

ELDER DRAGONS

A very broad term, the only thing in common amongst all elder dragons is their power which seems to border the mystical as opposed to the wyverns which are all limited to natural laws. It is said that an elder dragon is powerful enough to single handedly bring about the destruction of an ecosystem. In ancient times, they would be mistaken for gods. Many elder dragons feature four legs and wings that are separate limbs, unlike wyverns with two legs and winged fore-limbs.

Although all are called dragons, the genus isn't limited to four-legged, winged creatures. Spanning to beasts such as Kirin and Yama Tsukami as well as the more traditional Fatalis. Aside from these are the 'second generation' breed that all feature a similar build, the Teostra and Kushala Daora are members of this type with all featuring some form of barrier or aura to protect them.

DIRE MIRALIS

Dire Miralis is a very large, semi-aquatic Elder Dragon. Its body structure is reminiscent of Fatalis, with relatively short limbs and a long tail and neck. Its body is filled with a magma-like substance which pools at the base of the tail, the chest, and at each shoulder. Each of these pools directs magma flow to certain parts of the body. On its back are a pair of wing-like appendages. Seemingly useless in terms of flight, these "wings" feature cannon-like chutes which can extrude globules of magma, both as a means of defense and as a way to jettison excess magma. Dire Miralis's head features a frill-like structure and an upturned snout.

Due to the hot fluids inside of Dire Miralis, an intense heat is known to come from its body, boiling any sources of water around it. This intense heat can easily wipe out all living creatures within Dire Miralis's range.

Interestingly, long after a Dire Miralis dies, its heart continues to beat even if removed—just as legend states. It is said that Dire Miralis can regenerate its whole body with its heart alone, and that Dire Miralis is even immortal.

Dire Miralis is extremely hostile to all living things and can destroy an entire ecosystem just from its intense heat. A Dire Miralis actually destroyed the Tainted Sea and killed all living things in the area, filling the water with blood, until it was driven off in ancient times. This monster is one that many hunters don't live to tell about.

DIRE MIRALIS

Gargantuan dragon (elder), unaligned

Armor Class **13** (natural armor)

Hit Points **160** (10d20+50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	21 (+5)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Wis +6, Cha +3

Damage Immunities fire

Condition Immunities frightened

Senses blindsight 120 ft., passive Perception 12

Languages Draconic

Challenge 11 (7,200 xp)

Legendary Resistance (2/Day). If the dire miralis fails a saving throw, it can choose to succeed instead.

Magma Armor. When the dire miralis is below half of its maximum hp, its body cools and AC increases by +4.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiaction The dire miralis makes two claw attacks.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit* 25 (4d8+7) slashing damage.

Magma Glob. *Range Weapon Attack.* +7 to hit, reach 80/320 ft., one target. *Hit* The target and the space it is in, are covered in lava, taking 55 (10d10) fire damage. The space is covered in lava for 24 hours before cooling. Any creature that starts its turn or enters the space for the first time, takes 11 (2d10) fire damage. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage + 18 (4d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (recharge 5-6). The dire miralis exhales a massive fireball within 150 feet of its location. Each creature in a 25-foot radius Sphere centered on that point must make a DC 17 Dexterity saving throw. A target takes 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.



KIRIN

Large celestial (elder), unaligned

Armor Class 17 (natural armor)

Hit Points 127 (15d10+45)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	20 (+5)

Skills Perception +9, Insight +9, Religion +8

Damage Immunities lightning

Condition Immunities paralyzed

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

Perception 19

Languages all, telepathy 120 ft.

Challenge 12 (8,400 xp)

Control Lightning. The kirin can choose any location within 30 feet of it as the starting location of the lightning bolt spell.

Innate Spellcasting. The kirin's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *control weather, expeditious retreat, gust of wind, see invisibility*

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

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

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

Spellcasting. The kirin is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *light, shocking grasp, thaumaturgy, thunderclap*

1st-5th level (4 5th-level slots): *call lightning, destructive wave, elemental bane (lightning), lightning bolt, storm sphere, thunder step, thunder wave*

Actions

Multiaction. The kirin makes three attacks: two with its hooves and one with its horn.

Hooves. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit 10 (2d4 + 5) bludgeoning damage.*

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

Legendary Actions

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

Detect. The kirin makes a Wisdom (Perception) Check.

Smite. The kirin makes a hoof attack or casts *thunderclap*.

Move. The kirin moves up to its half speed without provoking opportunity attacks.

KIRIN

Kirin resembles a unicorn, though a closer look reveals that it is covered in scales rather than a coat. Its majestic white mane and hair stand on end, as if charged with static. The monster often crackles with stray electricity.

Kirin have white fur used for picking up electricity. When enough electrical currents are picked up in the fur, Kirin will glow brightly and its hide will deflect most attacks. From this, the Adventurer's Guild believe that Kirin's high metabolism helps it pick up electricity as well. A Kirin's most vital feature is its long horn. This horn is used to summon lightning from the sky, even when there isn't a storm cloud in sight, to strike any foes that threaten it. However, even if this horn is destroyed, Kirin can still summon lightning bolts with little effort.

Some of the more rare, older, or just stronger individuals are known for having unusually strong electrical powers that are yet to be fully understood. Some of the larger, more powerful Kirin have multiple horns. Equipped with such powerful legs, all Kirin possess the ability to run at speeds so unexpectedly fast they appear to teleport, leaving behind a trail of blue electricity.

Kirin are a highly unpredictable species. Sometimes Kirin are calm, other times they are aggressive. In one legend, it was said that a Kirin actually destroyed a whole village with its electrical powers.



LUNASTRA

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)

Hit Points 150 (12d12+72)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Str +9, Wis +6, Cha +4

Skills Perception +6

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 12 (8,400 xp)

Fire Aura. At the start of each of the lunastra's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the lunastra or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Poison susceptibility. While poisoned, the lunastra's Fire Aura is deactivated, it must land on its next turn, and is unable to fly until the poisoned is removed. Once the poisoned condition is removed, the lunastra's Fire Aura once again takes effect.

Charge. If the lunastra moves at least 20 ft. straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage.

LUNASTRA

Lunastra is colored blue as opposed to Teostra who is red. Her horns are flatter and wider, making a sort of crown structure. They are known to breathe concentrated streams of fire, as well as cloak themselves in a scalding aura. Lunastra are high in the food chain, feeding on both coal, to fuel her fire abilities, and live prey like Apceros. Though Lunastra are powerful, they have to compete with other species like Rajang, Deviljho, and Akantor.

Lunastra, as a fire dragons, naturally have expert control over fire. They can use this ability when hunting to ensure quick and devastating kills. Despite her large size, she is quick on foot and can easily chase down fast moving prey. Lunastra can also generate a fire aura around their bodies from their horns, which helps prevent brazen monsters like Tigrex from dealing serious damage to them. These adaptions enable Lunastra to become a formidable apex predator wherever she is. Their wings are covered in a powder that can be released and, at will, set a flame burning in the air resulting in explosions. This explosive powder is actually the Lunastra's old skin.

Actions

Multiattack. The lunastra makes three attacks; two claw attacks and one bite or one tail attack.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit* 18 (3d8 + 5) piercing damage.

Claws. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit* 18 (3d8 + 5) bludgeoning damage. On hit, the target must make a DC 17 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The lunastra exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

The lunastra 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 creatures turn. The lunastra regains spent legendary actions at the start of its turn.

Move. The lunastra moves up to its speed without provoking opportunity attacks.

Attack. The lunastra makes a bite attack.

Devil's Powder (Costs 2 Actions). The lunastra beats its wings releasing an explosive powder and creating a spark with her teeth. Each creature within 20 feet of the lunastra must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) fire damage plus 11 (2d10) force damage and be knocked prone.

Lunastra are brutal female elder dragons, quick to attack at the first sign of trouble, though not as much as Teostra. In the ruins of the old Towers, Lunastra are commonly found in their nest together with Teostra. This suggest that both actually stay in the nest together and guard their young. Though both haven't been seen in the nest together, both of their footprints can be found in the old nests and the active nests together.

