy. Gnomes swear with equal fervor that it was simply idle curiosity to see if Kurtulmak's trap would actually work as it was supposed to. However, when Kurtulmak dug himself out, he swore vengeance.



Symbol of Kurtulmak (a gnome skull)

Credit: WotC: 3.5 Edition Races of the Dragon

KURAULYEK

If stories and myths about Kurtulmak are spotty at best, the ones about Kuraulyek are few and far between. As the god of the urds he is usually described as a blue winged kobold and a servant of Kurtulmak. However most myths feature some sort of betrayal, since Kuraulyek is usually presented as a coward, which causes Kurtulmak to swear vengeance against the god of the Urds.

THREE EXARCHS

Kobolds are rarely found alone and as such, there are three kobolds, who serve Kurtulmak as his exarchs. These three usually travel together, with a small band of kobolds following them. They are Sazavur the silent death, Trougrax the lightning-wreathed and vyradith the mighty enforcer.

SAZAVUR

Small humanoid, lawful evil

Armor Class 18 (studded leather)

Hit Points 195 (30d6 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	17 (+3)	12 (+1)	17 (+3)	11 (+0)

Saving Throws Dex +12, Int +7, Wis +9

Skills Acrobatics +12, Athletics +7, Deception +12, Investigation +7, Perception +9, Stealth +18

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons

Damage Resistances cold, fire, radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 19

Languages Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (1/Day). When the kobold fails a saving throw, it can choose to succeed instead.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Cunning Action. On each of its turns, the kobold can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The kobold deals an extra 35 (10d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

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

Reliable Talent. Whenever the kobold makes an ability check that lets it add its proficiency bonus, it can treat a d20 roll of 9 or lower as a 10.

Elusive. No attack roll has advantage against the kobold while it isn't incapacitated.

Stroke of Luck (1/Day). If the kobold's attack misses a target within range, it can turn the miss into a hit. Alternatively, if it fails an ability check, it can treat the d20 roll as a 20.

Assassination. The kobold has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit the kobold scores against a creature that is surprised, is a critical hit.

Death Strike. When the kobold attacks and hits a creature that is surprised, it must succeed on a DC 20 Constitution saving throw or take double damage from the attack.

Actions

Multiaction The kobold makes three attacks with its shortsword or with its shortbow.

Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 18 (4d8) radiant damage.

Shortbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 14 (4d6) force damage.

Reactions

Uncanny Dodge. The kobold halves the damage that it takes from an attack that hits it. The kobold must be able to see the attacker.

As a reward for his perseverance and ability, Kurtulmak promoted Sazavur to become one of his exarchs and granted him the title "Sazavur the silent death".

TROUGRAX

Trougrax is one of the three exarchs of the kobold deity Kurtulmak. He represents the kobold's aptitude for sorcery, their curiosity and inventiveness as well as their blood being linked to dragons.

Destined for greatness. Trougrax hatched into a kobold tribe, that was in servitude to a terrifying blue dragon, Taldricruss the King in the Sand, and would have under normal circumstances been just another lackey to the dragon's whims, however Trougrax was prophesied to become a mighty sorcerer as well as the supreme leader of kobolds.

SAZAVUR

Sazavur is one of the three exarchs of the kobold deity Kurtulmak. He represents the kobold's shifty nature, their ability to hide in shadows and their reliance on sneaky and dirty tactics in a fight.

Excelling through treachery. Sazavur used to travel with an adventuring group, that found and practically kidnapped him. Though they repeatedly reassured him, he was part of the group, they often sent him into dangerous situations alone and sometimes left him in dangerous situations to fend on his own. These struggles however made Sazavur strong and confident to the point, where he realized he didn't need the others anymore. At first he wanted to take his leave silently, but in that fateful night the years of mockery, ridicule and abuse he endured at the hands of his party members, drove him to slit their throats in their sleep.

And so it was, that Trougrax was raised and taught by the tribe's most powerful sorcerer, quickly eclipsing his mentor and gathering support for himself as the prophesied king of the kobolds. Trougrax incited rebellion and after a bloody conflict, against his former brethren and their blue-scaled master, that left hundreds of kobolds on both sides dead, Taldricruss lay before Trougrax, slain by the sorcerer.

TROUGRAX

Small humanoid, lawful evil

Armor Class 16 (natural armor)

Hit Points 225 (30d6 + 120)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	17 (+3)	12 (+1)	12 (+1)	22 (+6)

Skills Arcana +7, Deception +11, Insight +7, Perception +7

Saving Throws Dex +9, Con +9, Cha +12

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons

Damage Resistances cold, fire, radiant

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic

Challenge 17 (700 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Legendary Resistance (1/Day). When the kobold fails a saving throw, it can choose to succeed instead.

Blue Dragon Heritage. The kobold's AC equals 13 + its Dexterity modifier. Additionally, its hit point maximum increases by 1 for every hit die it has. When the kobold takes lightning damage, it can use its reaction to spend 1 sorcery point to gain resistance against lightning damage for 1 hour and it adds its Charisma modifier to the damage of any spell, that deals lightning damage.

Spellcasting. The kobold is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *firebolt, frostbite, green-flame blade, poison spray, presidigitation, sword burst*

1st level (4 slots): *absorb elements, shield*

2nd level (3 slots): *mirror image, scorching ray*

3rd level (3 slots): *counterspell, fireball*

4th level (3 slots): *greater invisibility, storm sphere*

5th level (3 slots): *cone of cold, dominate person*

6th level (2 slots): *disintegrate, mental prison*

7th level (2 slots): *fire storm*

As a reward for his magical prowess and supreme leadership, Kurtulmak promoted Trougrax to one of his exarchs and granted him the name "Trougrax the lightning-wreathed".

8th level (1 slots): *incendiary cloud*

9th level (1 slots): *meteor swarm*

Sorcery Points. The kobold has 20 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Elemental Spell: When the kobold casts a spell that deals acid, cold, fire, lightning or poison damage, it can spend 1 sorcery point to change it to any other damage type from that list.

Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll a number of the damage dice up to its Charisma modifier (minimum of one). It must use the new rolls. The kobold can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Twinned Spell: When the kobold casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Flexible Casting: The kobold can transform a certain number of Sorcery points into a spell slot as seen in the table below.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Greater Metamagic. The kobold can apply up to two metamagics to a single spell, instead of one. The cheaper metamagic option does not consume sorcery points.

Actions

Dagger. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit 5 (1d4 + 3) piercing damage.

VYRADITH

Small humanoid, lawful evil

Armor Class 20 (half-plate, shield)

Hit Points 255 (30d6 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	20 (+5)	10 (+0)	9 (-1)	20 (+5)

Saving Throws Str +7, Con +11, Cha +11

Skills Athletics +7, Acrobatics +11, Intimidation +11, Perception +5

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons

Damage Resistances cold, fire, radiant

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 19 (22,000 XP)

Aura of Might. The kobold and each of its allies within 30 feet are immune to being frightened and gain a bonus to any damage roll equal to the kobold's Charisma modifier. (included in Vyradith's attacks.)

Aura of Protection. Whenever the kobold or one of its allies within 30 feet of it makes a saving throw, it gains a bonus to the saving throw, equal to the kobold's Charisma modifier.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The kobold is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It has the following paladin spells prepared:

1st level (4 slots): *absorb elements, cless, chromatic orb, compelled duel, shield of faith, wrathful smite*

2nd level (3 slots): *aid, branding smite, enlarge/reduce, dragon's breath, magic weapon*

3rd level (3 slots): *aura of vitality, blinding smite, elemental weapon, lightning bolt, remove curse*

4th level (3 slots): *banishment, elemental bane, staggering smite, vitriolic sphere*

5th level (2 slots): *banishing smite, cloudkill, cone of cold, destructive wave, holy weapon*

Dragon Form. The kobold can assume the form of a draconic hero for 1 hour. While transformed in this way, the kobold gains a flying speed of 60 feet and emanates an aura of awe in a 30-foot radius, granting friendly creatures a 1d8 bonus on all attack rolls.

Dragon Smite. When the kobold hits a creature with a melee weapon attack, it can expend one spell slot to deal additional acid, cold, fire, lightning, poison or radiant (kobold's choice) damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Large or larger creature.

Actions

Multiattack. The kobold makes two weapon attacks.

Rapier. Melee Weapon Attack: +12 to hit, reach 5ft., one target. *Hit: 15 (1d8 + 11) piercing damage plus an additional 9 (2d8) radiant damage.*

Shortbow. Ranged Weapon Attack: +12 to hit, range 80/320 ft., one target. *Hit: 14 (1d6 + 11) piercing damage plus 7 (2d6) force damage.*

Years later she led an incursion with hundreds of kobolds and her new master against the boastful golden dragon. In the battle both the golden wyrm and her original master expired and she found herself without purpose until Kurtulmak promoted her to one of his exarchs and placed her in a reliable group of kobolds. She also acts as a messenger and speaks for the buried deity, bringing his word to all kobolds who will listen.

VYRADITH

Vyradith is one of the three exarchs of the kobold deity Kurtulmak. She embodies the kobold's dependence on dragons as well as their ability to recover from almost any setback, as long as a few kobolds survive and come back in even greater force.

Life of Servitude. Vyradith hatched from one of the legendary ringing eggs and left her tribe to serve a metallic dragon in its conquest against evil. However the casual arrogance and complete disregard for the lives of regular mortals, displayed by the golden dragon she swore her life to grated on Vyradith. As Gyldroidass, The Eternal spoke the words "You have proven, that you are not able to govern yourselves, thus I will govern you from now on." to the citizens of a town he annexed, Vyradith couldn't help but wonder why the golden wyrm would think he was any better. Over the years in his service she grew to resent metallic dragonkind and eventually turned her back on him and returned to her tribe to swear fealty to the chromatic dragon who subjugated them instead.

THE EXARCHS TACTICS

If the party finds themselves in combat with the exarchs, a small entourage of other kobolds will also be nearby. If possible Sazavur will initiate the combat, surprising and potentially defeating a party member in the first round. He is ruthless, either taking downed party members hostage, or if that fails, continuing to use his multiattack even on unconscious party members, to keep their allies from healing them. If he starts combat close to Trougrax he will get as close to him as possible so the lightning-wreathed can use a Twinned Greater Invisibility on them both. Vyradith jumps into battle using *holy weapon* and *dragon smite* to quickly overwhelm her enemies. Being surprisingly resilient she tries to act as a shield for the other kobolds, allowing them to better take on their enemies. Additionally the kobolds prefer to fight in winding tunnels with small caves, that are inaccessible to larger races, so they can dart in and out of sight, dealing one devastating blow after another.

ENTOURAGE

As exarchs of the kobold god Kurtulmak the exarchs always draw an entourage of kobolds to them wherever they travel. Roll 1d4 times on the Entourage Table below to determine who is following them.

KOBOLD VICTORY TABLE

When a kobold, other than an exarch, reduces a character to 0 or fewer hit points, roll a d20 and refer to the following table if you want to inject some random craziness into your game.

d20 Effect

- 1- **No effect.** Chitters, giggles, or does a little victory dance.
- 11 **Kill things, take their stuff!** Spends bonus action to pick item off the fallen adventurer then runs off to hide its treasure.
- 12 **Ask not what you can do for the tribe!** Spends 1 round delivering a victory speech. All kobolds within 30 feet, that can see or hear the kobold gain 5 temporary hit points.
- 13 **I attribute my success solely to luck!** Immediately hides in its victim's backpack or under his unconscious/dead form.
- 14 **Whoa! That's never happened before!** Stunned until the end of its next turn
- 15 **Come get some!** Spends 1 round taunting the nearest PC.
- 16 **Victory!** Lets out an inspiring whoop, granting kobolds within 30 feet, that can see or hear the kobold, 1d6 inspiration.
- 17 **You're next!** The kobold can immediately take another full turn.
- 18 **This will only anger them!** Flees but returns to fight in 1d4 rounds.
- 19 **I'm only getting started!** Regains hit points until it reaches half its hit point maximum, or its hit point maximum if it is not below half its hit point maximum yet.
- 20 **Fear me!** Gains a 1d4 bonus on attack rolls and saving throws and a +2 bonus to AC until the end of the encounter.

ENTOURAGE

d20 Creatures

- 1 1d20 kobolds and 1d10 urds
- 2 1d8 kobold inventors and 1d4 gelationous cubes
- 3 1d10 kobold scale sorcerers
- 4 1d10 kobold scouts
- 5 1d10 kobold scoundrels
- 6 1d6 kobold earthshakers
- 7 1d6 kobold channelers
- 8 1d6 kobold flame sorcerers
- 9 2d6 kobold dragonshields
- 10 2d10 kobold scouts and 4d10 pseudodragons
- 11 1d4 kobold channelers and one barbed devil
- 12 1d8 kobold inventors and 2d8 guard drakes
- 13 1d10 kobold dragonshields with the half-dragon template
- 14 2d8 urds and 1d4 kobold earthshakers
- 15 1d8 kobold scale sorcerers and 1d4 kobold flame sorcerers
- 16 1d8 kobold scouts and 1d8 kobold scoundrels
- 17 2d12 kobold dragonshields and 1d6 kobold tribe leaders
- 18 1d10 kobold tribe leaders, trying to one-up each other
- 19 one green abishai
- 20 1d100 kobolds

DRAGONBORN FLAME ADEPT

Medium humanoid (dragonborn), lawful neutral

Armor Class 16 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Con +6, Cha +7

Skills Arcana +4, Perception +5

Damage Resistances fire

Senses passive Perception 15

Languages Common, Draconic

Challenge 7 (2,900 XP)

Red Dragon Ancestor. The dragonborn's hit point maximum increases by 1 for every hit die it has. Additionally, when the dragonborn deals fire damage to a creature it can add its Charisma modifier to the damage.

Spellcasting. The dragonborn is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *control flame, firebolt, green-flame blade, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *burning hands, chromatic orb, shield*

2nd level (3 slots): *dragon's breath, mirror image*

3rd level (3 slots): *counterspell, fireball*

4th level (3 slots): *dimension door, wall of fire*

5th level (2 slots): *dominate person, immolation*

6th level (1 slots): *investiture of flame*

Sorcery Points. The dragonborn has 11 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the dragonborn can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the dragonborn casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Empowered Spell: When the dragonborn rolls damage for a spell, it can spend 1 sorcery point to reroll a number of the damage dice up to its Charisma modifier (minimum of one). It must use the new rolls. The dragonborn can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Flexible Casting: The dragonborn can transform a certain number of Sorcery points into a spell slot as seen in the table below.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Breath Weapon (1/rest) The dragonborn exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Credit: WotC: 4th Edition Player's Handbook



DRAGONBORN BLOODREAVER

Medium humanoid (dragonborn), lawful neutral

Armor Class 17 (splint)

Hit Points 76 (8d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	13 (+1)	15 (+2)	10 (+0)

Skills Athletics +7, Perception +5

Damage Resistances lightning

Senses passive Perception 15

Languages Common, Draconic

Challenge 4 (1,100 XP)

Colossus Slayer. Once per turn, the bloodreaver can deal an extra 9 (2d8) damage to a creature it hits with a weapon attack.

Dual Wielder. When the bloodreaver uses its Multiattack, it can use a bonus action to make an attack with its Battleaxe.

Escape the Horde. Opportunity attacks against the bloodreaver are made with disadvantage.

Actions

Multiattack. The bloodreaver makes two weapon attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Breath Weapon (1/rest) The bloodreaver exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

DRAGONBORN WARMMASTER

Medium humanoid (dragonborn), lawful neutral

Armor Class 20 (plate, shield)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	13 (+1)	15 (+2)	20 (+5)

Skills Athletics +8, Intimidation +9, Perception +6, Persuasion +9

Damage Resistances fire

Senses passive Perception 16

Languages Common, Draconic

Challenge 9 (5,000 XP)

Battlefield Presence. When the warmaster takes the Multiattack action, it can forgo a number of attacks to grant an equal number of allied creature that can see or hear it an additional attack the next time they take the Attack action during their turn.

Dueling Fighting Style. When the warmaster is wielding a melee weapon in one hand and no other weapons, it gains a +2 bonus to damage rolls with that weapon (included in the attack).

Heroic Strike. Any creature, that hits with an attack granted by the warmaster's Battlefield Presence deals an additional 5 (1d10) damage.

Lead the Charge. When the warmaster rolls initiative, it can add its Charisma modifier to the roll, and up to six allied creatures within 60 feet gain temporary hit points equal to the warmaster's Charisma modifier.

On my Mark. Once per turn, the warmaster can deal an extra 11 (2d10) damage to a creature it hits with a weapon attack.

Actions

Multiattack. The warmaster makes four weapon attacks and can grant an allied creature that can see or hear it an additional attack the next time it takes the Attack action during their turn.

Bastard Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Breath Weapon (1/rest) The warmaster exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Battle Cry (Recharge 4-6). Each creature of the warmaster's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gains advantage on attack rolls until the start of the warmaster's next turn. The warmaster can then make two attacks as a bonus action.

EXEMPLAR OF TIAMAT

Medium humanoid (dragonborn), lawful neutral

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	18 (+4)

Skills Athletics +11, Intimidation +10, Perception +7, Religion +6

Damage Resistances cold

Senses passive Perception 17

Languages Common, Draconic, Infernal

Challenge 11 (7,200 XP)

Aura of Conquest. The dragonborn exudes an aura of menace in a 30-foot radius. If a creature is frightened of the dragonborn, its speed is reduced to 0 while in the aura, and that creature takes 10 psychic damage if it starts its turn there.

Aura of Protection. Whenever the dragonborn or one of its allies within 30 feet of it makes a saving throw, it gains a bonus to the saving throw, equal to the dragonborn's Charisma modifier.

Fiendish Smite. When the dragonborn hits a creature with a melee weapon attack, it can expend one spell slot to deal additional necrotic or psychic (dragonborn's choice) damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Celestial.

Scornful Rebuke. Whenever a creature hits the dragonborn with an attack, that creature takes psychic damage equal to the dragonborn's Charisma modifier.

Spellcasting. The dragonborn is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It has the following paladin spells prepared:

1st level (4 slots): *armor of agathys*, *bane*, *command*, *compelled duel*, *shield of faith*, *wrathful smite*

2nd level (3 slots): *branding smite*, *hold person*, *magic weapon*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *blinding smite*, *dispel magic*, *elemental weapon*, *fear*

4th level (3 slots): *banishment*, *dominate beast*, *staggering smite*, *stoneskin*

5th level (2 slots): *banishing smite*, *cloudkill*, *destructive wave*, *dominate person*, *infernal calling*

Actions

Multiattack. The dragonborn makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus an additional 9 (2d8) psychic damage.

Javelin. *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) psychic damage.

Breath Weapon (1/rest) The dragonborn exhales cold in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Credit: WotC: 4th Edition Draconomicon I: Chromatics



SCION OF ARKHOSIA

Medium humanoid (dragonborn), lawful neutral

Armor Class 20 (plate, shield)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	13 (+1)	13 (+1)	15 (+2)

Skills Athletics +10, History +6, Intimidation +7, Perception +6

Damage Immunities acid

Senses passive Perception 15

Languages Common, Draconic

Challenge 13 (10,000 XP)

Action Surge. On its turn, the dragonborn can take one additional action on top of its regular action and a possible bonus action.

Second Wind (2/Day). As a bonus action, the dragonborn can regain 30 hit points.

Indomitable (2/Day). The dragonborn rerolls a failed saving throw.

Quick Breath. When the dragonborn uses its Multiattack, it can use its Breath Weapon as a bonus action, if its available.

Dueling Fighting Style. When the dragonborn is wielding a melee weapon in one hand and no other weapons, it gains a +2 bonus to damage rolls with that weapon (included in the attack).

Actions

Multiattack. The dragonborn makes four weapon attacks.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage plus 9 (2d8) acid damage.

Handaxe. *Ranged Weapon Attack:* +10 to hit, range 20ft./80ft., one target. *Hit:* 10 (1d6 + 7) piercing damage plus 7 (2d6) acid damage.

Breath Weapon (Recharge 5-6) The dragonborn uses one of the following breath weapons.

Acid Breath. The dragonborn exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 31 (9d6) acid damage on a failed save, or half as much damage on a successful one.

Hurl Breath. The dragonborn spits a glob of acid at a point of its choice within 60 feet of it, where it explodes in a 15-foot radius sphere. Each creature in that area must make a DC 18 Dexterity saving throw, taking 31 (9d6) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The dragonborn adds 5 to its AC against one melee attack that would hit it. To do so, the dragonborn must see the attacker and be wielding a melee weapon

Credit: WotC: 4th Edition Player's Handbook 2



WYVERN RIDER (HEAVY)

Medium humanoid (dragonborn), lawful neutral

Armor Class 20 (plate, shield)

Hit Points 78 (7d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	13 (+1)	15 (+2)	10 (+0)

Skills Animal Handling + 8, Athletics +7, Acrobatics +3, Perception +5

Damage Resistances poison

Senses passive Perception 15

Languages Common, Draconic

Challenge 1 (200 XP)

Charge. If the dragonborn moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 6 (1d12) piercing damage and has to succeed on a DC 15 Strength save or fall prone.

Born To The Saddle. The dragonborn has advantage on saving throws made to avoid falling off their mount. If they fall off their mount and descend no more than 10 feet, they can land on their feet if they're not incapacitated. Finally, mounting or dismounting a creature costs them only 5 feet of movement, rather than half their speed.

Lifeline. The dragonborn is secured to their wyvern with a 15-foot rope. The rope has an AC of 20, immunity to bludgeoning damage and 1 HP. The dragonborn can unlink themselves from the lifeline with a bonus action and relink as an action, while within 5 feet of their wyvern.

Actions

Multiaction. The dragonborn makes two weapon attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Breath Weapon (1/turn) The dragonborn exhales poison in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Warding Maneuver. When a creature the dragonborn can see targets the dragonborn or its mount with an attack, the dragonborn adds 2 to the AC of both itself and its mount against attacks from that creature until the start of the dragonborn's next turn.

WYVERN RIDER (LIGHT)

Medium humanoid (dragonborn), lawful neutral

Armor Class 17 (studded leather)

Hit Points 71 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	13 (+1)	15 (+2)	10 (+0)

Skills Animal Handling + 8, Athletics +3, Acrobatics +8, Perception +5

Damage Resistances acid

Senses passive Perception 15

Languages Common, Draconic

Challenge 1 (200 XP)

Charge. If the dragonborn moves at least 40 feet in a straight line and then hits a creature, while within 30 feet of it, with a ranged weapon attack on the same turn, the target takes an extra 4 (1d8) piercing damage.

Born To The Saddle. The dragonborn has advantage on saving throws made to avoid falling off their mount. If they fall off their mount and descend no more than 10 feet, they can land on their feet if they're not incapacitated. Finally, mounting or dismounting a creature costs them only 5 feet of movement, rather than half their speed.

Lifeline. The dragonborn is secured to their wyvern with a 15-foot rope. The rope has an AC of 20, immunity to bludgeoning damage and 1 HP. The dragonborn can unlink themselves from the lifeline with a bonus action and relink as an action, while within 5 feet of their wyvern.

Actions

Multiaction. The dragonborn makes two weapon attacks.

Longbow. *Melee Weapon Attack:* +8 to hit, range 150ft./600ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Breath Weapon (1/turn) The dragonborn exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Warding Maneuver. When a creature the dragonborn can see targets the dragonborn or its mount with an attack, the dragonborn adds 2 to the AC of both itself and its mount against attacks from that creature until the start of the dragonborn's next turn.

KAZARUK

Large humanoid (dragonborn), neutral evil

Armor Class 18 (plate)

Hit Points 230 (20d8 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Str +15, Con +14, Wis +8

Skills Athletics +15, Intimidation +10, Perception +8, Stealth +9

Damage Immunities fire, bludgeoning, piercing and slashing from nonmagical weapons

Damage Resistances cold, necrotic

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

Languages Common, Draconic

Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). When the dragonborn fails a saving throw, it can choose to succeed instead.

Aura of Conquest. The dragonborn exudes an aura of menace in a 30-foot radius. If a creature is frightened of the dragonborn, its speed is reduced to 0 while in the aura, and that creature takes 10 psychic damage if it starts its turn there.

Aura of Harming. Whenever an enemy within 30 feet of the dragonborn makes a saving throw, the dragonborn's Charisma modifier is subtracted from the roll.

Conquest Form. The dragonborn can as an action assume the form of an avatar of conquest for 1 hour. While transformed in this way, the dragonborn gains resistance to all damage, whenever the dragonborn takes the Multiattack action it can make another attack and the dragonborn scores critical hits with weapon attacks on a roll of 19 or 20 on the d20.

Fiendish Smite. When the dragonborn hits a creature with a melee weapon attack, it can expend one spell slot to deal additional necrotic or psychic (dragonborn's choice) damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Celestial.

Scornful Rebuke. Whenever a creature hits the dragonborn with an attack, that creature takes psychic damage equal to the dragonborn's Charisma modifier.

Spellcasting. The dragonborn is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It has the following paladin spells prepared:

1st level (4 slots): *armor of agathys*, *bane*, *command*, *compelled duel*, *shield of faith*, *wrathful smite*

2nd level (3 slots): *branding smite*, *hold person*, *magic weapon*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *blinding smite*, *dispel magic*, *elemental weapon*, *fear*

4th level (3 slots): *banishment*, *confusion*, *dominate beast*, *staggering smite*

5th level (2 slots): *banishing smite*, *cloudkill*, *destructive wave*, *dominate person*, *infernal calling*

Actions

Multiattack. The dragonborn makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus an additional 9 (2d8) psychic damage.

Javelin. *Ranged Weapon Attack:* +15 to hit, range 30/120 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage plus 7 (2d6) psychic damage.

Breath Weapon (1/rest) The exemplar exhales flames in a 30-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

KAZARUK

Kazaruk is the exarch of the evil dragon deity Tiamat. He is arrogant and boastful, greedy, capricious and wholly malicious.

Perversion of Draconic Ideals. As dragonborn tend to extremes Kazaruk is the perverse epitome of one such extreme. Standing well over 11 feet tall, with an orange glow perpetually issuing forth from between his scarlet scales and his draconic horns long and crooked, Kazaruk looks every bit as intimidating and dangerous as he actually is. It is for good reason, that he is the exarch of the Evil Queen of Dragons, since his might alone approaches that of an ancient dragon. However Kazaruk never fights alone: He challenged an Ancient Red Dragon, Grydrad, the Red Tyrant, to single combat and managed to subdue the beast, binding it to himself as his faithful mount, earning him the moniker Tyrant of Tyrants.

KUYUTHA

Large humanoid (dragonborn), lawful good

Armor Class 20 (plate, shield)

Hit Points 345 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Str +14, Con +13, Wis +7

Skills Athletics +14, Intimidation +9, Perception +7, Stealth +8

Damage Immunities cold, bludgeoning, piercing and slashing from nonmagical weapons

Damage Resistances fire, radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). When the dragonborn fails a saving throw, it can choose to succeed instead.

Aura of Clarity. The dragonborn exudes an aura of safety and clarity in a 30-foot radius. The dragonborn and allies within the aura are immune to being charmed or frightened. If a charmed or frightened ally enters the aura, the effects are suppressed while that ally is within the aura.

Aura of Protection. Whenever the dragonborn or one of its allies within 30 feet of it makes a saving throw, it gains a bonus to the saving throw, equal to the dragonborn's Charisma modifier.

Holy Form. The dragonborn can as an action assume the form of an avatar of divinity for 1 hour. While transformed in this way, the dragonborn sheds bright light in a 30 foot radius and dim light 30 feet beyond that, whenever the dragonborn takes the Multiattack action it can make another attack and whenever an enemy starts its turn in the bright light, it takes 10 radiant damage.

Divine Smite. When the dragonborn hits a creature with a melee weapon attack, it can expend one spell slot to deal additional radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Fiend or Undead.

Purity of Spirit. The dragonborn is always under the effects of the *protection from evil and good* spell.

Spellcasting. The dragonborn is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It has the following paladin spells prepared:

1st level (4 slots): *compelled duel, cure wounds, protection from evil and good, sanctuary, shield of faith, thunderous smite*

2nd level (3 slots): *aid, branding smite, magic weapon, spiritual weapon*

3rd level (3 slots): *aura of vitality, blinding smite, dispel magic, elemental weapon, remove curse*

4th level (3 slots): *aura of life, banishment, death ward, staggering smite*

5th level (2 slots): *banishing smite, dawn, destructive wave, hold monster, holy weapon*

Actions

Multiattack. The dragonborn makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit:* 12 (1d8 + 8) piercing damage plus an additional 9 (2d8) radiant damage.

Javelin. *Ranged Weapon Attack:* +15 to hit, range 30/120 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage plus 7 (2d6) radiant damage.

Breath Weapon (1/rest) The exemplar exhales cold in a 30-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 70 (20d6) cold damage on a failed save, or half as much damage on a successful one.

KUYUTHA

Kuyutha is the exarch of the good dragon deity Bahamut. He is just and benevolent, generous, reliable and devoted to his fight against evil.

Paragon of Draconic Ideals. As dragonborn tend to extremes Kuyutha is the exemplary epitome of one such extreme. Standing well over 11 feet tall, with shimmering silver scales and a majestic frill on top of his head, Kuyutha truly looks like the last and greatest paladin of the old dragonborn empire Arkhosia. After the fall of the empire he had made it his life's mission to gather and protect the scattered dragonborn clans and for his tireless efforts the Platinum Dragon rewarded him with a spark of divinity. Kuyutha now seeks champions of justice, worthy of an invitation to the Platinum Dragon's domain on Mount Celestia and takes the vilest of dragonborn villains to face their judgements before Bahamut.

Kuyutha is usually accompanied by one of the seven gold dragons, that serve the Platinum Dragon, earning him the moniker Knight in Silver and Gold.

Kazaruk and Kuyutha are two sides of the same coin, reflecting the enmity between the Queen of Evil Dragons and the Platinum Dragon. Where Kazaruk seeks to undermine and cripple his opponents, Kuyutha seeks to help and enforce his allies, where Kazaruk uses infernal powers, Kuyutha uses divine powers and where Kazaruk tries to burn away the good in this world, Kuyutha attempts to freeze the evil at its root. Both embody polar opposites of what a dragonborn can become over centuries, if not millenia of service to one of the dragon gods.

DRAGON TEMPLATES

DEVILFORGED WYRMS

Only a true dragon can be turned into a devilforged wyrm, and only if it is drawn to the Nine Hells and kept in imprisonment by devils there for several years. When a dragon is turned into a devilforged wyrm, it retains its statistics except as described below. The devilforged wyrm might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Damage Resistances. The dragon has resistance to cold and bludgeoning, piercing, and slashing from nonmagical weapons, that aren't silvered.

Damage Immunities. The dragon has immunities to fire and poison.

Condition Immunities. The dragon has immunity to the poisoned condition.

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

Magic Weapons. The dragon's weapon attacks are magical.

Armor. Armor plates are cruelly nailed into the dragon's hide, increasing its AC by 2.

Berserk. Whenever the dragon starts its turn with half its maximum hit points or fewer, roll a d6. On a 6, the dragon goes berserk. On each of its turns while berserk, the dragon attacks the nearest creature it can see. If no creature is near enough to move to and attack, the dragon attacks an object, with preference for an object smaller than itself. Once the dragon goes berserk, it continues, to do so until it is destroyed or regains all its hit points. The dragon's master, if within 60 feet of the berserk dragon, can try to calm it by speaking firmly and persuasively. The dragon must be able to hear its master, who must take an action to make a DC 15 Charisma (Persuasion or Intimidation) check. If the check succeeds, the dragon ceases being berserk. If it takes damage while still at half its hit point maximum or lower, the dragon might go berserk again.

Reckless Attack. At the start of its turn, the dragon can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Devils. The dragon is accompanied by 1d10 imps (or other devils, at the DM's discretion), that can give it a spur of pain, dealing 1d10 damage and causing the dragon to immediately make a claw attack against one creature within 5 feet of it.

New Action: Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

MIRAGE DRAGON

Only a true dragon can transform into a mirage dragon, and only if it is born in the Feywild or remains there for several years. A dracolich can't be turned into a mirage dragon, since it loses its draconic nature when it becomes undead. When a dragon becomes a mirage dragon, it retains its statistics except as described below. The mirage dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities. The dragon has immunity to the charmed condition and magic can't put it to sleep.

Skill Proficiency: Deception, Insight. The dragon's proficiency bonus is doubled for its Charisma (Deception) and Wisdom (Insight) checks.

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

Fey Step (Recharge 4-6). As a bonus action, the dragon can teleport up to 30 feet to an unoccupied space it can see.

New Action: Mirage. The dragon creates mirages in a 60-foot radius centered on itself, making that area heavily obscured. A creature can see through the mirages by succeeding on an Intelligence (Investigation) check. The save DC for this check equals 8 + the dragon's proficiency bonus + its Wisdom modifier.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, change that damage type to psychic.

New Action: Phantom Breath. Any damage-dealing breath weapon possessed by the dragon deals psychic damage instead of its original damage type.



DRACONIC ZOMBIE

Any a dragon can transform into a draconic zombie, if its corpse is reanimated by a powerful necromancer. A dracolich can't be turned into a draconic zombie, since it loses its draconic nature when it becomes undead. When a necromancer tries to animate a killed dracolich, it instead returns to unlife as a dracolich, with a number of hit points equal to half its hit point maximum. When a dragon becomes a draconic zombie, it retains its statistics except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology. The draconic zombie might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The draconic zombie's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. The draconic zombie's speed is reduced by 10 ft.

Damage Resistances. The draconic zombie has resistance to necrotic damage.

Damage Immunities. The draconic zombie has immunity to poison. It also retains any immunities it had prior to becoming a draconic zombie.

Condition Immunities. The draconic zombie can't be charmed, frightened, paralyzed, or poisoned. It also doesn't suffer from exhaustion.

Undead Fortitude. If damage reduces the draconic zombie to 0 hit points, it must make a Constitution saving throw with a DC of $5 +$ the damage taken, unless the damage is radiant or from a critical hit. On a success, the draconic zombie drops to 1 hit point instead.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, change that damage type to necrotic.

New Action: Death Breath. Any damage-dealing breath weapon possessed by the dragon deals necrotic damage instead of its original damage type.

SKELETAL DRAGON

Any a dragon can transform into a skeletal dragon, if its corpse is reanimated by a powerful necromancer. A dracolich can't be turned into a skeletal dragon, since it loses its draconic nature when it becomes undead. When a necromancer tries to animate a killed dracolich, it instead returns to unlife as a dracolich, with a number of hit points equal to half its hit point maximum. When a dragon becomes a skeletal dragon, it retains its statistics except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology. The draconic zombie might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The skeletal dragon's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Damage Vulnerabilities. The skeletal dragon has vulnerability to bludgeoning damage.

Damage Resistances. The skeletal dragon has resistance to necrotic and slashing damage.

Damage Immunities. The skeletal dragon has immunity to poison. It also retains any immunities it had prior to becoming a draconic zombie.

Condition Immunities. The skeletal dragon can't be charmed, frightened, paralyzed, or poisoned. It also doesn't suffer from exhaustion.

Limited Magic Immunity. The skeletal dragon is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, it instead only deals piercing damage with this attack.

New Action: Bone-Shard Breath. Any damage-dealing breath weapon possessed by the dragon deals slashing damage instead of its original damage type.

THANKS

As with my last project, I would like to note that creating this document was quite the effort and I am sure there will be oodles and oodles of small errors, which I will happily correct, if they are pointed out to me.

This was made with [The Homebrewery](#). Thanks for creating this amazing interface to streamline homebrew creation.

Thanks to [u/AeronDrake](#) for the [Monster Manual style](#) in the homebrewery. Definitely check them out, they have some great homebrew content as well as more designs for the Homebrewery and GMBinder.

Special thanks to Matt Colville (check out his [Youtube](#) and [Reddit](#)), since watching his [video](#) about making combat more interesting largely inspired me to create this revision.

If you enjoyed my revision, be sure to check out [Part I](#), [Part II](#) and [Part III](#). Also stay tuned because I will soon clean up and combine all 4 Parts for a complete Draconomicon. Thank you for reading and may the dice roll ever in your favor.