



FIZBAN'S TREASURY OF DRAGONS™

DUNGEONS & DRAGONS®

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FIZBAN'S TREASURY OF
DRAGONS[™]



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ON THE COVER

Fizban the Fabulous protects a group of innocents as a crystal dragon and a red dragon clash in the sky, in this painting by Chris Rahn.



ON THE ALT-COVER

Battling crystal and red dragons from Fizban's tales come to vivid life, revealing the underlying conflicts of the cosmos in this painting by Anato Finnstark.



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Disclaimer: No guarantee is made that this book was or was not removed from the hoard of a dragon. Be aware that items taken from a dragon's hoard might carry traces of the dragon's inherent magic even long after they are removed from said hoard. Exposure to another dragon's hoard can reawaken that magic, with unpredictable results.

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ELEGY FOR THE FIRST WORLD

Breathe, dragons; sing of the First World,
forged out of chaos and painted with beauty.
Sing of Bahamut, the Platinum,
molding the shape of the mountains and rivers;
Sing too of Chromatic Tiamat,
painting all over the infinite canvas.
Partnered, they woke in the darkness;
partnered, they labored in acts of creation.

Breathe, dragons; sing then of Sardior,
ruby-red jewel they made in their likeness;
Sardior, first-born of dragonkind,
labored alongside Bahamut and Tiamat,
Shaping the dragons they crafted:
dragons metallic and dragons chromatic.
Breathe, dragons—draw in the life-gift
breathed into you at the dawn of creation.

Breathe, dragons; sing of the outsiders,
war-bringer gods with their mortal adherents;
Teeming, they came to the First World,
seeking a home for their legions of followers.
Mighty in magic and numbers,
conquering deities seized their victory.
Fallen was noble Bahamut,
Sardior hid in the heart of creation.

Breathe, dragons; sing now of Tiamat,
raging in battle with no hope of victory.
She would not flee or surrender,
fighting as death reached its cold claws toward her.
War-bringers seized her and bound her,
snatched her from death, entombed her in torment—
Sealed in the darkness forever,
captive to gods laying claim to creation.

Breathe, dragons; sing of the conquest,
seeding the world with their legions of followers,
Each to their own habitation,
elves in their forests and dwarves in their mountains,
Ores in their caverns and canyons,
goblins in badlands and halflings in green fields,
Lizardfolk lurking in marshes,
humans throughout every part of creation.

Breathe, dragons; sing of Bahamut,
maker of peace with the outsider deities,
Welcomed to mountains celestial,
worshiped by some as the Platinum Paladin.
Sing of his journeys of seeking,
striving to understand gods and their children,
Longing for Tiamat's freedom,
grieving her loss from the face of creation.

Breathe, dragons; sing of her freedom—
Tiamat loosed from her prison of torment!
Tell how she rallied her children,
dragons chromatic, a spectrum of mayhem.
Sing of her fury, her vengeance,
lightning and venom, ice, fire, and corrosion,
Five-headed, monstrous, and mighty,
rampaging on a campaign of destruction.

Breathe, dragons; sing of the First World, ● ●
scattered in infinite seedling realities.
Sing of Bahamut and Tiamat,
watching its sundering, mourning their labor.
Sing too of Sardior, sundered,
consciousness scattered in minuscule fragments.
Breathe, dragons: you are inheritors, ● ●
ruling the wreck of the First World's destruction.

A TREASURY OF DRAGONS

This book insists on sorting dragons into little, understandable boxes as if the readers had only 100 years or so to live and their tiny baby-brains could hold only so much knowledge ...
-Fizban

In the real world, dragons are a staple of folklore and fantasy literature, resonating as symbols of power and wisdom—and sometimes greed—across countless cultures. In the many worlds of D&D, dragons are ever-present monsters, relevant at every level of play as dangerous threats, wise patrons, or mysterious schemers.

Fizban's Treasury of Dragons is a comprehensive guide to the dragons of the worlds of D&D. It introduces the gem dragons—a family of five dragon kinds—as well as a variety of other Dragons and dragon-related monsters, character options, and inspirations.

This introduction sets the scene for what's to come in the rest of the book. It introduces the myth of the First World, created by Bahamut and Tiamat, then discusses the role that dragons play in the myths of many Material Plane worlds, as a reflection of that primordial story. It begins to explore the connections linking dragons on different worlds, which is elaborated throughout the rest of this book.

Chapter 1 introduces draconic-themed options for adventurers, including three variant dragon-born races, two dragon-oriented subclasses (the Drakewarden ranger and the Way of the Ascendant Dragon monk), feats, and roleplaying suggestions that can connect characters of any class to a draconic theme.

Chapter 2 discusses magic related to dragons, including new spells, magic items, and draconic gifts (supernatural gifts explicitly connected to a dragon's power).

Chapter 3 presents tips, advice, and tables to help Dungeon Masters build encounters, adventures, and whole campaigns around dragons.

Chapter 4 discusses dragon lairs and hoards, examining what a lair means to a dragon and exploring the correlation between a dragon's magical might and the value of the dragon's hoard. It also provides an alternative method for randomly creating a dragon's hoard.

Chapter 5 provides extensive resources related to each of twenty different draconic creatures.



For each kind of dragon, this chapter provides inspiration to help DMs craft dragon personalities and dragon-themed adventures, including sample lair maps.

Chapter 6 includes stat blocks and lore for a variety of new Dragons and dragon-oriented creatures. The family of gem dragons, aspects of the dragon gods, dragon minions, and more can be found here.

DRAGONS AND DRAGONS

Fizban's Treasury of Dragons, as the name states, is a book about dragons, but only secondarily a book about Dragons—that is, creatures with the Dragon type. Most of this book is concerned with the chromatic and metallic dragons described in the *Monster Manual*, as well as the gem dragons introduced in this book. These three families of dragons share a deeply magical nature tied to the mythic history of the Material Plane. A few other Dragons share many similar characteristics, and several of them are presented alongside the chromatic, metallic, and gem dragons in chapter 5. These include dragon turtles and faerie dragons, as well as the deep dragon and moonstone dragon introduced in chapter 6.

It should be clear throughout this book whether we're discussing a specific kind of dragon, the members of the three great dragon families, or all creatures with the Dragon type. But if you see the word "dragon" (not capitalized) and you're not sure, assume we mean chromatic, gem, and metallic dragons.

THE FIRST WORLD

Poets do have a way of editing and exaggerating. I remember that time as one big, boring, patience-trying dilly-dalliance. A lot of hurry up and wait.

—Fizban

“Elegy for the First World” is an ancient Draconic poem of unknown origin, found with minor variations in the collections and traditions of dragons across many worlds of the Material Plane. Various creation myths told on different worlds echo some of the themes and notions of this poem, particularly when they describe dragons or draconic gods being involved in creating the world. But the heart of the poem is a profound assertion not found in any of those individual myths.

The elegy suggests that before the myriad worlds of the Material Plane came into being, before Oerth and Toril and Eberon and Krynn existed, the primordial dragons—Bahamut and Tiamat—worked together to create the Material Plane in the form of a single First World. All the worlds that now constitute the plane are, in the words of the poem, “seedling realities” formed when the First World was sundered in some unexplained catastrophe.

The story told in “Elegy for the First World” suggests a number of truths regarding the nature of dragons. First, it portrays the ten varieties of metallic and chromatic dragons as the first inhabitants of the Material Plane. Dragons were made to populate the First World before any other worlds came into being, but they were supplanted by the teeming peoples that the gods of the Outer Planes brought to inhabit that world. The elegy likewise suggests that dragons are living embodiments of the primordial energy of the First World, which now flows throughout the Material Plane, and that they are thus inextricably linked to the magic of that plane. The religions of numerous worlds teach that Humanoids are creatures of a dual nature—part material and part spiritual, made of the essence of both the Material Plane and the otherworldly Outer Planes. But dragons, at least in the view of “Elegy for the First World,” are wholly material, dwelling in the Material Plane and embodying its essential nature.

Many worlds have myths and legends about Bahamut and Tiamat, though these primordial dragons are sometimes known by other names. But “Elegy for the First World” differs from nearly all those legends in its mention of Sardior, “first-born of dragonkind.” The poem suggests that Bahamut and

Tiamat created Sardior together, and that “ruby-red” Sardior then joined with Bahamut to craft the metallic dragons and with Tiamat to craft the chromatic dragons. Some dragons who have studied the poem believe that Sardior was destroyed and shattered along with the First World and that the Ruby Dragon’s splintered consciousness became the gem dragons on the new worlds of the Material Plane.

DRAGONS OF MANY WORLDS

Whether it is regarded as interpretive myth or historical record, “Elegy for the First World” offers an explanation for the common elements that appear in the legends and mythology of so many worlds across the Material Plane. Dragons populated the First World from the time of its creation, and a variety of peoples came to live in the First World after their gods made war on the dragons. As such, the similar natures of the creatures now inhabiting the many different worlds of the Material Plane can be seen as a product of the First World’s sundering. And because dragons are so tightly linked to the essence of the Material Plane, they are thought to be the only creatures that appear on every world formed from the shattering of the First World, even when they take on different forms.

FORGOTTEN REALMS

The most comprehensive histories suggest Toril (the world of the Forgotten Realms setting) has not always known dragons, at least not in their current forms. Many scholars theorize that Toril’s dragons evolved from some reptilian ancestor. And though it’s possible to read these theories as contradicting the story of “Elegy for the First World,” it’s also possible to imagine that the newly formed Toril, fragmented from the First World, retained a hazy memory of the full ideal of dragonkind, which then took thousands of years to manifest. Certainly, the dragons of Toril cleave closely to the draconic archetypes described in the *Monster Manual*, and although Bahamut and Tiamat have sometimes been known by other names on that world (such as Xymor and Tchazzar), they have always had a part to play in the world’s divine drama.

GREYHAWK

Myths concerning the creation of Oerth (home to the Greyhawk setting) are few and often contradictory. Still, a number of those myths mention the dragon gods—or a single draconic creator, Io, who shed his own blood to inspire creation. Dragons have been reclusive and rare for most of Oerth’s recorded history, but ancient annals of the Suel Imperium record that that empire created the mighty *Orbs of Dragonkind* for use in a war against a powerful cabal of shadow-wielding red dragons.

DRAGONLANCE

Legends say the world of Krynn (home to the Dragonlance setting) was created in the interplay between the High God and Chaos. Its most important cosmic powers have always been the three children of the High God—Paladine, Gilean, and Takhisis, with Paladine and Takhisis easily identifiable as Bahamut and Tiamat. According to the creation myths of Krynn, Paladine and Takhisis worked together to create five dragons to rule the world, but Takhisis secretly corrupted them, creating the first five chromatic dragons. Mourning the corruption of his children, Paladine worked with the forge-god Reorx to create the metallic dragons. Much of the history of Krynn involves the strife between Takhisis and Paladine and the ongoing effort to maintain balance between good and evil. Chromatic dragons have long been Takhisis's favored agents as she strives to dominate the world, while metallic dragons have helped the peoples of Krynn to foil her schemes. Meanwhile, Paladine, in the guise of a doddering old wizard named Fizban, walked among the peoples of Krynn to aid them—just as Bahamut has done on many worlds throughout their long histories.

EBERRON

The myths of Eberron describe the involvement of the three Progenitor Dragons in that world's creation: Siberys, the Dragon Above; Khyber, the Dragon Below; and Eberron, the Dragon Between. These godlike beings are said to have created a microcosm of the multiverse in the depths of the Ethereal Plane, sequestered away from the Outer Planes and all the influence of the gods and other cosmic powers. Viewed through the lens of "Elegy for the First World," Eberron is thus not actually a fragment of the First World, but a second-generation derivative of that original realm—yet even Eberron is profoundly shaped by dragons.

DRAGONSIGHT

A little-known phenomenon supports the central ideas expressed in "Elegy for the First World." Occasionally, dragons develop a sense known as dragonsight—an awareness of multiple incarnations of themselves across different worlds of the Material Plane. Dragonsight is most common in ancient dragons, especially when their enormous hoards include items from other worlds or powerful artifacts whose histories span multiple worlds. Gem dragons, perhaps because of their connection to Sardior, are most likely to develop dragonsight.

Dragons who develop dragonsight amass knowledge that spans the Material Plane, making them among the foremost experts on worlds beyond their own. With time, dragonsight can expand beyond passive awareness to allow active communication

between a dragon's incarnations. Some ancient dragons with well-developed dragonsight begin to weave grand plans that involve coordinating activities across multiple worlds, culminating in cosmos-shaking events.

As one example, tales are told on multiple worlds of the Material Plane regarding the red dragon Ashardalon. Less widely understood, though, is the fact that as one Ashardalon developed his dragonsight, he concocted a scheme to preserve his existence by consuming his echoes on other worlds. All these different Ashardalons thus became a single, immensely powerful greatwyrms that fed on soul energy—and that prevented souls from incarnating into newly born creatures across the worlds.

Given most people's limited understanding of dragons' beliefs and philosophies, let alone dragonsight, many mortals are quick to describe dragons with heightened dragonsight as "dragon gods"—which they are not. Still, some powerful dragons have so successfully extended their consciousness across multiple incarnations, and so expertly coordinated their activities across multiple worlds, that they can seem godlike even to younger dragons. The black greatwyrms Chronepsis once accomplished a feat similar to Ashardalon's, with one version of the dragon devouring multiple echoes before leaving the Material Plane and establishing a lair in the Outer Planes.

DRAGONS AND DUNGEONS

Just as individual dragons have echoes across multiple worlds of the Material Plane, some places of tremendous power that have a connection to dragons resonate across the plane. Dungeons such as the Sunless Citadel (buried by Ashardalon in his wrath), Dragon Mountain (the lair of the red dragon Infyrana), and the ruined city of Xak Tsaroth (home to the black dragon Khisanth) manifest in various ways across multiple worlds. Similarly, the power of mighty dragonslayers often resonates around sites they build or inhabit. The Tomb of Horrors is one such site, crafted by the lich Acererak, whose uncountable evils included slaughtering metallic dragons for the magic of their blood.

Artifacts associated with dragons can also resonate across the different worlds of the Material Plane. The clearest examples are the *Orbs of Dragonkind*, described in the *Dungeon Master's Guide*. On the world of Greyhawk, these artifacts were made during an era when the Suel Imperium battled a cabal of red dragons. On Krynn, the orbs (known there as *Dragon Orbs*) were created to defend the Towers of High Sorcery from dragon attack. In Faerûn, the *Orbs of Draconic Influence* were made by dragons to extend their influence over other dragons. The similarities among these artifacts are not a matter of coincidence or convergent magical evolution; these items partake of dragons' unique connection to the magical fabric of the Material Plane and echo across its many worlds.



IN HIS GUISE AS A YOUNG MONK, BAHAMUT HELPS A PAIR OF ADVENTURERS PUT AN END TO A YOUNG RED DRAGON'S DEPREDATIONS.

CHARACTER CREATION

FROM THE FOLK HERO DREAMING OF liberating their people from a tyrannical blue dragon's reign to the idealistic acolyte who imagines purging the world of Tiamat's corruption, many adventurers aspire to be dragonslayers. In time, some have their dreams realized—or shattered in spectacular fashion, as they discover they are woefully unprepared for the threat a dragon poses.

This chapter is for any D&D character who hopes or fears that they might one day face a dragon. But this chapter is also for the bard who has made a lifelong study of dragonsong, the cleric devoted to Bahamut, and the warlock who made an eldritch pact with a moonstone dragon. For dragons are not always adversaries. They can be patrons, allies, and benefactors; they can scheme in the shadows; and they can dramatically shape adventurers' lives.

The following sections present a variety of options for creating characters with a tie to dragons:

“Draconic Races” presents variant dragonborn race options to give characters a draconic heritage strongly linked to the three great dragon families.

“Subclass Options” allows monk and ranger characters to explore deeper ties with dragonkind.

“Heroes of the Dragon” includes inspiration for characters of any class to portray their training or magic as derived from a connection to dragons.

“Draconic Feats” provides feats to forge connections to the chromatic, gem, and metallic dragon families.

DRACONIC RACES

It's all too easy to prefer a certain color of dragonborn, but what's inside is what really matters—which is to say, the sort of damage their breath can do to you.

—Fizban

The dragonborn race in the *Player's Handbook* is the most direct way to reflect a character with dragons somewhere far back in their ancestry. But for players who want to try a more nuanced approach, this section offers three variant dragonborn race options that can be used to create a character with

clear connections to a specific draconic ancestry. When you're making a new character using one of these races, use the rules under “Creating Your Character” to fill out the details.

CREATING YOUR CHARACTER

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races. If you select one of the dragonborn races in this chapter, follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The “Quick Build” section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

LANGUAGES

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

CREATURE TYPE

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the *cure wounds* spell doesn't work on a Construct or an Undead.



CHROMATIC DRAGONBORN

Dragonborn with chromatic ancestry claim the raw elemental power of chromatic dragons. The vibrant colors of black, blue, green, red, and white dragons gleam in those dragonborn's scaled skin and in the deadly energy of their breath weapons. There is the raw elemental fury of the volcano, of biting arctic winds, and of raging lightning storms, as well as the subtle whisper of swamp and forest, toxic and corrosive.

CHROMATIC DRAGONBORN TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Chromatic Ancestry. You have a chromatic dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Chromatic Ancestry table. This determines the damage type for your other traits, as shown in the table.

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On

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

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

Draconic Resistance. You have resistance to the damage type associated with your Chromatic Ancestry.

Chromatic Warding. Starting at 5th level, as an action, you can channel your draconic energy to protect yourself. For 1 minute, you become immune to the damage type associated with your Chromatic Ancestry. Once you use this trait, you can't do so again until you finish a long rest.

CHROMATIC ANCESTRY

Dragon	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold



SAPPHIRE, AMETHYST, AND EMERALD DRAGONBORN
SHARE STORIES AROUND THE FIRE.

GEM DRAGONBORN

Gem dragonborn partake of the heritage of gem dragons, who claim to be heirs of Sardior, the Ruby Dragon. The colors and mysterious powers of gem dragons—amethyst, crystal, emerald, sapphire, and topaz—gleam in these dragonborn’s scaled skin and course through their veins. Theirs are the wonders of the mind, the force of will, the brilliant light of insight, and the resounding echo of discovery—but also the desiccation of despair.

GEM DRAGONBORN TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Gem Ancestry. You have a gem dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Gem Ancestry table. This determines the damage type for your other traits, as shown in the table.

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Gem Ancestry. On a successful

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

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

Draconic Resistance. You have resistance to the damage type associated with your Gem Ancestry.

Psionic Mind. You can send telepathic messages to any creature you can see within 30 feet of you. You don’t need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

Gem Flight. Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can’t do so again until you finish a long rest.

GEM ANCESTRY

Dragon	Damage Type
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Sapphire	Thunder
Topaz	Necrotic

METALLIC DRAGONBORN

Dragonborn with metallic ancestry lay claim to the tenacity of metallic dragons—brass, bronze, copper, gold, and silver—whose hues glint in their scales. Theirs is the fire of hearth and forge, the cold of high mountain air, the spark of inspiration, and the scouring touch of acid that purifies.

METALLIC DRAGONBORN TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Metallic Ancestry. You have a metallic dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Metallic Ancestry table. This determines the damage type for your other traits, as shown in the table.

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Metallic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

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

Draconic Resistance. You have resistance to the damage type associated with your Metallic Ancestry.

Metallic Breath Weapon. At 5th level, you gain a second breath weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation in a 15-foot cone. The save DC for this breath is 8 + your Constitution modifier + your proficiency bonus. Whenever you use this trait, choose one:

Enervating Breath. Each creature in the cone must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.

Repulsion Breath. Each creature in the cone must succeed on a Strength saving throw or be pushed 20 feet away from you and be knocked prone.

Once you use your Metallic Breath Weapon, you can't do so again until you finish a long rest.

METALLIC ANCESTRY

Dragon	Damage Type
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold



A COPPER DRAGONBORN READIES HER ACIDIC BREATH AS FOES APPROACH.

SUBCLASS OPTIONS

At 3rd level, a monk gains the Monastic Tradition class feature and a ranger gains the Ranger Archetype class feature. This section presents two new options for those features—the Drakewarden for the ranger and the Way of the Ascendant Dragon for the monk.

MONK:

WAY OF THE ASCENDANT DRAGON

My favorite Ascendant Dragon monks all narrate their bodily attacks aloud with fun onomatopoeias. Swish ka-pow, indeed.
—Fizban

The dragon god Bahamut is known to travel the Material Plane in the guise of a young monk, and legend says that he founded the first monastery of the Way of the Ascendant Dragon in this guise. The fundamental teaching of this tradition holds that by emulating dragons, a monk becomes a more integrated part of the world and its magic. By altering their spirit to resonate with draconic might, monks who follow this tradition augment their prowess in battle, bolster their allies, and can even soar through the air on draconic wings. But all this power is in service of a greater goal: achieving a spiritual unity with the essence of the Material Plane.

As a follower of the Way of the Ascendant Dragon, you decide how you unlocked the power of dragons within yourself. The Ascendant Dragon Origin table offers a number of possibilities.

ASCENDANT DRAGON ORIGIN

d6 Origin

- 1 You honed your abilities by aligning your spirit with a dragon's world-altering power.
- 2 A dragon personally took an active role in shaping your inner energy.
- 3 You studied at a monastery that traces its teachings back centuries or more to a single dragon's instruction, or one that is devoted to a dragon god.
- 4 You spent long stretches meditating in the region around an ancient dragon's lair, absorbing that lair's ambient magic.
- 5 You found a scroll written in Draconic that contained inspiring new techniques.
- 6 After a dream featuring a five-handed dragonborn, you awoke with the mystical breath of dragons.

DRACONIC DISCIPLE

3rd-Level Way of the Ascendant Dragon Feature

You can channel draconic power to magnify your presence and imbue your unarmed strikes with the essence of a dragon's breath. You gain the following benefits:

Draconic Presence. If you fail a Charisma (Intimidation) or Charisma (Persuasion) check, you can use your reaction to reroll the check, as you tap into the mighty presence of dragons. Once this feature turns a failure into a success, you can't use it again until you finish a long rest.

Draconic Strike. When you damage a target with an unarmed strike, you can change the damage type to acid, cold, fire, lightning, or poison.

Tongue of Dragons. You learn to speak, read, and write Draconic or one other language of your choice.

BREATH OF THE DRAGON

3rd-Level Way of the Ascendant Dragon Feature

You can channel destructive waves of energy, like those created by the dragons you emulate. When you take the Attack action on your turn, you can replace one of the attacks with an exhalation of draconic energy in either a 20-foot cone or a 30-foot line that is 5 feet wide (your choice). Choose a damage type: acid, cold, fire, lightning, or poison. Each creature in that area must make a Dexterity saving throw against your ki save DC, taking damage of the chosen type equal to two rolls of your Martial Arts die on a failed save, or half as much damage on a successful one.

At 11th level, the damage of this feature increases to three rolls of your Martial Arts die.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you have no uses available, you can spend 2 ki points to use this feature again.

WINGS UNFURLED

6th-Level Way of the Ascendant Dragon Feature

When you use your Step of the Wind, you can unfurl spectral draconic wings from your back that vanish at the end of your turn. While the wings exist, you have a flying speed equal to your walking speed.

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



A HUMAN MONK PRACTICES A FORM
INSPIRED BY DRAGON FLIGHT.

ASPECT OF THE WYRM

11th-Level Way of the Ascendant Dragon Feature

The power of your draconic spirit now radiates from you, warding your allies or inspiring fear in your enemies. As a bonus action, you can create an aura of draconic power that radiates 10 feet from you for 1 minute. For the duration, you gain one of the following effects of your choice:

Frightful Presence. When you create this aura, and as a bonus action on subsequent turns, you can choose a creature within the aura. The target must succeed on a Wisdom saving throw against your ki save DC or become frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Resistance. Choose a damage type when you activate this aura: acid, cold, fire, lightning, or poison. You and your allies within the aura have resistance to that damage.

Once you create this aura, you can't create it again until you finish a long rest, unless you expend 3 ki points to create it again.

ASCENDANT ASPECT

17th-Level Way of the Ascendant Dragon Feature

Your draconic spirit reaches its peak. You gain the following benefits:

Augment Breath. When you use your Breath of the Dragon, you can spend 1 ki point to augment its shape and power. The exhalation of draconic energy becomes either a 60-foot cone or a 90-foot line that is 5 feet wide (your choice), and each creature in that area takes damage equal to four rolls of your Martial Arts die on a failed save, or half as much damage on a successful one.

Blindsight. You gain blindsight out to 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Explosive Fury. When you activate your Aspect of the Wyrms, draconic fury explodes from you. Choose any number of creatures you can see in your aura. Each of those creatures must succeed on a Dexterity saving throw against your ki save DC or take 3d10 acid, cold, fire, lightning, or poison damage (your choice).

RANGER: DRAKEWARDEN

They say that rangers tend to look a lot like their bestial companions. That makes Drakewardens among the most attractive of humanoid!

—Fizban

Your connection to the natural world takes the form of a draconic spirit, which can manifest in physical form as a drake. As your powers grow, your drake grows as well, blossoming from a small four-legged companion to a majestic winged creature large and strong enough for you to ride. Along the way, you gain an increasing share of the awe-inspiring power of dragons.

Consider the source of the draconic spirit you have bonded with. The Drakewarden Origin table offers examples.

DRAKEWARDEN ORIGIN

d6 Origin

- 1 You studied a dragon's scale or claw, or a trinket from a dragon's hoard, creating your bond through that token's lingering draconic magic.
- 2 A secret order of rangers who collect and guard draconic lore taught you their ways.
- 3 A dragon gave you a geode or gemstone to care for. To your surprise, the drake hatched from that stone.
- 4 You ingested a few drops of dragon blood, forever infusing your nature magic with draconic power.
- 5 An ancient Draconic inscription on a standing stone empowered you when you read it aloud.
- 6 You had a vivid dream of a mysterious figure accompanied by seven yellow canaries, who warned you of impending doom. When you awoke, your drake was there, watching you.

DRACONIC GIFT

3rd-Level Drakewarden Feature

The bond you share with your drake creates a connection to dragonkind, granting you understanding and empowering your presence. You gain the following benefits:

Thaumaturgy. You learn the *thaumaturgy* cantrip, which is a ranger spell for you.

Tongue of Dragons. You learn to speak, read, and write Draconic or one other language of your choice.

DRAKE COMPANION

3rd-Level Drakewarden Feature

As an action, you can magically summon the drake that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The drake is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Drake Companion stat block, which uses your proficiency bonus (PB) in several places. Whenever you summon the drake, choose a damage type listed in its Draconic Essence trait. You can determine the cosmetic characteristics of the drake, such as its color, its scale texture, or any visible effect of its Draconic Essence; your choice has no effect on its game statistics.

In combat, the drake shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the drake can take any action of its choice, not just Dodge.

DRAKE COMPANION

Small Dragon

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your ranger level (the drake has a number of Hit Dice [d10s] equal to your ranger level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +1 plus PB, Wis +2 plus PB

Damage Immunities determined by the drake's Draconic Essence trait

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge — **Proficiency Bonus (PB)** equals your bonus

Draconic Essence. When you summon the drake, choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines the drake's damage immunity and the damage of its Infused Strikes trait.

ACTIONS

Bite. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

REACTIONS

Infused Strikes. When another creature within 30 feet of the drake that it can see hits a target with a weapon attack, the drake infuses the strike with its essence, causing the target to take an extra 1d6 damage of the type determined by its Draconic Essence.

A DRAGONBORN DRAKEWARDEN
SHARES AFFECTION WITH HER DRAKE
COMPANION.



The drake remains until it is reduced to 0 hit points, until you use this feature to summon the drake again, or until you die. Anything the drake was wearing or carrying is left behind when the drake vanishes.

Once you summon the drake, you can't do so again until you finish a long rest, unless you expend a spell slot of 1st level or higher to summon it.

BOND OF FANG AND SCALE

7th-Level Drakewarden Feature

The bond you share with your drake intensifies, protecting you and stoking the drake's fury. When you summon your drake, it grows wings on its back and gains a flying speed equal to its walking speed.

In addition, while your drake is summoned, you and the drake gain the following benefits:

Drake Mount. The drake grows to Medium size.

Reflecting your special bond, you can use the drake as a mount if your size is Medium or smaller. While you are riding your drake, it can't use the flying speed of this feature.

Magic Fang. The drake's Bite attack deals an extra 1d6 damage of the type chosen for the drake's Draconic Essence.

Resistance. You gain resistance to the damage type chosen for the drake's Draconic Essence.

DRAKE'S BREATH

11th-Level Drakewarden Feature

As an action, you can exhale a 30-foot cone of damaging breath or cause your drake to exhale it. Choose acid, cold, fire, lightning, or poison damage (your choice doesn't have to match your drake's Draconic Essence). Each creature in the cone must make a Dexterity saving throw against your spell save DC, taking 8d6 damage on a failed save, or half as much damage on a successful one.

This damage increases to 10d6 when you reach 15th level in this class.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use it again.

PERFECTED BOND

15th-Level Drakewarden Feature

Your bond to your drake reaches the pinnacle of its power. While your drake is summoned, you and the drake gain the following benefits:

Empowered Bite. The drake's Bite attack deals an extra 1d6 damage of the type chosen for its Draconic Essence (for a total of 2d6 extra damage).

Large Drake. The drake grows to Large size. When you ride your drake, it is no longer prohibited from using the flying speed of Bond of Fang and Scale.

Reflexive Resistance. When either you or the drake takes damage while you're within 30 feet of each other, you can use your reaction to give yourself or the drake resistance to that instance of damage.

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

HEROES OF THE DRAGON

Sorcerers whose magic comes from a draconic origin, rangers with a drake companion, and monks who learn the ways of dragon masters are not the only adventurers whose skills, spells, and class features can have their source in the power of dragons. A character of any class can have strong ties to dragonkind. The Draconic Character Ties table provides ideas you might draw on as inspiration for infusing your character with draconic flavor. The classes noted in parentheses at the end of each entry are particularly appropriate for a given tie, but you are not limited to those options.

DRACONIC CHARACTER TIES

d10 Draconic Tie

- 1 I revere and draw my power from one of the dragon gods—most likely Bahamut or Tiamat, but possibly Sardior or a powerful dragon with heightened dragonsight, such as Aasterinian, Ashardalon, or Chronopsis. (Cleric, paladin, warlock)
- 2 I revere or host a draconic spirit, akin to a nature or ancestral spirit. (Barbarian, druid, ranger)
- 3 I was part of an order that preserves the teachings of an ancient dragon founder. (Fighter, monk, paladin, wizard)
- 4 I have a dragon for a mentor or patron. (Bard, druid, fighter, rogue, sorcerer, warlock)
- 5 I use my class features to take on draconic characteristics. (Barbarian, sorcerer)
- 6 I have a dragon tooth, horn, claw, or scale that I use as a focus for my spellcasting. (Cleric, druid, paladin, ranger, sorcerer, warlock, wizard)
- 7 A dragon ancestor, or a dragon's gift to my ancestor, fuels my might. (Barbarian, fighter, sorcerer)
- 8 My connection to nature gives me a strange link to a dragon whose presence alters the fabric of nature around the dragon's lair. (Druid, ranger)
- 9 I recently discovered that a person I loved and trusted was a dragon in disguise. (Any)
- 10 I have an apparently mundane item that was stolen from a dragon's hoard, and inexplicable things happen when I carry it with me. (Any)

DRACONIC FEATS

A feat represents a character achieving mastery in one of their capabilities or discovering the ability to do something new. When this mastery arises from a draconic source—whether it's the gift of a dragon, the manifestation of some form of draconic heritage, the blessing of a draconic god, or a consequence of slaying a dragon—it can have supernatural effects.

Here are feats that bestow draconic power, available to you if you use the optional feat rule in the *Player's Handbook*.

GIFT OF THE CHROMATIC DRAGON

You've manifested some of the power of chromatic dragons, granting you the following benefits:

Chromatic Infusion. As a bonus action, you can touch a simple or martial weapon and infuse it with one of the following damage types: acid, cold, fire, lightning, or poison. For the next minute, the weapon deals an extra 1d4 damage of the chosen type when it hits. After you use this bonus action, you can't do so again until you finish a long rest.

Reactive Resistance. When you take acid, cold, fire, lightning, or poison damage, you can use your reaction to give yourself resistance to that instance of damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GIFT OF THE GEM DRAGON

You've manifested some of the power of gem dragons, granting you the following benefits:

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

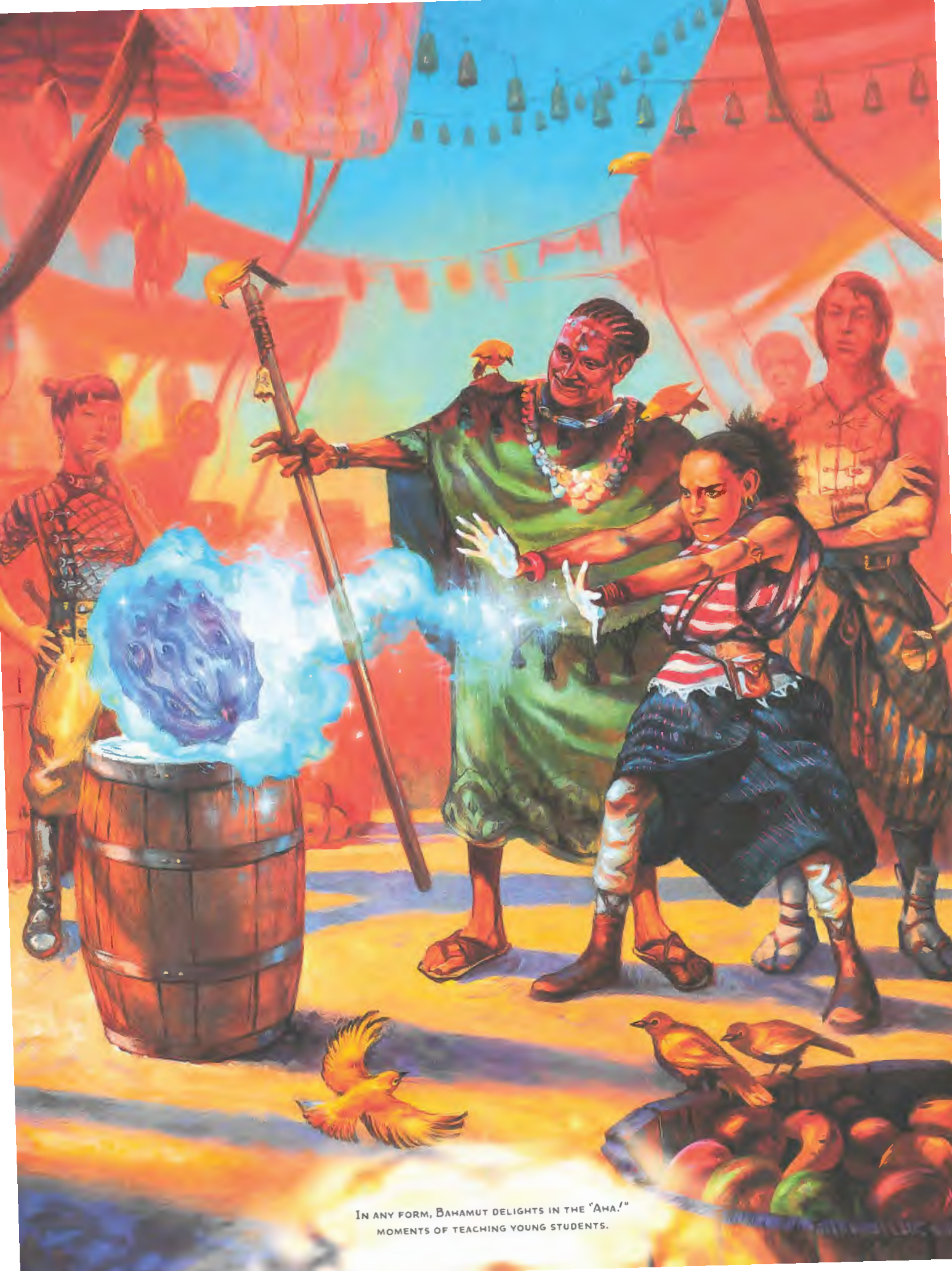
Telekinetic Reprisal. When you take damage from a creature that is within 10 feet of you, you can use your reaction to emanate telekinetic energy. The creature that dealt damage to you must make a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the creature takes 2d8 force damage and is pushed up to 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GIFT OF THE METALLIC DRAGON

You've manifested some of the power of metallic dragons, granting you the following benefits:

Draconic Healing. You learn the *cure wounds* spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have. The spell's spellcasting ability is Intelligence, Wisdom, or Charisma when you cast it with this feat (choose when you gain the feat).

Protective Wings. You can manifest protective wings that can shield you or others. When you or another creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to manifest spectral wings from your back for a moment. You grant a bonus to the target's AC equal to your proficiency bonus against that attack roll, potentially causing it to miss. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



IN ANY FORM, BAHAMUT DELIGHTS IN THE "AHA!"
MOMENTS OF TEACHING YOUNG STUDENTS.

DRAGON MAGIC

THE MAGIC WOVEN THROUGH THE FABRIC of the Material Plane is concentrated in dragons and their lairs. This chapter is all about the magic of dragons, unfolding in four sections:

“**Spells**” offers a selection of spells associated with dragons.

“**Magic Items**” presents several magic items associated with dragons, many connected to the gem dragons introduced in chapter 6.

“**Hoard Items**” introduces a new kind of magic items, which siphon the magical energy associated with a dragon’s hoard.

“**Draconic Gifts**” introduces magical gifts that characters might gain in connection with a dragon’s death or other unusual circumstances.

SPELLS

I am less guarded with my spells than I am with my recipes. Magic shared is soon improved. But when it comes to my pudding, well, you can't fix perfect.

—Fizban

This section contains new spells that the DM may add to a campaign, making them available to player characters and monster spellcasters alike. The Spells table lists the new spells, ordering them by level. The table also notes the school of magic of a spell, whether it requires concentration, whether it bears the ritual tag, and which classes have access to it.

SPELLS

Level	Spell	School	Conc.	Ritual	Class
2nd	<i>Nathair's Mischief</i>	Illusion	Yes	No	Bard, Sorcerer, Wizard
2nd	<i>Rime's Binding Ice</i>	Evocation	No	No	Sorcerer, Wizard
3rd	<i>Ashardalon's Stride</i>	Transmutation	Yes	No	Artificer,* Ranger, Sorcerer, Wizard
4th	<i>Raulothim's Psychic Lance</i>	Enchantment	No	No	Bard, Sorcerer, Warlock, Wizard
5th	<i>Summon Draconic Spirit</i>	Conjuration	Yes	No	Druid, Sorcerer, Wizard
6th	<i>Fizban's Platinum Shield</i>	Abjuration	Yes	No	Sorcerer, Wizard
7th	<i>Draconic Transformation</i>	Transmutation	Yes	No	Druid, Sorcerer, Wizard

*The artificer class appears in *Tasha's Cauldron of Everything* and *Eberron: Rising from the Last War*.

ASHARDALON'S STRIDE

3rd-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks.

When you move within 5 feet of a creature or an object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell deals an additional 1d6 fire damage for each slot level above 3rd.

DRAGONIC TRANSFORMATION

7th-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a statuette of a dragon, worth at least 500 gp)

Duration: Concentration, up to 1 minute

With a roar, you draw on the magic of dragons to transform yourself, taking on draconic features. You gain the following benefits until the spell ends:

Blindsight. You have blindsight with a range of 30 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature, unless the creature successfully hides from you.



FIRE FOLLOWS IN THE FOOTSTEPS OF A RED DRAGON WHO HAS CAST ASHARDALON'S STRIDE.

Scholars have engaged in lengthy debates over whether or not this spell should properly be attributed to me. Honestly, I've created so many things, I can't really keep track of them all.

-Fizban

Breath Weapon. When you cast this spell, and as a bonus action on subsequent turns for the duration, you can exhale shimmering energy in a 60-foot cone. Each creature in that area must make a Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much damage on a successful one.

Wings. Incorporeal wings sprout from your back, giving you a flying speed of 60 feet.

FIZBAN'S PLATINUM SHIELD

6th-Level Abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a platinum-plated dragon scale, worth at least 500 gp)

Duration: Concentration, up to 1 minute

You create a field of silvery light that surrounds a creature of your choice within range (you can choose yourself). The field sheds dim light out to 5 feet. While surrounded by the field, a creature gains the following benefits:

Cover. The creature has half cover.

Damage Resistance. The creature has resistance to acid, cold, fire, lightning, and poison damage.

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

As a bonus action on subsequent turns, you can move the field to another creature within 60 feet of the field.

NATHAIR'S MISCHIEF

2nd-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: S, M (a piece of crust from an apple pie)

Duration: Concentration, up to 1 minute

You fill a 20-foot cube you can see within range with fey and draconic magic. Roll on the Mischievous Surge table to determine the magical effect produced, and roll again at the start of each of your turns until the spell ends. You can move the cube up to 10 feet before you roll.

MISCHIEVOUS SURGE

d4 Effect

- 1 The smell of apple pie fills the air, and each creature in the cube must succeed on a Wisdom saving throw or become charmed by you until the start of your next turn.
- 2 Bouquets of flowers appear all around, and each creature in the cube must succeed on a Dexterity saving throw or be blinded until the start of your next turn as the flowers spray water in their faces.
- 3 Each creature in the cube must succeed on a Wisdom saving throw or begin giggling until the start of your next turn. A giggling creature is incapacitated and uses all its movement to move in a random direction.
- 4 Drops of molasses hover in the cube, making it difficult terrain until the start of your next turn.

RAULOTHIM'S PSYCHIC LANCE
4th-Level Enchantment

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature's name. If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range, the lance dissipates without effect.

The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

RIME'S BINDING ICE
2nd-Level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: S, M (a vial of meltwater)

Duration: Instantaneous

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.

SUMMON DRAGONIC SPIRIT
5th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an object with the image of a dragon engraved on it, worth at least 500 gp)

Duration: Concentration, up to 1 hour



DRACONIC SPIRIT

Large Dragon, Neutral

Armor Class 14 + the level of the spell (natural armor)

Hit Points 50 + 10 for each spell level above 5th (the dragon has a number of Hit Dice [d10s] equal to the level of the spell)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	14 (+2)

Damage Resistances (Chromatic and Metallic Only) acid, cold, fire, lightning, poison

Damage Resistances (Gem Only) force, necrotic, psychic, radiant, thunder

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Draconic, understands the languages you speak

Challenge — **Proficiency Bonus** equals your bonus

Shared Resistances. When you summon the dragon, choose one of its damage resistances. You have resistance to the chosen damage type until the spell ends.

ACTIONS

Multiattack. The dragon makes a number of Rend attacks equal to half the spell's level (rounded down), and it uses Breath Weapon.

Rend. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d6 + 4 + the spell's level piercing damage.

Breath Weapon. The dragon exhales destructive energy in a 30-foot cone. Each creature in that area must make a Dexterity saving throw against your spell save DC. A creature takes 2d6 damage of a type this dragon has resistance to (your choice) on a failed save, or half as much damage on a successful one.

You call forth a draconic spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Draconic Spirit stat block. When you cast this spell, choose a family of dragon: chromatic, gem, or metallic. The creature resembles a dragon of the chosen family, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.

MAGIC ITEMS

If you happen to find yourself in possession of a platinum scarf, be prepared for side effects: head snivels, gasps of admiration, and myriad compliments.

—Fizban

The following magic items are presented in alphabetical order.

AMETHYST LODESTONE

Wondrous Item, Very Rare (Requires Attunement)

This fist-sized chunk of amethyst is infused with an amethyst dragon's ability to bend gravitational forces. While you are carrying the lodestone, you have advantage on Strength saving throws.

The lodestone has 6 charges for the following properties, which you can use while you are holding the stone. The stone regains 1d6 expended charges daily at dawn.

Flight. As a bonus action, you can expend 1 charge to gain the power of flight for 10 minutes. For the duration, you gain a flying speed equal to your walking speed, and you can hover.

Gravitational Thrust. As an action, you can expend 1 charge to focus gravity around a creature you can see within 60 feet of you. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in a direction of your choice.

Reverse Gravity. As an action, you can expend 3 charges to cast *reverse gravity* from the stone (save DC 18).

CRYSTAL BLADE

Weapon (Any Sword), Rare (Requires Attunement)

This magic sword's blade is fashioned from a horn or spine from a crystal dragon. When you hit with an attack roll using this sword, the target takes an extra 1d8 radiant damage.

The sword has 3 charges and regains 1d3 expended charges daily at dawn. When you hit a creature with an attack roll using the sword, you can expend 1 charge to regain a number of hit points equal to the extra radiant damage the sword dealt.

While you're holding the sword, you can use a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet, to cause it to shed dim light in a 10-foot radius, or to douse the light.

DRAGONHIDE BELT

Wondrous Item, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Monk)

This finely detailed belt is made of dragonhide. While wearing it, you gain a bonus to the saving throw DCs of your ki features. The bonus is determined by the belt's rarity.

In addition, you can use an action to regain ki points equal to a roll of your Martial Arts die. You can't use this action again until the next dawn.

DRAGONLANCE

Weapon (Lance or Pike), Legendary (Requires Attunement)

A *dragonlance* is a renowned weapon forged from rare metal with the aid of powerful artifacts associated with Bahamut. Different lances are forged for use by foot soldiers (as pikes) and by riders (as lances), but the magical properties of the weapons are the same.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you hit a Dragon with this weapon, the Dragon takes an extra 3d6 force damage, and any Dragon of your choice that you can see within 30 feet of you can immediately use its reaction to make a melee attack.

DRAGON WING BOW

Weapon (Any Bow), Rare (Requires Attunement)

The limb tips of this magic bow are shaped like a dragon's wings, and the weapon is infused with the essence of a chromatic, gem, or metallic dragon's breath. When you hit with an attack roll using this magic bow, the target takes an extra 1d6 damage of the same type as the breath infused in the bow—acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you pull back the string. The ammunition created by the bow vanishes the instant after it hits or misses a target.

EMERALD PEN

Wondrous Item, Uncommon

This pen is tipped with an emerald nib and requires no ink to write. While holding this pen, you can cast *illusory script* at will, requiring no material components.

FLAIL OF TIAMAT

Weapon (Flail), Legendary (Requires Attunement)

This magic flail is made in the image of Tiamat, with five jagged heads shaped like the heads of five different chromatic dragons. You gain a +3 bonus to

attack and damage rolls made with this flail. When you hit with an attack roll using it, the target takes an extra 5d4 damage of your choice of one of the following damage types: acid, cold, fire, lightning, or poison.

While holding the flail, you can use an action and speak a command word to cause the heads to breathe multicolored flames in a 90-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, it takes 14d6 damage of one of the following damage types (your choice): acid, cold, fire, lightning, or poison. On a successful save, it takes half as much damage. Once this action is used, it can't be used again until the next dawn.

GOLD CANARY FIGURINE OF WONDROUS POWER

Wondrous Item, Legendary

This gold statuette is carved in the likeness of a canary and is small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature in one of two forms (you choose). If there isn't enough space for the creature where it would appear, the figurine doesn't become a creature. The two forms are as follows:

Giant Canary Form. The figurine becomes a **giant canary** (see the accompanying stat block) for up to 8 hours and can be ridden as a mount. Once the figurine has become a giant canary, it can't be used this way again until the next dawn.

Gold Dragon Form. While you are missing half or more of your hit points, you can speak a different command word and the figurine becomes an **adult gold dragon** (see its stat block in the *Monster Manual*) for up to 1 hour. The dragon can't use any legendary actions or lair actions. Once the

GIANT CANARY

Large Beast, Unaligned

Armor Class 12
Hit Points 26 (4d10 + 4)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

ACTIONS

Peck. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) piercing damage.

figurine has become an adult gold dragon, it can't be used this way again until 1 year has passed.

In either form, the creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each form. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the description.

PLATINUM SCARF

Wondrous Item, Legendary (Requires Attunement)

This scarf is made of sturdy cloth and covered in platinum-colored scales.

As an action, you can pull a scale from the scarf and speak a command word. When you do so, choose one of the following effects:

Breath of Life. The scale disappears, and you or a creature you touch regains 10d4 hit points.

Platinum Shield. For 1 hour or until you dismiss it (no action required), the scale becomes a *+1 shield*, which you or another creature can use. A creature wielding the shield has immunity to radiant damage.

Radiant Hammer. For 1 hour or until you dismiss it (no action required), the scale becomes a magic light hammer, which you or another creature can use. The weapon deals 2d4 radiant damage, instead of the bludgeoning damage normal for a light hammer. It deals an extra 2d4 radiant damage to chromatic dragons.

Once three scales have been pulled from the scarf, no more scales can be removed until the next dawn, when all the missing scales grow back. If you pull off a scale but don't speak a command word, it disappears after 1 minute.

POTION OF DRAGON'S MAJESTY

Potion, Legendary

This potion looks like liquid gold, with a single scale from a chromatic, gem, or metallic dragon suspended in it. When you drink this potion, you transform into an adult dragon of the same kind as the dragon the scale came from. The transformation lasts for 1 hour. Any equipment you are wearing or carrying melds into your new form or falls to the ground (your choice). For the duration, you use the game statistics of the adult dragon instead of your

own, but you retain your languages, personality, and memories. You can't use a dragon's Change Shape or its legendary or lair actions.

RUBY WEAVE GEM

Wondrous Item, Legendary (Requires Attunement by a Spellcaster)

While you are holding this gem, you can use it as a spellcasting focus for your spells.

The gem has 3 charges and regains all expended charges daily at dawn. When you cast a spell while holding this gem, you can expend up to 3 charges to ignore the spell's material components with a gold piece cost, up to 500 gp per charge expended.

When you finish a long rest, choose a spell from any class list. The spell you choose must be of a level you can cast. You know the chosen spell and can cast it with your spell slots of the appropriate level until the end of your next long rest.

SAPPHIRE BUCKLER

Armor (Shield), Very Rare (Requires Attunement)

This crystalline blue shield is fashioned from a sapphire dragon's scale and is created to aid in rooting out the influence of Aberrations. While wielding the shield, you have resistance to psychic and thunder damage. Also, when you take damage from a creature that is within 5 feet of you, you can use your reaction to deal 2d6 thunder damage to that creature.

As an action, you can use the shield to help you locate Aberrations until the end of your next turn. If any Aberrations are within 1 mile of you, the shield emits a low humming tone for a moment, and you know the direction of all Aberrations within that range. Once this property is used, it can't be used again until the next dawn.

TOPAZ ANNIHILATOR

Weapon (Firearm), Legendary (Requires Attunement)

This magic ranged weapon resembles a musket, but in lieu of any ammunition, it holds a glowing yellow scale from a topaz dragon in its heart.

The weapon has a normal range of 100 feet and a long range of 300 feet, and it has the two-handed property. It deals 2d6 necrotic damage on a hit. If this damage reduces a creature or object to 0 hit points, the target is reduced to dust. A creature reduced to dust can be restored to life only by a *true resurrection* or *wish* spell.

While the weapon is on your person, you can use an action to cast the *disintegrate* spell (save DC 18). Once this property is used, it can't be used again until the next dawn.

HOARD MAGIC ITEMS

I've let adventurers put their toys in my hoard to steep once or twice. I can never get a good night's sleep while they're there, though. It's like an itch.

—Fizban

Certain magic items can absorb the ambient magic of a dragon's hoard. The mightier the dragon, the more powerful the item becomes when it is steeped in the dragon's hoard. These items, called hoard items, have four states, which are summarized on the Hoard Item States table. A hoard item in its Slumbering state has certain base properties, and it gains additional properties when it enters the Stirring, Wakened, or Ascendant state.

HOARD ITEM STATES

State	Age
Slumbering	—
Stirring	Young
Wakened	Adult
Ascendant	Ancient

INCREASING POWER

A hoard item left to steep in a dragon's hoard absorbs power from the hoard. Older dragons' hoards are charged with more magic and can empower hoard items to higher states.

Ordinarily, a hoard item must steep in a dragon's hoard for 1 year to reach the maximum possible state allowed by the age of the hoard's dragon, as shown on the Hoard Item States table. For example, a hoard item that steeps in a young dragon's hoard for 1 year enters its Stirring state, while one that steeps in an ancient dragon's hoard for 1 year reaches the pinnacle of its power and enters its Ascendant state. If there are one or more hoard items steeping in a dragon's hoard, the dragon is aware of them. The dragon also knows what these hoard items are and what state (Slumbering, Stirring, Wakened, or Ascendant) each of them is in.

When a dragon is slain, the magic surrounding its hoard becomes volatile. This allows a hoard item to steep more quickly in the hoard. A hoard item steeped in a dragon's hoard for 8 hours rises one state (from Slumbering to Stirring, Stirring to Wakened, or Wakened to Ascendant), as long as the steeping begins within 1 hour of the dragon's death and occurs within the dragon's lair. Steeping in this way can't raise the state of the item beyond the state

associated with the dragon's age—putting a Wakened item in a slain adult dragon's hoard does not make it Ascendant, for example.

DECREASING POWER

Just as hoard items can grow in power by absorbing the ambient magic of a dragon's hoard, so too can these treasures fall back into slumber. If no creature is attuned to a hoard item and that item isn't in a dragon's hoard, the item decreases in power by one state every 30 days until it is Slumbering.

HOARD ITEM QUIRKS

Hoard items often manifest strange qualities beyond their intended function, regardless of the state they're in. Roll once on the Draconic Quirks table to determine the quirk of a hoard item.

DRACONIC QUIRKS

d8 Quirk

- 1 When resting on the ground, the item points in the direction of the last hoard it steeped in.
- 2 The item's bearer can speak and understand Draconic.
- 3 The item glows softly when within 60 feet of a Dragon or another hoard item.
- 4 The item's bearer gains a swimming speed equal to their walking speed.
- 5 The item's bearer has advantage on Intelligence (History) checks.
- 6 The item's bearer has advantage on Charisma (Intimidation) checks made against non-Dragons.
- 7 The item grants its bearer resistance to the damage type of the breath weapon of the last dragon whose hoard the item steeped in.
- 8 The item's bearer dreams of the dragon whose hoard the item last steeped in.

HOARD ITEM DESCRIPTIONS

Hoard items are presented here in alphabetical order. A hoard item's rarity changes depending on its current state, as shown in each item description.

DRAGON'S WRATH WEAPON

Weapon (Any), Rarity Varies (Requires Attunement)

This weapon is decorated with dragon heads, claws, wings, scales, or Draconic letters. When it steeps in a dragon's hoard, it absorbs the energy of the dragon's breath weapon and deals damage of that type with its special properties.

Slumbering (Uncommon). Whenever you roll a 20 on your attack roll with this weapon, each creature of your choice within 5 feet of the target

takes 5 damage of the type dealt by the dragon's breath weapon.

Stirring (Rare). The Stirring weapon has the Slumbering property. In addition, you gain a +1 bonus to attack and damage rolls made using the weapon. On a hit, the weapon deals an extra 1d6 damage of the type dealt by the dragon's breath weapon.

Wakened (Very Rare). The Wakened weapon has the Slumbering property, and it improves on the Stirring property. The bonus to attack and damage rolls increases to +2, and the extra damage dealt by the weapon increases to 2d6.

As an action, you can unleash a 30-foot cone of destructive energy from the weapon. Each creature in that area must make a DC 16 Dexterity saving throw, taking 8d6 damage of the type dealt by the dragon's breath weapon on a failed save, or half as much damage on a successful one. Once this action is used, it can't be used again until the next dawn.

Ascendant (Legendary). The Ascendant weapon has the Slumbering property, and it improves on the Stirring and Wakened properties. The bonus to attack and damage rolls increases to +3, and the extra damage dealt by the weapon increases to 3d6.

The cone of destructive energy the weapon creates increases to a 60-foot cone, the save DC increases to 18, and the damage increases to 12d6.

DRAGON-TOUCHED FOCUS

Wondrous Item, Rarity Varies (Requires Attunement by a Spellcaster)

This wondrous item can be a scepter, an orb, an amulet, a crystal, or another finely crafted object. It typically incorporates imagery of dragons' wings, claws, teeth, or scales.

Slumbering (Uncommon). You have advantage on initiative rolls. While you are holding the focus, it can function as a spellcasting focus for all your spells.

Stirring (Rare). The Stirring focus has the Slumbering property, and it gains an additional property determined by the family of the dragon in whose hoard it became Stirring:

Chromatic. Whenever you use a spell slot to cast a spell that deals acid, cold, fire, lightning, or poison damage, roll a d6, and you gain a bonus equal to the number rolled to one of the spell's damage rolls.

Gem. Whenever you use a spell slot to cast a spell, you can immediately teleport to an unoccupied space you can see within 15 feet of you.

Metallic. When a creature you can see within 30 feet of you makes a saving throw, you can use your reaction to give that creature advantage on the saving throw.

Wakened (Very Rare). The Wakened focus has the Slumbering and Stirring properties, and while you are holding a Wakened focus, you can use it to cast certain spells. Once the item is used to cast a given spell, it can't be used to cast that spell again until the next dawn. The spells are determined by the family of the dragon in whose hoard it became Wakened. An asterisk indicates a new spell that appears earlier in this chapter.

Chromatic. *Hold monster, Rime's binding ice**

Gem. *Rary's telepathic bond, Raulothim's psychic lance**

Metallic. *Fizban's platinum shield,* legend lore*

Ascendant (Legendary). The Ascendant focus has the Slumbering, Stirring, and Wakened properties. In addition, when you cast a spell of 1st level or higher while holding this focus, you can treat the spell as if it were cast using a 9th-level spell slot. Once this property is used, it can't be used again until the next dawn.



A MAGIC WEAPON RECOVERED FROM A DRAGON'S HOARD CARRIES SOME OF THE DRAGON'S MAGIC.

DRAGON VESSEL

Wondrous Item, Rarity Varies (Requires Attunement)

This vessel can be a potion bottle, drinking horn, or other container meant to hold a liquid.

Slumbering (Uncommon). As a bonus action, if the vessel is empty, you can speak the command word to fill the vessel with one of the following (your choice): ale, olive oil, a *potion of healing*, or a *potion of climbing*. Once this property is used, it can't be used until the next dawn. A potion you create in this way loses its magical properties if it isn't imbibed within 24 hours.

Stirring (Rare). In addition to the options for a Slumbering vessel, you can fill a Stirring vessel with mead, a *potion of fire breath*, or a *potion of healing* (greater).

Wakened (Very Rare). In addition to the options for a Slumbering or Stirring vessel, you can fill a Wakened vessel with wine, a *potion of flying*, or a *potion of healing* (superior).

Ascendant (Legendary). In addition to the options for other states, you can fill an Ascendant vessel with whiskey, a *potion of healing* (supreme), or a *potion of dragon's majesty* (described earlier in this chapter).

SCALED ORNAMENT

Wondrous Item, Rarity Varies (Requires Attunement)

This ornament can be jewelry, a cloak, or another wearable accessory. It appears to be fashioned from a dragon's scale, tooth, or claw, or it incorporates images in those shapes.

Slumbering (Uncommon). You have advantage on saving throws you make to avoid being charmed or frightened or to end those conditions on you.

Stirring (Rare). You gain a +1 bonus to AC, and you can't be charmed or frightened. Moreover, each creature of your choice within 30 feet of you has advantage on saving throws it makes to avoid being charmed or frightened or to end those conditions on itself.

Wakened (Very Rare). The Wakened ornament has the Stirring property. In addition, when you would take damage of the type dealt by the breath of the dragon in whose hoard the ornament became Wakened, you can use your reaction to take no damage instead, and you regain hit points equal to the damage you would have taken. Once this property is used, it can't be used again until the next dawn.

Ascendant (Legendary). The Ascendant ornament has the Stirring and Wakened properties. In addition, while you are wearing the ornament, you gain a flying speed equal to your walking speed and can hover. While you are flying using this speed, spectral dragon wings appear on your back.

DRACONIC GIFTS

You know the proverb: don't look a draconic gift in the mouth. Some say it's because of the breath weapon. But really it's the smell.

-Fizban

As described in chapter 3, the death of a dragon can result in its power taking root in a character, whether that person is the dragon's chosen heir or the dragon's killer. The result of this investiture can vary widely in power and impact, from a minor charm to a complete transformation.

Sometimes, a draconic gift has an obvious visual manifestation, such as when a character is transformed into a dragonborn. Other gifts are invisible, but no less potent. But on some worlds, the investiture of draconic power is accompanied by some kind of physical manifestation, especially if it's derived from slaying a dragon. It might be small and easily hidden, but those who know to look can usually identify a dragonslayer (or another character who carries a draconic gift) by a telltale sign. The Draconic Marks table suggests some possibilities of what these marks might look like.

DRACONIC MARKS

d4 Visual Manifestation

- 1 One or both of the character's eyes change color to resemble the dragon's eyes or scales.
- 2 The character's hair (or a streak of it) changes color to match the color of the dragon's scales.
- 3 A mark like a stylized dragon eye or claw appears on the body.
- 4 Patches of scales appear on the character's body, typically on the neck, shoulders, or forearms.

DRACONIC GIFT DESCRIPTIONS

Some of the less common draconic gifts I've seen bestowed include chubby cheeks and an adorable nature; the ability to blow immaculate smoke rings; and the innate sense of when your egg is perfectly soft-boiled. I wouldn't mind that last one myself.

-Fizban

The draconic gifts detailed in this section have rarities like magic items. The rarity of a draconic gift corresponds roughly to the age category of the dragon that bestowed it, as shown in the Draconic Gift Rarity table.

You can use a more common draconic gift for an older dragon, but exercise caution going in the other direction. Very rare and legendary draconic gifts can unbalance the game if they're given to low-level characters.

DRACONIC GIFT RARITY

Rarity	Age Category
Uncommon	Wyrmling
Rare	Young
Very rare	Adult
Legendary	Ancient

DRACONIC FAMILIAR

Draconic Gift, Uncommon

You gain the aid of a draconic familiar, which might be a splinter of the consciousness of a dragon that invested you with power.

You can cast the *find familiar* spell as a ritual without using any material components. When you cast the spell in this way, your familiar always takes the form of a pseudodragon.

Additionally, when you take the Attack action on your turn, you can forgo one of your own attacks to allow your pseudodragon familiar to make one attack of its own with its reaction.

DRACONIC REBIRTH

Draconic Gift, Uncommon

You become a dragonborn. You replace the racial traits of your original race with the traits of a chromatic, gem, or metallic dragonborn (detailed in this book). The kind of dragonborn you become matches

the family of the dragon that is the source of this gift. You can keep any skill proficiencies you gained from your previous race, or you gain proficiency in two skills of your choice.

DRACONIC SENSES

Draconic Gift, Rare

You gain keen senses like a dragon's.

Blindsight. You have blindsight to a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see invisible creatures within that range, unless the creatures successfully hide from you.

Keen Senses. You have advantage on Wisdom (Perception) checks.

ECHO OF DRAGONSIGHT

Draconic Gift, Very Rare

You have begun to extend your awareness beyond the single world of the Material Plane that is your home.

You can cast *contact other plane* as a ritual. The entity you contact is a dragon on another world in the Material Plane, so its knowledge of your world might be limited. Also, this dragon is an echo of the dragon who is the source of the gift, which might affect its attitude and behavior toward you.

FRIGHTFUL PRESENCE

Draconic Gift, Very Rare

Echoes of a dragon's might linger around you, and you can call on them to inspire fear in those who stand against you.

As a bonus action, you can manifest your frightful presence. Each creature of your choice that is within 120 feet of you and aware of you must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. A creature that fails becomes frightened of you for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this ability a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

PSIONIC REACH

Draconic Gift, Very Rare

The psionic energy of a gem dragon empowers your mind. You gain resistance to psychic damage.

In addition, you learn the *telekinesis* spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have of the appropriate level. The spellcasting ability is Intelligence,



A DRAGON'S BLOOD CAN BE AS POWERFUL AS IT IS TOXIC.

Wisdom, or Charisma when you cast the spell with this gift (choose when you gain the gift).

SCALED TOUGHNESS
Draconic Gift, Legendary

Your skin toughens, making you resistant to certain types of physical harm. You gain resistance to piercing and slashing damage.

TONGUE OF THE DRAGON
Draconic Gift, Uncommon

You gain some of the majestic presence of a dragon. **Dragon's Speech.** You can speak, read, and write Draconic.

Dragon's Voice. As a bonus action, you can make your voice audible up to 300 feet away for 1 minute.

Dragon's Wiles. You have advantage on Charisma (Persuasion) checks.

FEATS AS DRACONIC GIFTS

If your campaign uses the optional feat rules from the *Player's Handbook*, your Dungeon Master might give you a feat as a variant draconic gift. You gain one feat of your or the DM's choice, which is related in some way to the draconic power you have acquired. Consider these examples:

- Your heightened senses give you a dragon's awareness of your surroundings (Alert or Observant).
- Dragon's blood has made you hardy and resilient (Durable, Resilient, or Tough).
- Exposure to the primal energy of a dragon's body has given you a magical affinity for one damage type (Elemental Adept).
- You are infused with a dragon's charismatic gift for inspiration (Inspiring Leader).
- You are imbued with a dragon's intellect (Keen Mind).
- The dragon's gift lingers in the form of good luck (Lucky).
- The dragon's inherent magic has transferred to your own blood (Magic Initiate).

At the DM's discretion, you might also be able to gain one of the draconic feats described in chapter 1 as a draconic gift.



IN HIS GUISE AS FIZBAN THE FABULOUS, BAHAMUT
HELPS TWO UNLIKELY HEROES ESCAPE THE
WRATH OF THE RED DRAGON PYROS.

DRAGONS IN PLAY

THIS CHAPTER IS INTENDED FOR THE Dungeon Master. The ideas and tables herein can help inspire you as you prepare to use dragons in your D&D game, whether you're building a single climactic encounter or planning a whole campaign around these marvelous creatures. The material here builds on what's in the *Dungeon Master's Guide* and the "Dragons" section of the *Monster Manual*. It's divided into five main sections:

"Roleplaying Dragons" presents tips and tricks for building a dragon character as complex and distinctive as any other villain, ally, or mysterious figure in your campaign. It includes tables to help you craft dragon personalities, as well as discussions of dragon aging, reproduction, and death; dragons' relationship to undeath and religion; and draconic shape-shifting and organizations.

"Followers" explores the relationships between dragons and the various creatures that might serve their interests.

"Dragon Encounters" offers suggestions for building encounters that feature dragons, whether you want such an encounter to be the climax of an adventure or an obstacle in a larger narrative.

"Dragon Adventures" looks at the different roles a dragon can play in an adventure's story.

"Dragon Campaigns" talks about building worlds and campaign story arcs that put dragons at the forefront of history and at the center of the characters' lives and adventuring ambitions.

ROLEPLAYING DRAGONS

To portray a convincing human, one must embody greed, selfishness, and vigilance.
To portray a convincing dragon, one must relax.

-Fizban

Dragons are complex creatures with varied personalities, goals, priorities, and mannerisms. In that respect, they're much like mortal folk—but dragons are also shaped by their specifically draconic characteristics, including incredibly long life spans, fun-

damentally magical biology, and the sheer enormity of their power.

DRAGON CHARACTERS

The *Dungeon Master's Guide* includes a series of tables and guidelines designed to help you craft NPCs. This section presents alternatives to those tables, helping you transform a dragon from a stat block and a basic description into a full-fledged character in your campaign.

In chapter 5 of this book, you'll find additional tables of personality traits and ideals that are customized to various kinds of dragons.

DRAGON APPEARANCE

d20 Appearance

- 1 Draconic letters or symbols engraved on prominent scales
- 2 Large scar
- 3 One eye missing or milky
- 4 Crooked teeth
- 5 Notably overweight or underweight
- 6 Elongated, sinuous body
- 7 Shortened, stocky body
- 8 Coins or gems embedded in hide
- 9 Sculpted horns or claws
- 10 Rings piercing crest or wing edges
- 11 Draped in some semblance of clothing, from a stole to a full robe
- 12 Unusual coloration (for example, a red dragon with an orange, brown, or purple cast)
- 13 Crouched, predatory posture like a stalking cat's
- 14 Erect, almost bipedal posture
- 15 Scales covered with painted handprints of minions, admirers, or children
- 16 Necklaces made of bones, horns, claws, or teeth taken from enemies
- 17 Extra horns or spines
- 18 Elongated, fang-like teeth, or extra rows of teeth
- 19 Sharpened or serrated scales
- 20 Elemental energy matching the dragon's breath weapon, seeping out between the scales



DRAGONS OF THE SAME KIND CAN VARY WIDELY IN SHAPE, SIZE, COLOR, AND ORNAMENTATION.

DRAGON MANNERISMS

d20 Mannerism

- 1 Rotates head from side to side when listening or speaking
- 2 Tail writhes constantly in a snakelike fashion
- 3 Slowly and constantly fans wings
- 4 Lowers head to speak eye-to-eye to smaller creatures—unless angry
- 5 Uses Draconic words and phrases even when speaking other languages
- 6 Punctuates speech with bestial sounds—growls, roars, croaks, chirps, or whistles
- 7 Fiddles with tip of tail
- 8 Absently chews on or picks at teeth with swords, spears, or lances
- 9 Quickly forgets names and invents random nicknames instead
- 10 Burdens conversation with extensive historical context, whether or not it's relevant
- 11 Constantly twitches tail—and occasionally pounces on it
- 12 Speaks an archaic form of Common (equivalent to Shakespearean English) and doesn't understand contemporary slang and idioms

d20 Mannerism

- 13 Prone to uttering terrifying, guttural sounds, which are actually laughter
- 14 Enjoys mimicking Humanoid voices
- 15 Dismisses modern cultures as historical curiosities sure to collapse imminently
- 16 Has trouble discerning details of anything as small as Humanoids
- 17 Sharpens claws or horns on nearby stone surfaces
- 18 Manifests small signs of the breath weapon, such as exhaling smoke rings, setting arc lightning dancing over teeth, or blowing acid bubbles
- 19 Sighs restlessly, giving an impression of tremendous boredom
- 20 Deeply suspicious, treating all Humanoids encountered as probable agents of a rival dragon

DRAGON BONDS

d10 Bond

- 1 I treasure one particular item in my hoard—a gift from a person I loved, who is long since dead.
- 2 I am close to my siblings, whose lairs are nearby. I would go to great lengths to protect them—or avenge them.

d10 Bond

- 3 A nearby person intrigues me with fascinating questions and bizarre ideas.
- 4 I collect information about the worlds of the Material Plane, and I would love to visit another world someday.
- 5 I am devoted to Bahamut or Tiamat and put their interests ahead of my own.
- 6 I'm determined to destroy the adventurers who slew my parent—and everyone connected to them.
- 7 I'm obsessed with attracting the attention of another dragon.
- 8 I feel an obligation to protect the creatures that inhabit my territory (except the ones I eat).
- 9 I am trying to collect an extremely rare set of priceless treasures.
- 10 I won't rest until I retrieve an item stolen from my hoard.

DRAGON FLAWS AND SECRETS

d10 Flaw or Secret

- 1 I find adventurers fearsome, and I'm convinced that I'll meet my doom at their hands one day.
- 2 One item in my possession is worth as much as the rest of my hoard combined, and the fear that it might be stolen consumes me.

d10 Flaw or Secret

- 3 Given the opportunity, I eat to excess and then fall into a long, deep sleep.
- 4 I would rather let my fearsome reputation scare away intruders than fight them off.
- 5 Other dragons would scorn me if they knew how fondly I regard my minions. They're so cute!
- 6 I am terrified of creatures from the Outer Planes—especially modrons.
- 7 Another dragon has sworn to find and destroy me.
- 8 Humanoids are not ready to learn the horrible cosmic truths in the books in my hoard.
- 9 The prospect of living for centuries more exhausts me.
- 10 I'm convinced that a version of me on a different world in the Material Plane is hoping to destroy me and steal my hoard.

HOW TO NAME YOUR DRAGON

Many common phrases have origins in Draconic names. "Great googly-moogly," "goody goody gumdrops," and "gadzooks" all have their origins in the name of my capricious friend Gialgalothmogalthas, whose dragon breath also produced a boppy, trumpet-y tune.

—Fizban

Some dragons' names resonate with power and inspire terror: Ashardalon, Dragotha, Klauth, Khellendros, Malystryx, Vaskar. Others are intricate and obscure, reflecting the grandeur of dragons' ancient language: Ingeloakastimizilian, Imvaernarhro, K'rshinthintl, Claugiyliamatar.

Many dragons are better known by nicknames and epithets. Klauth is commonly called Old Snarl, and Khellendros is remembered as Skie and the Storm over Krynn. Ingeloakastimizilian is Icing-death, Imvaernarhro is Inferno, and K'rshinthintl and Claugiyliamatar are called Cyan Bloodbane and Old Gnawbones, respectively.

When naming a dragon, take whatever approach appeals to you. But bear in mind that dragons need memorable names, and if you or your players have trouble pronouncing a name, it's likely to be quickly forgotten—or jokingly abbreviated.

The Dragon Name Elements table provides Draconic morphemes that appear in dragon names.



You can combine these elements to form a dragon name. For each element, roll a d20, then choose one of the four possible results from the table, or roll a d4 to determine which column to choose from. If you like, you can rearrange these elements and add or drop letters to create a smoother flow or a more dramatic sound. For nicknames, look for inspiration in the dragon's abilities, mannerisms, or most famous acts.

DRAGON NAME ELEMENTS

d20	1	2	3	4
1	Aeros	Agha	Akkan	Alae
2	Andra	Andusk	Angkar	Aradace
3	Arauth	Arveia	Aryz	Atar
4	Auntyr	Auth	Bahr	Bala
5	Calaun	Ciym	Claug	Daerev
6	Dalagh	Durg	Eir	Elden
7	Endar	Ethar	Fel	Galad
8	Gaul	Golos	Guth	Ingeir
9	Ix	Ilyiam	Jhar	Kerin
10	Lham	Lothtor	Malae	Marun
11	Mere	Miir	Morn	Nabal
12	Nur	Nym	Oloth	Ontor
13	Othim	Palar	Raali	Ragoth
14	Rith	Rysear	Saryx	Ser
15	Skad	Surr	Thal	Thanach
16	Thoth	Thrax	Thriin	Tostyn
17	Tratain	Treori	Turace	Ualin
18	Umer	Uryte	Uxin	Vaer
19	Vala	Valos	Vinc	Voar
20	Vureem	Waur	Zundae	Zyreph

CUSTOMIZING DRAGONS

As discussed in the *Dungeon Master's Guide*, you can customize any dragon's stat block to reflect the dragon's unique character. Minor changes such as those below are easy to make and have no impact on a dragon's challenge rating.

Languages. Most dragons prefer to speak Draconic but learn Common for dealing with allies and minions. But given their high Intelligence and long life span, dragons can easily learn additional languages. You can add languages to a dragon's stat block.

Skills. Most dragons are proficient in the Perception and Stealth skills, and many dragons have additional skill proficiencies. As with languages, you can customize a dragon's skill list (even doubling their proficiency bonus with certain skills) to reflect particular interests and activities. You can also give a dragon tool proficiencies, particularly if the dragon spends time in Humanoid form.



COMMONLY KNOWN AS "OLD GNAWBONE," CLAUGIYLIAMATAR IS OFTEN SEEN WITH A MANGLED CORPSE HANGING FROM HER MOUTH.

Spells. The *Monster Manual's* variant rule about making dragons innate spellcasters is an easy way to add variety to dragons without impacting their challenge rating. Chapter 5 offers suggested spell lists for different kinds of dragons, but you can also choose spells to reflect the dragon's character. A dragon who innately casts druid spells feels different from one who casts warlock spells. You can also give a dragon spells of a higher level than the variant rule allows, but such a tweak might increase the dragon's challenge rating—especially if those spells deal damage or impose conditions on targets.

Other Traits and Actions. You can borrow traits and actions from other monsters to add unique flavor to a dragon. Consider these examples:

Change Shape. You can decide that a dragon acquires this action at a younger age than usual, particularly if you want to feature a dragon in Humanoid form in your campaign. The "Shape-Shifting" section later in this chapter offers more information and inspiration. (See the metallic dragons in the *Monster Manual*.)

Damage Absorption. You might decide that a red or gold dragon is not only unharmed by fire damage, but actually healed by it. (See the flesh golem in the *Monster Manual*.)

Flyby. The dragon is an agile flier, quick to fly out of enemies' reach. (See the peryton in the *Monster Manual*.)

Mimicry. Impersonating characters or their allies could be a fun trick for a crafty dragon. (See the kenku in the *Monster Manual*.)

Rejuvenation. You might decide that dragons in your campaign, being an essential part of the Material Plane, are nearly impossible to destroy. A dragon's life essence might be preserved in the egg from which it first emerged, in its hoard, or in a cavernous hall at the center of the world, just as a lich's essence is hidden in a phylactery. (See the lich in the *Monster Manual*.)

Special Senses. Most dragons have blindsight and darkvision. You might upgrade blindsight to true-sight, or you could give a dragon with a burrowing speed tremorsense. (See the introduction to the *Monster Manual*.)

Tunneler. Any dragon with a burrowing speed could have this trait, moving through solid rock and leaving a tunnel in its wake. (See the umber hulk in the *Monster Manual*.)

LIFE SPAN

Try not to be offended when a dragon dismisses you as irrelevant. Remember, you might be dealing with an individual who hatched into the world three civilizations ago, and not every dragon has the wisdom to see how lone heroes can change the course of history.

—Fizban

Some dragons can live for over a thousand years, outlasting the rise and fall of nations—or even whole civilizations. A dragon's perspective on the passage of time is naturally quite different from that of more short-lived folk. But just as characters expand their priorities and perspectives as they advance in level, so do dragons as they age.

The tables in this section suggest possible goals that reflect the priorities of dragons at different ages. Of course, a dragon's goals are shaped by many additional factors, including alignment, ideals, bonds, and flaws. So use these tables as a starting point, but flesh out each dragon's goals as you develop a complete picture of the dragon's personality.

WYRMLINGS

Much like adventurers in the first tier of play (levels 1 to 4), dragons in their first five years of life are still figuring out their capabilities and their place in the world. Thus, wyrmlings often rely on adult dragons or other companion creatures for safety.

Wyrmlings most often think on a local scale—an area no larger than might be covered by a few farmsteads or villages. If adult dragons are rearing a clutch of wyrmlings, the younger dragons often divide the adults' territory among them. A single wyrmling might thus hunt an area covering only a few square miles, but the presence of one wyrmling indicates that more might be nearby. On the other hand, wyrmlings without adult dragons in their lives might become allies or as captives of other kinds of creatures. Such wyrmlings are more likely to be scattered from their nest mates.

WYRMLING GOALS

d6 Goal

- 1 Establish independence from adult dragons (or other powerful creatures)
- 2 Acquire one valuable magic item or art object to build a hoard around
- 3 Acquire minions who will bring food and treasure
- 4 Establish dominance over other wyrmlings in the same brood
- 5 Secure a partnership with a more powerful creature for safety
- 6 Find a good spot for a first independent lair

BLUE WYRMLING



YOUNG DRAGONS

Young dragons in their first century of life are similar in many ways to adventurers in the second tier of play (levels 5 to 10), as they're beginning to come into their own among the most powerful creatures of the Material Plane.

This stage is when most dragons first establish their own territory and lair. A young dragon's territory covers an area about 50 miles across. This is also when dragons start to form the magical ties that bind them to both their hoards and the regions around their lairs.

Hunting dragons typically fly on a more-or-less circular path out to one edge of their territory and back in a day, traveling about 75 miles in total. Young dragons also use their hunting flights to keep tabs on happenings within their territory and are keenly aware of other creatures whose territory neighbors or overlaps their own. A young dragon can become a significant threat to a city or kingdom, either through overt violence or subtle manipulation.

YOUNG DRAGON GOALS

d6 Goal

- 1 Establish a lair and develop the land around it to maximize safety and good hunting
- 2 Amass as much treasure as possible
- 3 Acquire magical wards to help protect the lair
- 4 Sabotage the efforts of other young dragons to establish lairs in the local area
- 5 Earn the fear and respect of other creatures living near the lair through displays of power
- 6 Secure the allegiance of loyal and powerful minions

ADULT DRAGONS

After their first century of life, adult dragons are mighty beings, akin to characters in the third tier of play (levels 11 to 16). An adult dragon's influence can extend across a whole region or continent.

Most adult dragons establish additional lairs to expand their territory. These lairs are usually set 50 to 75 miles apart, so the dragon can fly from one to the next in a single day's travel. An adult dragon typically hunts the area around one lair for a month or more, then moves on to another lair. The dragon's magical connection to a lair can transform the surrounding region, as represented by regional effects.

ADULT DRAGON GOALS

d6 Goal

- 1 Find a good location for an additional lair
- 2 Acquire an artifact or a powerful magic item for the hoard
- 3 Establish a dynastic bloodline by producing young
- 4 Eliminate younger dragons who could become rivals or threats if they are allowed to grow older
- 5 Transform a large region into an environment suitable for the dragon's preferred sort of lair
- 6 Develop dragonsight to pursue goals across multiple worlds



YOUNG AND ADULT BLUE DRAGONS

CRYSTAL SULLY

ANCIENT DRAGONS

Dragons are considered ancient once they reach eight hundred years of life, and many live for centuries more. Ancient dragons are among the mightiest creatures in the multiverse, and like characters in the fourth tier of play (levels 17 to 20), they are powerful enough to alter the fate of the world and upset the balance of power across the planes of existence.

An ancient dragon typically has several lairs, each one suffused with powerful magic. The regional effects surrounding each of an ancient dragon's lairs can combine to make that dragon's influence felt in the natural world for hundreds of miles. In addition to these magical effects, the dragon's ongoing presence can have a profound impact on the region's ecosystems, populations, and politics.

Greatwyrms. The oldest ancient dragons sometimes transform into mythic creatures of godlike power. These greatwyrms, described in chapter 6, are nearly perfect avatars of draconic nature and are so suffused with the magic of the Material Plane that they are all but immortal. Many result from ancient dragons ritually combining multiple echoes of themselves into a single corporeal form, as Ashardalon and Chronopsis are said to have done. Most greatwyrms are at least twelve centuries old and have hoards worth millions of gold pieces, but they are otherwise similar to other ancient dragons in their goals and perspectives.

ANCIENT DRAGON GOALS

d6 Goal

- 1 Avoid decline by becoming Undead or seeking magical alternatives to aging
- 2 Transcend the limits of physical existence on a single world by uniting echoes across multiple worlds or establishing a lair on another plane of existence
- 3 Acquire a particular artifact, perhaps to complete a set (all three parts of the Regalia of Evil, the *Eye of Vecna* and *Hand of Vecna*, and so forth)
- 4 Collect a complete set of artistic treasures, such as all the paintings of a great master, manuscripts for a famed author's entire body of writings, or every piece of jewelry made by a master artisan
- 5 Transform an entire world into an extreme environment suitable as a lair—a volcanic hellscape, a frozen wonderland, an arid wasteland, or the like
- 6 Destroy one or more gods as an act of vengeance or to ascend to godhood



ANCIENT BLUE DRAGON

DRAGONS AND TERRITORY

As dragons age, their sense of territory expands, and many establish multiple lairs across the region they call home. The larger a dragon's territory is, the more likely it is to edge up against or overlap the territory of another dragon. The territory of an adult or ancient dragon often encompasses the territories of younger dragons, as long as the older dragon doesn't feel threatened by the younger ones.

Considering the regions of a campaign world, an area about 50 miles across, such as a barony or a small forest, might include the territory of a single dragon who's young or older.

An area about 300 miles across—a kingdom or a large geographical region—can contain the territories of two to three dozen dragons, as long as most of them are young. Only three or four adult or ancient dragons are likely to occupy such a region. A single adult dragon might range over a region that includes the territories of up to six or eight young dragons (which might include the adult's offspring), but adults typically share territory with other adults only as mates or as members of a special alliance or organization.

A whole continent, about 3,000 miles across, might include the territories of hundreds of young dragons and dozens of adults, but rarely more than a handful of ancient dragons.

REPRODUCTION

Dragons are like lizards. They existed before humanoids and will exist long after them, they can manipulate reality's fabric, and they transcend natural laws! Wait ... not like lizards. Ah! Like magic.

—Fizban

Dragon reproduction varies from world to world in the Material Plane and can vary further depending on the family, kind, or individual nature of the dragons involved. Humanoids observing dragons have long assumed that their reproductive cycle resembles that of mundane reptiles—that two dragons of different sexes mate and produce a clutch of eggs. Sometimes, on some worlds, this is true, but dragon reproduction covers a wide range of other possibilities. You can use the Origin of Dragon Eggs table to choose a method of reproduction that holds true for all dragons on your world, to determine the origin of a specific clutch of eggs, or for anything in between.

ORIGIN OF DRAGON EGGS

d10 Origin

- 1 **Spontaneous Reincarnation.** When an adult or older dragon dies, one or more eggs form in the dragon's decomposing body. These eggs might grow like fungus as the body rots away, they could appear among the ashes after the body is consumed by fire, or they might need to be mined out from a corpse that has turned to solid stone or metal.
- 2 **Seedlings of the First World.** At the heart of the world (underground, or in a remote area of pristine wilderness) stands a tree on which dragon eggs grow like fruit. Once in a lifetime, each dragon feels an overwhelming urge to seek out this tree. After finding it, the dragon must persuade its guardian to relinquish one or more eggs.
- 3 **Consuming Treasure.** By eating a significant portion of their own hoards, dragons cause themselves to lay clutches of eggs.
- 4 **Magical Crafting.** Mirroring the creative acts of Bahamut and Tiamat, dragons craft their eggs through painstaking labor, then breathe the gift of life into them.

d10 Origin

- 5 **Draconic Transformation.** Enlightened non-dragons (most often Humanoids) are transformed into dragon eggs when they die, when they experience profound enlightenment, or when they undergo a ritual that might involve bathing in dragon blood or being devoured by a dragon. Humanoids and dragons alike understand the transformation to be a transition into a higher state of existence.
- 6 **Divine Origin.** Only Bahamut and Tiamat can create dragon eggs—each egg is the result of divine intervention.
- 7 **Spontaneous Formation.** Dragon eggs arise naturally in certain regions, often in underground veins of metal ore or gems for metallic and gem dragons, respectively, or in extreme environments (volcanoes, arctic wastes, deadly swamps, and so forth) for chromatic dragons. The eggs might hatch on their own, or they might have to be unearthed first by another creature, whether that's an adult or older dragon or a hapless miner.
- 8 **Parthenogenesis.** An adult or older dragon can lay a clutch of eggs whenever the dragon feels ready to rear a clutch of wyrmlings—or to impose that responsibility on others.
- 9 **Dragon Conclave.** Five adult or older dragons of different kinds come together to create a clutch of eggs, with each giving up a bit of life energy as part of the process. This clutch of eggs hatches five dragons of different kinds, depending on the dragons making up the conclave.
- 10 **Rejuvenation.** An ancient dragon voluntarily enters a deep trance and eventually dies, leaving behind a single egg.

Once an egg comes into being, it must mature before it is ready to hatch into a wyrmling. Typically, an egg thrives only in an environment appropriate for a dragon of its kind—nestled in a pool of lava for a red or gold dragon, in ice for a white or silver dragon, in rotting vegetation for a black or green dragon, in sun-heated sand for a brass or blue dragon, or in a storm-wracked sea cave or inhospitable moorland for a bronze or copper dragon. Gem dragon eggs generally incubate encased in rock or in small caves. The incubation period for any egg might range from 6 months to several decades or longer.



MINERS DISCOVER AN AMETHYST DRAGON EGG.

HALF-DRAGONS

Just as dragon reproduction is not necessarily a straightforward biological process, half-dragons come into being through a variety of means. The Half-Dragon Origin table below offers examples.

Dragons create half-dragon progeny for a wide range of reasons. Some dragons create half-dragons to secure reliable minions. Others seed half-dragons around their lairs to make the area more dangerous to interlopers. And on many occasions, half-dragons simply appear spontaneously or are an accidental consequence of a dragon's magical power and influence.

In some worlds, these same phenomena might explain the origins of dragonborn, kobolds, and perhaps the draconic gifts described in chapter 2.

HALF-DRAGON ORIGIN

d6 Origin

- 1 **Regional Effects.** The magical influence of a dragon's lair causes half-dragons to spontaneously arise among the area's other creatures.
- 2 **Forbidden Fruit.** A dragon can cause a particular tree to produce magical fruit. When eaten by a creature able to bear children, the fruit causes the creature to bear a half-dragon.

d6 Origin

- 3 **True Love's Gift.** Love occasionally blossoms between dragons and creatures of other kinds, and this life bond can result in half-dragon children. Most half-dragons born of love are created as a magical gift.
- 4 **Blood Transformation.** A creature that bathes in or drinks the blood of a dragon can sometimes be transformed into a half-dragon. A dragon might voluntarily offer some blood to bring this about, or it could happen accidentally when a would-be dragonslayer is splashed with dragon blood.
- 5 **Cradle Favor.** A dragon might bestow the gift of draconic power on a newborn baby or an unborn child—as either a blessing or a curse.
- 6 **Hoard Thieves.** The hoard of an older dragon is imbued with that dragon's power. Those who steal from such a hoard might transform into half-dragons as that power leaches into them.

DEATH OF A DRAGON

When I go, I dream of passing my spirit into that with which I have had the most profound experiences. The first thing that comes to mind is a caramel treacle from the Foxy Duck Tavern. Yum!

-Fizban

Dragons are intimately bound up with the fabric of magic that undergirds the Material Plane. As a result, the death of any dragon is an event of tremendous significance—and those who bring about a dragon's death are often changed forever.

Some sages describe dragons as being akin to knots in the fabric of magic—concentrations of power in material form. When a dragon dies, that knot is undone, sometimes resulting in a surge of magical energy. You can use the Dragon Death Throes table to help you decide what happens when a dragon dies. Characters who slay a dragon are often on their last legs when the dragon finally succumbs, so if an effect is likely to kill a character, roll again or choose a less dangerous result.

DRAGON DEATH THROES

d6 Effect

- 1 The dragon immediately uses one of its lair actions, centering the effect on itself. For example, a fallen black dragon and any characters around it might be pulled into a nearby pool of water, and a copper dragon's body might be swallowed suddenly in mud.
- 2 The dragon uses its breath weapon one last time.
- 3 The dragon's body transforms into stone, metal, lava, ice, or mist. Or the body dissipates, leaving behind only a transformed heart or other organ.
- 4 Roll on the Wild Magic Surge table in the "Sorcerer" section of the *Player's Handbook*, rerolling any inappropriate result.
- 5 A surge of life energy erupts from the dragon, causing each creature within 120 feet of the body to gain the benefit of finishing a long rest.
- 6 The body is drawn through a portal to the lair of one of the dragon's echoes on another world, increasing that echo's power.

REGIONAL REVERSAL

As described in the *Monster Manual* and discussed in more detail in chapter 4, a dragon's presence alters the region around the dragon's lair. When the dragon dies, those effects typically end immediately or fade away over the course of several days. But a traumatic death sometimes extends negative effects throughout the region. These can include instantaneous effects as well as lingering magic that persists for 1d10 days, as in the following examples:

Fouled Water. Water within 6 miles of the lair changes color and is fouled for 1d10 days.

Restless Sleep. Any creature that sleeps within 6 miles of the lair is troubled by nightmares for the next 1d10 days.

Trembling Earth. An enormous tremor shakes the earth within 6 miles of the lair.

Wildlife Changes. Creatures previously attracted by the dragon's presence undergo sharp behavioral changes, perhaps attacking any creatures they see or beginning a mass migration away from the lair.

Winds of Change. The weather within 6 miles of the lair changes dramatically.

Withering Burst. Ordinary vegetation within 1 mile of the dragon's lair blackens and shrivels.

PASSING THE MANTLE

When a dragon dies, the power enfolded in the dragon doesn't just disappear from the world. Over time, it disperses, but in the moments immediately surrounding the dragon's death, it can be passed on to others—or claimed. Sometimes (as discussed in "Reproduction" above) a dragon's death gives rise to an egg, transferring the dragon's power directly to a new generation. In other cases, a dragon at the brink of death invests power into another creature—usually a dragon, but sometimes a sovereign, a sage, or an adventurer. Moreover, those who slay a dragon could seize the dragon's power.

The benefit conferred by this transfer of power is up to you. It might include one of the draconic gifts described in chapter 2 of this book, or a charm or blessing from the *Dungeon Master's Guide*. You can also use the supernatural gifts in *Mythic Odysseys of Theros* or the Dark Gifts in *Van Richten's Guide to Ravenloft* as benefits (with definite drawbacks, in the case of Dark Gifts).

Investiture. A dying dragon might willingly pass on power in different ways. The most common

process is for the recipient to inhale the dragon's dying breath—which often involves being subjected to at least a diminished form of the dragon's breath weapon. A gem dragon might psionically implant a gemstone in the recipient's body that carries the dragon's power. A dragon might instead lay a claw on the recipient or bequeath a piece of treasure as an embodiment of the transferred power.

Body and Blood. When a dragon dies a violent death, the dragon's power might linger in the corpse for a short time. Drinking or bathing in the dragon's blood; sleeping entombed in the carcass; or consuming the dragon's heart, brain, eyes, breath-producing organ, or muscle can be an effective way of claiming the fallen creature's magical might. Using a dragon's corpse this way might be a trial in itself, as the lingering energies in the body can cause serious injury even after the dragon's death.

Automatic Transfer. It's also possible for a dragon's power to transfer immediately and automatically to creatures that participate in the dragon's death or that are present when the dragon dies. A burst of power might emanate from the dragon at the moment of death, affecting each creature within 300 feet of the body. Or a fragment of power might enter every creature that has dealt damage to the dragon over the course of the dragon's life.

UNDEATH

I've never met a creature I didn't love.
But I have met a few I didn't want
alive.

—Fizban

Despite their incredible life spans, some dragons pursue undeath to extend their existences. Others stumble into undeath unwillingly or unwittingly. Either way, an Undead dragon is a force to be reckoned with.

Dracoliches are created by cultists or necromancers who either persuade or trick a dragon into undergoing a foul ritual. In the world of the Forgotten Realms, this ritual originated with the Cult of the Dragon, whose teachings (based on a mistranslated fragment of ancient prophecy) maintain that "dead dragons will rule the world entire." The cult thus creates dracoliches as a step toward achieving that particular vision of a future paradise. Similar rites exist on other worlds, whether spread by cultists from Faerûn, invented independently, or discovered by dragons who have dracolich echoes on Faerûn.

Chapter 6 details three additional kinds of draconic Undead. A hollow dragon comes into being when a metallic dragon gives up mortal life so a fragment of life essence can linger as an eternal guardian of a precious treasure or knowledge. Draconic shards are lingering psychic projections of psionic gem dragons. And dragons can also linger after death as ghost dragons.

Whatever form an Undead dragon takes, the creature's transformation ripples throughout the Material Plane. Every dragon has echoes on other worlds, and when one dragon violates the natural cycle of life and death, that dragon's echoes are often affected—particularly in the case of dracoliches. A dracolich's echoes suffer a wasting affliction that spreads out from the dracolich like a contagion. Afflicted dragons grow increasingly violent and cruel, and the physical deterioration they experience from aging accelerates. This wasting can even drive an affected dragon to seek out undeath.

The Undead Dragon Adventure Hooks table translates some of these ideas into inspiration for adventures revolving around Undead dragons.

UNDEAD DRAGON ADVENTURE HOOKS

d6 Adventure Hook

- 1 A dragon seeks help, desperate to prevent a dracolich-worshipping cult from convincing the dragon's sibling, mate, or rival to become a dracolich.
- 2 A dragon suffering from a wasting affliction asks the characters to travel to another world, where they must destroy an echo of that dragon who has become a dracolich.
- 3 A pirate crew under the command of a ghost dragon fights to recover the dead dragon's scattered hoard.
- 4 A hollow dragon guards an artifact meant to be used in the dire circumstances foretold in an ancient prophecy. Now the prophecy is coming to pass, but the dragon won't let the artifact be used for its intended purpose.
- 5 A gem dragon from another world is searching for the dragon's echo, which has become a draconic shard.
- 6 A dracolich keeps returning after being destroyed. The dracolich's connection to its echoes on other worlds is keeping its soul intact, like a phylactery, and the connection must be severed before the creature's threat can be ended.

ECHOES ACROSS THE WORLDS

*It takes no additional work to be infinite.
As a spider sees through all its eyes,
dragons simply are, once and many times.*

-Fizban

Dragons' unique connection to the magic of the Material Plane and the history of the First World gives them a mysterious link to other dragons across the myriad worlds of the Material Plane. In theory, every chromatic, metallic, and gem dragon that has ever lived has had a unique echo on every world of the Material Plane. Some of those echoes are very similar to each other, but others are more radically different.

You can use the Dragon Echo Characteristics table to help you decide what aspects of a dragon's echo are similar to the dragon you know and which are different. You can then use the other tables in this chapter (including the Dragon Appearance, Dragon Mannerisms, Dragon Bonds, and Dragon Flaws and Secrets tables), as well as the tables of personality traits and ideals in chapter 5, to help you elaborate the differences between one dragon and the dragon's echo.

DRAGON ECHO CHARACTERISTICS

d8 Echo Characteristics

- 1 Same dragon kind and age, differing only in physical appearance
- 2 Same dragon kind and age, differing only in a peculiar mannerism
- 3 Same dragon kind and age, but significantly different in personality, ideals, or alignment
- 4 Same dragon kind and generally alike, but older or younger by one category
- 5 Same age, different kind within the same family (chromatic, gem, or metallic), and similar in appearance and personality
- 6 Same age, different kind in a different family (with a similar breath weapon or habitat), with similar appearance but very different ideals or alignment
- 7 Radically different in almost every way imaginable but still bound by fate across the worlds
- 8 Roll again, and in addition the echo is Undead (a dracolich, hollow dragon, ghost dragon, or draconic shard) or a shadow dragon.

GODS AND RELIGION

Most dragons aren't what you'd call pious.
To really embrace religion, one must
believe one needs help.

—Fizban

Bahamut and Tiamat, the primordial dragons and the purported creators of the First World, are the closest things to gods among dragonkind. Since they share the same fundamental connection to the Material Plane as their dragon offspring, Bahamut and Tiamat are ontologically distinct from the gods that hail from the Outer Planes. But for practical purposes, they are divine—worshiped by mortal creatures, able to grant cleric spells to their followers, and both ageless and immortal. Since the destruction of the First World, both primordial dragons now dwell in the Outer Planes—Bahamut on Mount Celestia and Tiamat in the Nine Hells.

On many worlds, Humanoids worship Bahamut and Tiamat as gods. On Krynn, they are the greatest among the gods, though they are known there as Paladine and Takhisis and are not always pictured as dragons. In the Dawn War pantheon described in the *Dungeon Master's Guide*, Bahamut is revered as a god of justice and nobility, favored by paladins, while Tiamat is known as a god of greed, wealth, and vengeance.

Dragons view the primordial dragons differently. To metallic dragons, Bahamut is more like a king than a god. Individual dragons might owe Bahamut allegiance, respect him, pay tribute to him, and strive to emulate him. Similarly, chromatic dragons might fear, respect, envy, and appease Tiamat as a sovereign. But none of those attitudes and behaviors bear any resemblance in a dragon's mind to the worship that mortals offer to their gods.

A few other dragons also command reverence from their kin. These are often greatwyrms who have undergone a sort of apotheosis, joining multiple echoes of themselves into a single powerful form. A few are ancient dragons who have cultivated their dragonsight to such a degree that they can coordinate the actions of their echoes across the Material Plane, influencing events on multiple worlds at once. Humanoids might consider these dragons gods, but as with Bahamut and Tiamat, dragons respect these figures for their wisdom, their might, their magic, and their wealth; they don't worship them. Such

enlightened dragons include Aasterinian (a brass dragon who serves as a messenger for Bahamut and is sometimes identified as a god of invention), Chronopsis (a black dragon who now resides in the Outlands, sometimes imagined as a god of fate), and Tamara (a silver dragon of transcendent beneficence, described as a god of life). A number of such dragons of legend are discussed in more detail in sidebars in chapters 5 and 6.

Dragons are not religious by nature. They can grow to become some of the most formidable creatures in the multiverse without relying on any external power, and they learn self-sufficiency and self-interest from the moment of their hatching. They do not appeal to divine powers for aid, nor do they beseech them for mercy. That said, some dragons could be described as spiritual. A dragon might cultivate an awareness of the interconnectedness of all that exists and strive to nurture the health of the whole or to exploit that connection. But even the most spiritual dragons have a keen sense of their own importance.



BAHAMUT IS OFTEN ACCOMPANIED BY SEVEN ANCIENT GOLD DRAGONS IN HIS JOURNEYS ON THE MATERIAL PLANE.

SHAPE-SHIFTING

The time a dragon spends in a humanoid form is not directly related to our opinion of said form. In fact, dragons generally disagree with mortals about visual taste. Most of you are extremely misguided. Looking glasses have not helped.

—Fizban

Most metallic and gem dragons can change shape to take on a Humanoid or Beast form by the time they reach adulthood or ancient age. A few other Dragon varieties possess similar abilities (including deep dragons, described in chapter 6), and you can give any dragon the Change Shape action of an adult or ancient dragon without affecting the dragon's challenge rating (as noted under "Customizing Dragons" earlier in this chapter). Likewise, if you use the *Monster Manual* variant rule to make dragons innate spellcasters, you could give any adult or older dragon the *polymorph* spell to take on an alternate form.

Dragons typically use their shape-shifting ability to move about in the world without drawing attention to themselves. Dragons like to know as much as they can about the lands around their lairs and the inhabitants of those lands, and posing as a more innocuous creature is an easy way to gather such information. Many metallic dragons also believe they are following the example of Bahamut, who is known to wander the worlds of the Material Plane in Humanoid guise, appearing sometimes as an

DRAGONS OF SONG AND STEEL

The propensity of some metallic dragons to spend long periods of time in Humanoid form has led to numerous bits of folklore, including tales in which these shape-shifters are sometimes erroneously identified as unique varieties of metallic dragons.

In the world of the Forgotten Realms, stories speak of "weredragons" or "song dragons," which are variously described as "beautiful humans transformed into dragons" or as a distinct variety of metallic dragon. The world of Greyhawk has legends of similar dragons, called either Greyhawk dragons or steel dragons, which are said to favor life among Humanoids in the hustle and bustle of great cities.

The creatures featured in these legends are almost certainly copper, silver, or other metallic dragons who simply favored that particular form. Some dragons even seem to prefer Humanoid form to their own and delight in surrounding themselves with companions who can answer their endless questions about Humanoid art, culture, history, and politics.

elderly sage or wizard, other times as a young fisher or monk. In any of these forms, he is often accompanied by seven gold dragons in the form of brilliant yellow songbirds.

Famously, Bahamut traveled the world of Krynn in the guise of a human wizard named Fizban, guiding the peoples of that world as they prepared for war against the evil forces of Tiamat. In the same way, some metallic dragons use their Humanoid forms to influence people. Since they can remain in Humanoid form indefinitely, metallic dragons often create false identities and mundane lives for themselves. Thanks to their keen intellects and strong personalities, shape-shifted dragons can easily end up in positions of leadership—either overtly as mayors, high priests, the heads of knightly orders, or crime bosses or behind the scenes as advisors, activists, or the spouses of rulers.

Of course, years of careful scheming can be quickly unraveled if a shape-shifted dragon's true nature is discovered. As a result, such dragons are careful to avoid being seen in their true forms. They show great caution in dealing with adventurers or anyone else who might have the magical ability to expose their nature. And dragons who need to revert to their true form are careful to do so out of sight—or to leave no surviving witnesses.

Some metallic dragons believe that if they remain in a shape-shifted form for too long, they'll lose the ability to revert to their true form. This is probably just superstition, but many dragons claim to know of others of their kind condemned to spend the rest of a very long life trapped in Humanoid or Beast form. Because of this belief, dragons who spend prolonged periods in the guise of other creatures often find periodic excuses to venture into the wilderness, letting them stretch their wings away from prying eyes.

DRAGON ORGANIZATIONS

The only thing better than getting a dragon involved ... is getting five dragons involved!

—Fizban

Most dragons are solitary, living alone or keeping company with only a single dragon companion or a tight family group. Occasionally, though, dragons form associations with other dragons in pursuit of a common purpose. These associations are more common among lawful dragons and center around goals broader than a single dragon's territory or concerns. This section discusses several organizations whose plots can unfold across small regions, whole worlds, or even multiple worlds.

CULT OF THE DRAGON


Founded in Faerûn, the Cult of the Dragon was based on a mistranslated prophecy that “dead dragons shall rule the world entire.” For most of its history, the cult has focused on creating dracoliches to fulfill this prophecy. Its members have been responsible for creating more dracoliches than any other force on the Material Plane. And thanks to the corruption that spreads between worlds whenever a dragon embraces undeath (see “Undeath” earlier in this chapter), the cult’s influence has been tremendous.

In recent years, Tiamat has worked through a young member of the Cult of the Dragon to alter the cult’s foundational beliefs. The Dragon Queen steered this prophet, named Severin, to the correct translation of the cult’s foundational prophecy: “... naught will be left save shattered thrones, with no rulers but the dead. Dragons shall rule the world

entire ...” Guided by this new vision, Severin has worked tirelessly to bring about the ascendance to power of living dragons, even attempting to bring an avatar of Tiamat into the world to wreak havoc (and nearly succeeding).

Dissent in the Ranks. Since the failure of Severin’s effort to bring Tiamat into the world, the Cult of the Dragon has been sharply divided. Some of its members pursue Severin’s new vision for the cult, keeping their focus on his reinterpretation of the prophecy. Others still support the prophecy’s old interpretation, continuing their efforts to create dracoliches.

Adventure Hooks. The *Tyranny of Dragons* adventure details the cult’s efforts to bring Tiamat’s avatar into the world. Beyond that plot, the Cult of the Dragon Adventure Hooks table offers suggestions for how adventurers might encounter this sinister cult.



AN ADVENTURER CLOSES A PORTAL, PREVENTING AN AGENT OF TIAMAT FROM EMERGING TO AID THE CULT OF THE DRAGON.

CULT OF THE DRAGON ADVENTURE HOOKS

d6 Adventure Hook

- 1 A group of cultists has stolen a dragon egg, with the dual goal of hatching a minion for themselves and gaining leverage over the dragon who was caring for the egg. But the dragon wants the egg back.
- 2 A group of cultists is trying to access a magic portal linking the Material Plane to Tiamat's domain, hoping to break the seal that has kept the portal closed for centuries.
- 3 A dragon whose echo on another world has become a dracolich suffers from a wasting affliction (see "Undeath" above). Members of the Cult of the Dragon are trying to persuade the afflicted dragon to become a dracolich as well.
- 4 A dragon and a dracolich, representing the opposing factions of the Cult of the Dragon, war against each other. Their battle is devastating the region between their lairs and endangers countless innocents.
- 5 A group of cultists searches for all the *Orbs of Dragankind*, planning to use them to bend dragons to their will.
- 6 A fringe group of cultists decides to focus on the "shattered thrones" part of the ancient prophecy and attempts to assassinate rulers and destroy their seats of power.

THE CHAMBER

A cabal of dragons called the Chamber keeps tabs on events unfolding across the world of Eberron, monitoring and manipulating the fulfillment of the ancient Draconic Prophecy. Most other creatures are merely pawns in the dragons' centuries-long schemes, their needs and lives relevant only insofar as they intersect with the Prophecy.

The Draconic Prophecy is not a single collection of oracular sayings, nor is it any kind of organized prediction of future events. Rather, the Prophecy is a map of possible futures—an outline of the complex relationships of cause and effect. Dragons of the Chamber study it not to know what the future holds, but so they can comprehend the possible consequences of any action they or others might take—consequences that might unfold over the course of centuries. From the perspective of the dragons of the Chamber, the tumultuous events of national histories are but tiny waves in a vast ocean, but those waves are often warnings of the mightier forces of the tides.

As described in *Eberron: Rising from the Last War*, the dragons of the Chamber primarily act as observers, gathering information about new aspects of the Prophecy. They are also charged with stopping any creatures attempting to use the Prophecy for their own ends, including agents of the ancient Fiends known as the Lords of Dust. That said, some members of the Chamber try to take the fulfillment of the Prophecy into their own talons, directing the future toward outcomes they desire.

Marks of Prophecy. The dragons of the Chamber recognize the dragonmarks that appear on the skin of certain Humanoids on Eberron as manifestations of the Prophecy. These marks reveal nuances of the Prophecy to those who can understand them and lend symbolic weight to the actions of those who bear them—for example, a person with the Mark of Storm might fulfill the role of "a mighty storm" in the Prophecy. For this reason, agents of the Chamber are interested in the activities of dragonmarked families and heirs.

Prophetic Dragonsight. Most agents of the Chamber assume the Draconic Prophecy is concerned only with the unfolding of possible futures on Eberron. A few of the organization's most ancient members, though, have developed their dragonsight enough to explore the ramifications of the Prophecy across other worlds of the Material Plane. Dragons on multiple worlds might thus act as agents of the Chamber, manipulating history on their own worlds to see whether that affects the unfolding of the Prophecy on Eberron. These elders reason that if dragons can connect their echoes across worlds, then all worlds must exist in a sort of entanglement of causality. This makes the map of possible futures infinitely more complex and tantalizing—and subject to careful manipulation.

Adventure Hooks. *Eberron: Rising from the Last War* contains abundant ideas for adventures related to the Chamber's activities on Eberron. The Chamber Adventure Hooks table here suggests additional ways characters on other worlds might become entangled in the schemes and experiments of the Chamber, by way of agents whose awareness extends beyond Eberron.

CHAMBER ADVENTURE HOOKS

d6 Adventure Hook

- 1 An agent of the Chamber has plundered the research of an eccentric sage whose work is widely considered nonsense, suggesting that something important is hidden in the sage's notes.
- 2 A dragon of the Chamber is convinced that dragon-marked Humanoids on Eberron have echoes on other worlds of the Material Plane, and seeks ways to identify them.
- 3 A dragon of the Chamber draws the characters from one Material Plane world to another, trying to glean information about the Prophecy by examining the relationship between the two worlds.
- 4 A member of the Chamber seeks to hire the characters to explore a dungeon that was recently discovered behind a sigil-inscribed stone seal.
- 5 A member of the Chamber believes that one of the characters could serve as "the Child of Winter" (or some similar title) mentioned in the Prophecy and tries to manipulate the character into bringing the terms of the Prophecy to pass.
- 6 A Fiend tries to trick the characters into slaying a dragon belonging to the Chamber.

HIDECARVED DRAGONS

On worlds across the Material Plane, dragons gather in small communities of three to five called lauths. These dragons share a common territory and hoard, live under a strict code of discipline, and devote themselves to a common goal. Their most notable feature, though, is their practice of carving arcane sigils of protection into their scales.

Common Purpose. Dragons most often form a lauth when they identify a shared goal whose completion requires the sustained effort of a diverse group of dragons. The Lauth Goals table offers a few examples.

LAUTH GOALS

d6 Goal

- 1 Support the establishment of a powerful empire to maintain order in the lauth's territory
- 2 Bring about the downfall of a powerful empire
- 3 End the influence of Aberrations originating in the Underdark
- 4 Seek out and destroy hundreds of cursed magic items created by an ancient lich
- 5 Destroy an archdevil, a demon prince, a powerful Celestial, or an archfey whose extraplanar influence is altering the lauth's territory
- 6 Bring about (or prevent) the fulfillment of a prophecy uttered by an ancient dragon centuries ago

Diverse Dragons. The hidecarved dragons of a lauth share a goal but often have little else in common. By design, each member of a lauth is usually a different kind of dragon, bringing particular abilities and perspective to bear on the group's goal. Likewise, a lauth's dragons cover a range of ages, ensuring that the lauth's traditions outlive its oldest members.

Engraved Wards. The arcane markings carved into hidecarved dragons' scales are magical protections, intended to make the dragons more resilient against the threats they might face in carrying out the lauth's purpose. The longer dragons stay with a lauth, the more wards they receive. Most hidecarved dragons have one of these wards plus an additional ward for each age category above wyrmling. You can roll for these effects on the Hidecarved Wards table or choose effects as you wish.

HIDECARVED WARDS

d6 Ward Effect

- 1 **Immutability.** The dragon is immune to any spell or effect that would alter its form.
- 2 **Inscrutability.** The dragon is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.
- 3 **Magic Resistance.** The dragon has advantage on saving throws against spells and other magical effects.
- 4 **Damage Resistance.** The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 5 **Additional Resistance.** The dragon has resistance to one type of damage. Roll a d8, rerolling if you get a damage type the dragon is already resistant or immune to: 1, acid; 2, cold; 3, fire; 4, lightning; 5, necrotic; 6, psychic; 7, radiant; 8, thunder.
- 6 **Death Ward.** The dragon can cast the *death ward* spell on itself and regains the ability to do so after a long rest.

Mystic Markings. The sigils engraved in the scales of a hidecarved dragon echo across the Material Plane similarly to how a dragon becoming Undead does. When a dragon joins a lauth, the dragon's echoes on other worlds gain a measure of the magical protection from the dragon's engraved markings. Some of those echoes accept this inexplicable boon without questioning it. Others investigate the mystery and might end up awakening their dragonsight and discovering the nature of the lauths affecting them—perhaps eventually founding their own lauths with other dragons in a similar situation.



Adventure Hooks. The Hidecarved Dragons Adventure Hooks table offers suggestions for how this order of dragons might get caught up in the affairs of adventurers.

HIDECARVED DRAGONS ADVENTURE HOOKS

d6 Adventure Hook

- 1 A hidecarved dragon hires the characters to undertake a quest in pursuit of the lauth's goal.
- 2 A lauth becomes convinced that their goal demands the destruction of the characters.
- 3 A lauth unexpectedly aids the characters' quest, which aligns with the hidecarved dragons' goal.
- 4 A lauth opposes the characters' quest, which is at odds with the hidecarved dragons' goal.
- 5 Following reports of a dangerous dragon in the region, the characters discover the dragon is part of a lauth whose goal is worth aiding.
- 6 A dragon asks the characters to help figure out why mysterious arcane markings have suddenly appeared on the dragon's scales. Solving this puzzle might mean journeying to another world or finding a way to help awaken the dragon's dragonsight.

INHERITORS OF THE FIRST WORLD

"Breathe, dragons: you are inheritors, / ruling the wreck of the First World's destruction." To some dragons, this closing couplet of "Elegy for the First World" is not merely an exhortation to dominate the Material Plane, but a call to recreate the original world of the dragon gods. The draconic members of an apocalyptic sect called the Inheritors of the First World believe the cataclysm that destroyed the original creation and brought the myriad worlds of the Material Plane into being can be undone. In fact, they teach that the Material Plane's worlds must be destroyed and recombined so the creation can be brought to its final, glorious purpose.

The goal of the Inheritors of the First World might seem unattainable; at the very least, achieving it would almost certainly require the intervention of both Bahamut and Tiamat. But they would be opposed by the countless gods who are deeply invested in the Material Plane as it is, and the two primordial dragons have not coordinated their efforts toward a common purpose since before the destruction of the First World. Still, the Inheritors of the First World are extremely knowledgeable about the multiple worlds of the Material Plane, the connections between them, and means of traveling from one world to another.

Awakening Dragonsight. The work of the Inheritors of the First World consists largely of developing dragonsight, which is latent in all dragons. Leaders within the group have perfected multiple techniques—from alchemical brews to elaborate rites—to help spark the first flickering awareness of a dragon's echoes on other worlds. They freely perform these techniques on any dragons who yearn for this birthright, believing that empowering dragonsight even in dragons with no intention of joining the order ultimately helps advance their cause. A dragon who decides to be initiated into the sect develops a basic awareness of multiple echoes and begins to communicate directly with them in a process akin to lucid dreaming by the time they undergo initiation.

Any dragons with well-developed dragonsight, but especially members of the Inheritors of the First World, can have the following trait, representing the ability to call on the knowledge of their echoes across the Material Plane:

Dragonsight Revelation. The dragon can add half its proficiency bonus, rounded down, to any ability check it makes that uses a skill with which it lacks proficiency.

Reverence for Sardior. A central tenet of the Inheritors of the First World is that a reborn Sardior will ultimately inspire Bahamut and Tiamat to join forces once again and return to the task of creation. Many members of the sect are gem dragons, who

believe Sardior's fractured consciousness is embedded in their own minds, and who work to cultivate dragonsight in other gem dragons. However, even chromatic and metallic members of the group revere the long-dead Ruby Dragon. Sardior is their once and future sovereign—a leader who has departed for a time, but who will return to bring enlightenment, comfort, and salvation to dragonkind.

Adventure Hooks. The Inheritors of the First World Adventure Hooks table offers suggestions for how characters might become involved with this apocalyptic sect.

INHERITORS OF THE FIRST WORLD ADVENTURE HOOKS

d6 Adventure Hook

- 1 A fleeing foe disappears into a magic portal linked to another world of the Material Plane. When the characters follow this enemy, they draw the attention of dragons who want to know more about the world they came from.
- 2 The lair of a gem dragon turns out to be a magical nexus containing portals linked to the lairs of the dragon's echoes on several other worlds.
- 3 The characters discover an enormous ruby deep in the Underdark. When word of their find gets out, the gem becomes the target of thieves and eventually of dragons who believe it is the heart of Sardior and a key to the Ruby Dragon's return.
- 4 A dragon offers to pay the characters handsomely if they travel to another world. There, they must make contact with the dragon's echo and solve the mystery of why their patron has been unable to learn dragonsight.
- 5 Priests or dragon servitors of Bahamut send the characters to combat the Inheritors of the First World, worried that any attempt to restore Bahamut and Tiamat's primal creation will anger the gods and rekindle the ancient wars between dragons and Humanoids.
- 6 Dragons establish a permanent portal connecting two worlds of the Material Plane, establishing an exciting era of discovery and trade between them. But the longer the portal remains open, the larger it grows, seemingly drawing the two worlds together into a catastrophic collision.

FOLLOWERS

Certain dragons act like they're in danger of forgetting their own grandeur unless they're surrounded with beings they can demean. I've found, on the contrary, that those scorned by others often have the most to teach us.

—Fizban

Dragons often take on followers to help them acquire treasure and protect their hoards and lairs. Assigning such subordinates to a dragon is a matter of encounter and adventure design. As you craft an encounter, an adventure, or an entire campaign around a dragon, you can decide how many creatures are in the dragon's service.

DRAGON RELATIONSHIPS

Some dragons rule sprawling criminal organizations devoted to plundering the surrounding region and swelling the dragons' hoards. Others govern peaceful and prosperous towns where taxes and tariffs provide them a steady stream of income. Still others set themselves up as warlords, emperors, or gods.

The sections that follow present a variety of relationships dragons could have to their followers (whether the followers are aware their leader is a dragon or not). Each style of relationship suggests a variety of adventure possibilities, as shown on the Relationships and Adventures table at the end of this section.

BUSINESS OWNER

A dragon might invest wealth into a business to multiply the investment. The dragon's followers are employees, who might be exploited because of their weakness relative to the dragon or treated fairly because of the dragon's kindness. Employees who don't perform up to the dragon's standards are released from service—whether that means being sent off to find other jobs or becoming the dragon's next meal. Depending on the size of the commercial enterprise, the dragon might have subordinates who are responsible for certain aspects of the business. These subordinates might be related to the dragon (younger dragons or perhaps half-dragons), or simply employees who have proven trustworthy and resourceful.

COMPANION

Dragons sometimes interact with mortal folk as if they were equals—particularly dragons who enjoy taking on Humanoid form. They might create a fellowship or collegial society and treat their companions with kindness and respect. These allies are often unaware that their activities are oriented around the dragon's purposes, becoming unwitting pawns in the dragon's plans. Deep attachments might form between the dragon and these companions, who can become disillusioned when the dragon's true nature is revealed.

CRIME BOSS

A dragon takes charge of a criminal enterprise, accumulating wealth through illegal activities that might range from theft and racketeering to smuggling and illegal gambling. Like any other gang leader, the dragon has little tolerance for rivals and none at all for disloyalty among minions. Various lieutenants—which might include younger dragons or half-dragons related to the boss—might hold responsibility over particular segments of the criminal enterprise.

EMPEROR

Rather than existing on the shadowy fringes of society, a dragon might rule a nation as an absolute

monarch. The dragon's word is law—but depending on the dragon, this might be the law of a benevolent autocrat with a cadre of wise advisors or of a dictatorial tyrant who governs based on whim. Taxes might be funneled into the dragon's hoard, but some dragons in this position regard the collective wealth of their empire as part of their hoard and feel no need to consolidate it in specific locations.

A dragon emperor might accept fealty from lesser sovereigns and nobles who govern parts of the realm in the dragon's name, or the dragon might install dragon or half-dragon offspring in the highest echelons of government. Depending on the size of the domain, the dragon might have thousands or even millions of loyal subjects.

An emperor might rule openly in dragon form, which discourages aggressive neighbors from provoking the dragon's wrath. Often, though, dragons adopt a Humanoid guise to rule, constructing elaborate ruses (posing as their own children and grandchildren, for example) that allow them to reign across multiple generations.

The size of a dragon's territory is irrelevant to the "emperor" role. A dragon who acts as a mayor for a small frontier town has the same kind of relationship with the populace as one who rules a continent-spanning nation.



TO KUGLUK, THE FIERY BREATH OF HIS
"GREAT UNCLE" IS A TOASTY BLESSING.

GOD

Some dragons demand not just service but worship from their minions. Among Humanoid creatures, kobolds are most likely to treat their dragon patrons as deities, since they typically see dragons as idealized versions of themselves. They bring sacrifices of food and treasure to their dragon gods, indulge in various forms of worship (including groveling when evil dragons are involved), and create tales and hymns to stoke their deities' egos. But other Humanoids might also feel (or at least feign) religious devotion to a dragon, sometimes even manifesting magical power as a result of their piety. (The dragon blessed follower, described in chapter 6, is an example of a Humanoid manifesting such power.)

Dragons can be benevolent patrons who genuinely care for those who worship them, scheming manipulators who view devotion as a means of domination and control, or something in between. All dragon gods, however, have devoted minions who are difficult to sway from their service. One key to this devotion is the fact that a dragon's power is more concrete than the power of most gods; the supernatural fear inspired by a dragon's presence readily translates into reverence among the followers.

NOBLE

Some dragons aspire to a life of luxury, surrounded by minions whose primary purpose is to ensure their every need is met immediately. A dragon living in Humanoid form might actually claim a noble title and hobnob with other members of the aristocracy. However, dragons in this category often prefer to avoid the hassles of secrets and disguises, focusing instead on extravagance—and demanding treasure as tribute from nearby settlements. Their minions are menial servants, responsible for bringing them food, keeping them comfortable, tending to their lairs, and warding off intruders. One or more of these servitors might have the responsibility of managing the rest of a dragon noble's staff on the dragon's behalf, but even such a steward has little autonomy and must cater to the dragon's every whim.

PARENTAL FIGURE

Some dragons treat their followers and minions like their children. These followers might be a dragon's devoted dragon or half-dragon offspring, but it's more likely that these minions are a family the dragon has adopted out of generosity, compassion, or manipulation.

Unlike most other relationships between dragons and followers, this one is primarily about the well-being and advancement of the followers, not the dragon. Dragons are notoriously egotistical even when they're benevolent, but some make sacrifices

for weaker creatures they see as family, regardless of their exact relationship to the creatures.

To outsiders, dragons in this sort of relationship might be mistaken for pets or servitors. But dragons never forget their own power and importance, even when helping other creatures, and dragons' "children" might face serious consequences if they forget who's in charge.

PATRON

Dragons might take on the role of patron, using a fraction of their tremendous wealth to support the arts, groups of freelance adventurers, or important causes. Such dragons' minions might include artists painting frescoes in their lairs, musicians composing chorales for the dragons to enjoy, poets writing odes in praise of their draconic lieges, and adventurers seeking priceless treasures to add to the dragons' hoards. Dragons who spend a lot of time in Humanoid form are often drawn to this role, and their minions might have no idea that their generous patrons are actually dragons.

If you want to have a dragon act as a patron for a group of adventurers, look to the "Group Patrons" chapter of *Tasha's Cauldron of Everything*. You can use the information there to create a dragon filling this role in your campaign. Dragons naturally fall into the category of "ancient being," as described in that chapter, but depending on their roles and personalities, they might act more like another kind of patron.

TEACHER

The oldest dragons are deep wellsprings of knowledge, drawing on vast experience that might extend beyond a single world of the Material Plane to encompass multiple realities. Though some dragons hoard their knowledge like treasure, others enjoy passing their knowledge on to other creatures. Such dragons might establish schools or monasteries, take on individual students or groups of disciples, or pose as Humanoid scholars to teach in universities. These dragons might believe that educating lesser creatures is the responsibility of the great. Others want a higher class of minion and believe education is the best way to achieve that. Still others simply enjoy teaching or believe the world is improved by having an educated populace.

Monks who follow the Way of the Ascendant Dragon (see chapter 1) might follow a dragon teacher or could train in monasteries established by dragons in past generations.

WARLORD

The combination of ego and intellect can lead a dragon to become a military leader. Minions help keep the dragon's territory in an iron grip, bringing the spoils of conquest and the tribute of conquered

peoples to swell the dragon's hoard. Those minions might be Humanoids, violent monsters, or a mix of both, forming an alliance under the dragon's rule.

Depending on the dragon's age and the power and number of minions involved, a dragon warlord might be a local menace or an imperial conqueror.

RELATIONSHIPS AND ADVENTURES

d20 Adventure Hook

- 1 The dragon is trying to eliminate a business rival through ruthless competition or underhanded means, and the rival seeks the characters' help. (Business owner)
- 2 A struggling merchant hires the characters to identify a mysterious competitor who seems to have unlimited resources. (Business owner)
- 3 A repentant enemy comes to the characters, telling them that a former companion of the enemy is actually a manipulative dragon—and asking them to help get revenge. (Companion)
- 4 The characters develop an ever-closer friendship with a secretive person who seems to have inexhaustible wealth and an endless supply of useful information. (Companion)
- 5 A city council asks the characters to help put an end to a deadly war between two criminal gangs, not knowing one of the gangs is led by a dragon. (Crime boss)
- 6 While the characters fight a crime family in a major city, they discover their patron is a dragon hoping to take over the criminal enterprise. (Crime boss)
- 7 A small nation is worried about the aggressive expansion of a dragon-ruled empire on the opposite side of a desert, ocean, or mountain range. Its leaders seek aid from powerful adventurers who can protect the nation from conquest. (Emperor)
- 8 As the characters become powerful enough that they might conceivably threaten a dragon ruler, they are given a choice: enter government service or face exile in the wild borderlands. (Emperor)
- 9 Two nobles worry about the amount of money their heir is donating to a new temple. (God)
- 10 A dragon with developed dragonsight is trying to bring together worshipers from multiple worlds to perform a ritual that will let the dragon ascend to true godhood. (God)
- 11 A dragon noble's servants have kidnapped a well-known storyteller or musician because the dragon is having trouble sleeping. (Noble)
- 12 An aristocrat is being blackmailed by someone threatening to reveal that the noble is actually a dragon in disguise. (Noble)
- d20 **Adventure Hook**
 - 13 When the characters defeat a powerful enemy, the enemy's "pet" dragon tries to adopt the characters. (Parental figure)
 - 14 When the characters kill a dragon's minions, the distraught dragon surrenders and agrees to leave the area—while secretly plotting revenge against the party. (Parental figure)
 - 15 Another group of adventurers—supplied with superior equipment and information by their dragon patron—is pursuing the same goal as the characters. (Patron)
 - 16 Local aristocrats complain that the best artists and performers are being lured away by a mysterious patron's promises of riches. (Patron)
 - 17 A dragon can teach great magical secrets. But any would-be disciples must prove their worth by acquiring a valuable item to add to the dragon's hoard. (Teacher)
 - 18 A dragon teacher from a character's past (whom the character might not know is a dragon) asks for help tracking down a student who has turned to evil. (Teacher)
 - 19 A marauding group of bandits has grown from an irritation to a significant threat after coming under the leadership of a dragon. (Warlord)
 - 20 The warlike minions of two dragons are clashing in skirmishes across the region, devastating peaceful villages and farmlands. (Warlord)

DRAGONS' MINIONS

The magic that suffuses a dragon and the dragon's lair can sometimes extend to encompass the dragon's minions as well. To reflect a minion's relationship to its draconic master, add one or more of these traits to the minion's stat block.

Explosive Minion. When the minion dies, it releases a burst of energy in a 5-foot-radius sphere. Each creature in that area takes 1d8 damage of the same type its master's breath weapon deals.

Minion's Mind. The minion can't be compelled to act in a way contrary to its master's instructions.

Sacrificial Minion. When the minion dies, its master regains hit points equal to four times the minion's challenge rating, as long as the master is within 60 feet of it.

Selfless Bodyguard. When an attack hits its master and the minion is within 5 feet of its master, the minion can use its reaction to make the attack hit itself instead.

Telepathic Minion. The minion and its master can communicate telepathically with each other, as long as they are on the same plane of existence.

DRAGON ENCOUNTERS

Often, a dragon who is merely hungry is perceived as angry. The outcome for the observing creatures is the same, but I think it's important to clarify motives.

—Fizban

Whether you're crafting a whole adventure around a dragon or just want to throw a dragon with an interesting personality into the party's path, how do you put a dragon to best use in an encounter? Start by answering these four questions:

Is the encounter a goal or an obstacle? Dragons (particularly adult and older dragons) are well suited to being the climactic encounter in an adventure, and slaying evil dragons is a well-established quest in literature and legend. But you can also use a dragon as just one of many encounters to overcome in an adventure.

What's the goal of the encounter? Not every encounter with a dragon needs to involve combat, let alone an all-out fight to the death. Maybe the characters are trying to help a kobold Keeper of Dragons retrieve a wyrmling kidnapped by a gang of goblins (as in "The Sunless Citadel," an adventure

found in *Tales from the Yawning Portal*). In this case, fighting the dragon might be necessary if the dragon doesn't want to return, but killing the creature is undesirable. Or perhaps the characters are seriously outmatched by the dragon, and their only reasonable goal is to escape the encounter alive.

Is the encounter in the dragon's lair? Fighting in a dragon's lair is more likely to mean a fight to the death, since the dragon will be less keen on fleeing an encounter that goes badly and more determined to hunt down adventurers who flee after seeing the inside of the dragon's home. This scenario also means an adult or older dragon has access to lair actions. In contrast, a dragon fighting outdoors can more easily fly out of reach of opponents on the ground. Chapters 4 and 5 feature information and maps to help you build encounters in and around a dragon's lair.

Is the dragon alone or accompanied by minions?

With their legendary actions, adult and ancient dragons are designed to be challenging encounters all on their own, but even a younger dragon can be a handful as a solo enemy. On the other hand, adding minions to a dragon encounter can divert the characters' attention away from the dragon and make a combat encounter more interesting—as well as more dangerous. See "Fol-



AN ENCOUNTER WITH A DRAGON CAN BE DEVASTATING TO PEOPLE AND PROPERTY ALIKE.

lowers” earlier in this chapter for ideas about how the relationship between dragon and minions can impact an encounter.

With these four questions in mind, you can look to the Dragon Encounter Complications table for suggestions of quirks, special effects, and unusual situations that can make any dragon encounter more interesting and exciting.

DRAGON ENCOUNTER COMPLICATIONS

d20 Complication

- 1 The dragon has no interest in fighting and tries to avoid the characters, until they anger the dragon through significantly injury or insult.
 - 2 The dragon is too bored to fight and offers the characters a tiny amount of treasure if they'll leave.
 - 3 The dragon hates a certain type of character (sneaky rogues, healers, or heavily armored fighters, perhaps) and directs at least one attack each round at such a character.
 - 4 The dragon tries to drive the characters off by emotionally hurting or humiliating them—threatening something they obviously care about, damaging their equipment, insulting them, or showing how ineffectual their attacks are.
 - 5 The dragon has a way to call for help hidden deep inside the lair, such as a magic horn that summons minions, an *iron flask* with a powerful Fiend inside, or a magic portal to an echo's lair. The characters must prevent the dragon from summoning aid or face a new threat.
 - 6 The dragon is desperately trying to protect a particular treasure, one or more eggs, or perhaps a minion, bargaining to protect this treasure and flying into a rage if it is harmed.
 - 7 The previous occupant of the dragon's lair left behind a curse, a trap, or a lingering spirit that clever characters can turn against the dragon.
 - 8 The dragon's lair is almost impossible to navigate without access to one or more of the dragon's special movement modes (typically flight, but possibly burrowing, swimming, or climbing).
 - 9 It's been so long since anyone has dared to intrude on the dragon's lair that the dragon is more interested in showing off the lair—and impressive lair actions—than in doing serious harm to the characters. If the characters escape and spread stories of the dragon's grandeur, so much the better.
 - 10 When the dragon is agitated, the regional effects that alter the terrain around the lair create visible changes around the dragon each round.
- 11 Factions and grudges within the ranks of the dragon's minions erupt when the characters challenge the dragon, resulting in infighting that might tip the odds in the main battle in either direction.
 - 12 A feature in the dragon's lair has an unpredictable magical effect, perhaps similar to a *wand of wonder*, a sorcerer's wild magic surge, or a dungeon trick as described in the *Dungeon Master's Guide*. The dragon avoids the feature unless the encounter is going badly, then either activates the feature or tries to goad the characters into doing so.
 - 13 Spell effects and breath weapons used inside the dragon's lair cause dramatic destruction, including chasms opening up, ceilings collapsing, pillars toppling, and other effects that can damage or hinder the characters and the dragon equally.
 - 14 The dragon has a rival who notices the characters approaching the dragon's lair and keeps tabs on the fight. This rival might step in to help the characters or the dragon, depending on the circumstances, or might ambush the characters when they leave the dragon's lair.
 - 15 The dragon takes tremendous pleasure in adopting Humanoid form and pretending to be a minion, groveling and sniveling when intruders enter the lair and claiming that the dragon is away.
 - 16 The dragon's only goal is to learn a key piece of information about the characters' larger goals and then escape.
 - 17 The dragon enjoys combat, roaring in appreciation each time the characters pull off effective attacks or flashy spells. But if seriously hurt, the dragon quickly calls for a truce.
 - 18 Each round of combat with the dragon, the characters catch an eerie glimpse of another world where one of the dragon's echoes is active.
 - 19 The dragon has a plan to feign death in case of attack—apparently being buried in a cave-in, tumbling into a deep chasm, drowning in lava, or some similarly dramatic exit. After escaping, the dragon plots revenge.
 - 20 At the same time the characters are confronting the dragon, another group of adventurers is confronting one of the dragon's echoes on another world. Halfway through the fight, either the dragons or the characters and the other adventurers switch places.

DRAGON ADVENTURES

Dragons are not in your world. You are in theirs.

—Fizban

When you want a dragon encounter to be the goal or focal point of an entire adventure, how do you craft that adventure to highlight the dragon's importance, grandeur, and terrifying power? When you're using the adventure hooks in this book, dragons will fall broadly into three roles: monster, schemer, or power. Think about those categories as you consider the role you want a dragon to play in your adventure.

DRAGON AS MONSTER

For all their vast power, great intellect, and range of possible motivations, dragons are often simple creatures at heart. They want food, a secure lair, and treasure. Many tropes of the fantasy genre revolve around dealing with a dragon who has become too monstrous and putting an end to the danger the dragon poses to peoples and civilizations.

Three basic goals can provide the framework for a monstrous dragon adventure:

Stop the Attacks. A dragon is causing problems, and the only solution is to get rid of the dragon. The dragon might be terrorizing the area near the lair, perhaps burning farmland and devouring livestock, demanding tribute from a village, or holding captives for ransom. Alternatively, a dragon might have established a new lair in the remote wilderness, driving other monsters out of the region and straight into inhabited lands. Or a dragon could be a pawn in a greater villain's schemes, perhaps a warlord who has acquired one of the *Orbs of Dragonkind*. It might be possible to drive the dragon off or somehow change the dragon's behavior, but sometimes killing the dragon is the only option.

Reclaim the Dragon's Lair. A dragon has displaced an entire population to make a lair in the ruins of what was once a great city or stronghold. The people displaced want their home back, so the dragon must be removed. Killing the dragon is not necessarily the goal, but it's certainly one way to solve the problem.

Acquire the Dragon's Treasure. The dragon's hoard contains unimaginable wealth—or perhaps one powerful artifact the characters desperately



need to achieve some other goal. Slaying the dragon might be one option, but sneaking into the lair and stealing what the characters seek is another. The characters could even bargain with the dragon to acquire the needed item. Alternatively, a dragon might seek adventurers to recover items stolen from the dragon's hoard—with a threat that local folk will suffer if the characters fail.

An adventure featuring a dragon in a monster's role lends itself to a location-based structure. That location is likely the dragon's lair, since it's difficult to pin a dragon down for an all-out fight in most other sites. You can use one of the lair maps in chapter 5 of this book as the key location for such an adventure, fleshing the site out with features and inhabitants using the guidelines in the *Dungeon Master's Guide*.

DRAGON AS SCHEMER

Most of the adventure hooks in this book involve the schemes a dragon might put into motion over the course of a long life, potentially using followers as agents in the world. In practice, many of a schemer dragon's goals might be the same as a monstrous dragon's: acquiring food, securing a lair, and adding to a hoard. But other plots might revolve around acquiring minions, advancing the cause of a draconic faction, building the dragon's prestige, working for the well-being of dragonkind as a whole, or altering the nature of the world and its magic.

A dragon's schemes become the basis for an adventure when they intersect with the characters' lives. Most directly, the characters might be asked to aid the dragon's schemes or to oppose them. The Cross Purposes table provides inspiration to help you turn dragon-related adventure hooks into adventures that impact the characters in your game.

CROSS-PURPOSES

d6 The Dragon's Schemes ...

- 1 ... directly target one or more characters. The adventure begins when the dragon or the dragon's minions confront the characters.
- 2 ... threaten a character's bond or an NPC who's important to one or more characters.
- 3 ... challenge a character's ideal or exploit a flaw. The character might hear rumors of the dragon's activity, spurring them into action.
- 4 ... trap the characters between clashing forces.
- 5 ... create an opportunity for a character to pursue a personal goal.
- 6 ... cause an accident or catastrophe that threatens the characters.

An adventure featuring a dragon's schemes often works best as an event-based adventure, as described in the *Dungeon Master's Guide*. Whether the dragon is the villain, a patron, or an interested bystander, flesh out the dragon's personality, goals, and other traits using the tables and suggestions in this chapter and chapter 5. The dragon's lair might be a key location for the adventure (perhaps using a map from chapter 5), but the dragon's schemes could lead the characters anywhere—even to other worlds and planes of existence.

DRAGON AS POWER

In some places, dragons are more than monsters or masterminds. They are movers and shakers whose desires shape the course of history. A powerful dragon's schemes impact the characters because those schemes impact the world as a whole, not because the dragon is interested in the characters individually—at least not initially. As the characters become powers in their own right, dragons are more likely to take personal notice of them.

The "Dragon Campaigns" section that follows discusses the world-ranging implications of putting dragons in positions of power and central story importance in your game. When crafting individual adventures in the context of such a campaign, take standard adventure hooks (in this book or elsewhere) and dial them up—amplifying the scale and significance of a dragon's schemes to make those plots fit the dragon's stature in the world. Imagine the dragon's hoard on the scale of a national treasury. Think of the dragon's minions as the entire nation or religion that owes the dragon allegiance.

Adventures at this scale might involve dragons as villains or as patrons, and they might well involve multiple dragons in conflict with each other. The characters might loyally serve one dragon in opposition to another, or they might attempt to play multiple dragons against one another—perhaps earning the ire of them all.



IN THE HEART OF THE JUNGLE, THE BLACK GREATWYRM
RHASHAAK KEEPS WATCH OVER A RUINED CITY.



LAURANA AND KITIARA—GENERALS AND DRAGONRIDERS IN OPPOSING ARMIES—BATTLE IN THE TEMPLE OF THE DRAGON QUEEN.

DRAGON CAMPAIGNS

Dragons occupy a prominent place in most D&D worlds, but in some realms, they are central to a world's story. Consider these three examples.

Krynn. The home of the Dragonlance setting is the battleground for an unending conflict between Bahamut and Tiamat. Tiamat commands armies of draconians (described in chapter 6) formed from the corrupted eggs of metallic dragons, while heroes and villains alike ride mighty dragons into battle.

Council of Wyrms. The Io's Blood isles are a vast domain governed by an assembly of ancient wyrms representing eighty-eight clans of chromatic, metallic, and gem dragons. The council's subjects include dozens of Humanoid peoples, some of whom serve as closely bonded aides to dragon masters.

Tarkir. In the multiverse of the *MAGIC: THE GATHERING* trading card game, five dragonlords rule supreme over the world of Tarkir. After centuries of battle between Humanoid clans and the ancient dragonlords and their broods, the dragons triumphed and claimed dominion over the clans, which now bear the dragons' names.

If you want to build a campaign that puts dragons in a similarly prominent role, consider any of the following options.

CAMPAIGN EVENTS

The *Dungeon Master's Guide* includes a discussion of world-shaking events that might define turning points at the start, middle, or end of a campaign. One way to give dragons a prominent role in your campaign is to apply a draconic twist to any of these events.

Rise or Fall of a Leader or an Era. A powerful dragon establishing a new lair in a region can be a singularly impactful event. Likewise, the death of an ancient dragon can cause dramatic changes in the world. The balance of power shifts. Established territories are suddenly contested or might be undefended against other perils. The dragon's hoard represents tremendous wealth flowing through a single region. Entire populations of Humanoids or monsters might move in or out of the dragon's territory.

Cataclysmic Disaster. A dragon rampaging through inhabited lands can be worse than any natural disaster. What has stirred the dragon's wrath? Will

these rampages continue? What might appease the creature?

Assault or Invasion. A dragon might attack a stronghold of civilization, or an army marching under Tiamat's banner with dragon riders wheeling overhead could begin the conquest of a neighboring realm. Or a dragon's minions might launch an attack in preparation for the dragon establishing a new lair.

Rebellion, Revolution, Overthrow. A dragon who is a political or religious leader might face a rebellion. Another dragon might even rise up to lead the freedom fighters.

Extinction or Depletion. If dragons are on the verge of extinction, the last survivors might become extremely important to your campaign. Alternatively, people might have long believed dragons to be extinct, only to be shocked when one or more of these mythical creatures emerge from hiding or a long hibernation. What drove them away, and what is bringing them back? Another possibility is that dragons are responsible for the near-extinction of some other kind of creature or the depletion of a resource. What if gold or magic items are scarce because dragons have collected almost all such wealth in their hoards?

New Organization. The new organization might be one of the dragon organizations described earlier in this chapter or a dragon faction similar to those discussed in the next section. Alternatively, any apparently ordinary organization might have a dragon at its head—a shape-shifter dragon leading a thieves' guild, perhaps, or a devout dragon stirring up zealots in Bahamut's name.

Discovery, Expansion, Invention. The discovery in question might involve dragons directly. People might have only just learned that dragons exist, discovered the enormous wealth stored in their hoards, or learned of a magical reaction that can be sparked by the use of dragon blood or scales. Alternatively, dragons might be among the creatures competing to possess or control a new discovery.

Prediction, Omen, Prophecy. A prophecy might deal with any of the other kinds of events described here, with dragons as its focus. Alternatively, the prophecy might be uttered by a dragon or read and interpreted primarily by dragons (like the Draconic Prophecy in the world of Eberron).

DRAGON FACTIONS

Draconic factions and the conflicts between them can provide a useful framework to organize your entire campaign around. Characters might swear their allegiance to a dragon or trade their services to dragons in exchange for membership in a draconic



A HALF-DRAGON CONQUEROR
ACQUIRING AN ORB OF DRAGONKIND
CAN THROW A WORLD INTO CHAOS.

faction. By joining one dragon's faction, characters might end up locked in bitter strife with a different faction—and characters who join different dragon factions might have to carefully balance the needs of those factions against the goals of their party.

The different ways dragons can be categorized suggest numerous approaches to organizing dragon factions in your world.

THE METALLIC ORDERS

Perhaps the chromatic dragons in your world are a force of chaos, with five factions of metallic dragons shouldering the responsibility for organizing Humanoid forces to battle their chromatic kin. These factions are devoted to common goals—constraining the rampages of the chromatic dragons and limiting Tiamat's influence in the world—but they have different methods, adhere to different ideals, and attract different kinds of members. The Silver Order might be a chivalric order that attracts paladins and fighters, holds its members to the highest standards of behavior, and wields cold magic. The Brass Order could be a loose affiliation of good-hearted scoundrels, including rogues and bards, who favor fire magic and trickery.

An adventuring party might include members of any or all of the five Metallic Orders, each concerned with advancing the cause of their own order while cooperating in pursuit of common goals.

THE SCALED CIRCLES

Alternatively, each family of dragons—chromatic, metallic, and gem—could be represented by a single faction. Each draconic faction has a particular set of goals that doesn't necessarily put it in direct conflict with the other two factions, but that doesn't always inspire cooperation. For example, the Chromatic Circle might focus on self-aggrandizement, as each member of the faction tries to amass as much wealth and power as possible. The Gem Circle, by contrast, might be dedicated to the pursuit of knowledge, while the Metallic Circle is more altruistic, working to further the advancement of entire societies and civilizations.

Some groups of characters might all affiliate with a single circle, while others might include members of different circles. Different affiliations don't necessarily create conflict within a party, though. Rather, those affiliations create a potentially interesting tension between individual goals and the goals of the party as a whole.

DRAGON OVERLORDS

Your world might have numerous dragon overlords—one for each kind of metallic, chromatic, and gem dragon, and possibly for deep dragons, dragon turtles, faerie dragons, moonstone dragons, and shadow dragons. These overlords are the oldest and most powerful of their kinds, and all other dragons of the same kind owe allegiance to them. In addition, Humanoids who know what's good for them give their allegiance to a dragon overlord in exchange for the dragon's protection. The result might be a feudal society, where dragons fill the highest ranks of the aristocracy.

In such a setting, characters need to decide how they fit into this system of fealty. Some characters might swear allegiance to a dragon overlord and end up as important agents enforcing that dragon's will in the world—perhaps even to the point of joining a war against a different overlord. Or they could remain independent, traveling from one dragon's domain to another and dealing with the complex and sometimes violent political conflicts among overlords. If different characters owe allegiance to different dragons, they might cooperate smoothly for a while but then find themselves in conflict when tensions erupt between the overlords. Such characters might then be put in the position of trying to make peace between the dragons—before they're commanded to go to war against each other!

OTHER ORGANIZING PRINCIPLES

Dragon factions can be based on many other aspects of dragon identity in addition to those above. The five dragon-ruled clans of Tarkir, for example, each identify with one aspect of draconic nature—

the scale, the fang, the claw, the wing, and the eye, representing endurance, ruthlessness, savagery, speed, and cunning, respectively. You could also create factions based around the damage types dealt by different dragons' breath weapons, so a fire-based faction would include red, gold, and brass dragons, while green dragons would have a poison-based faction all to themselves. The gem dragons would also be unique in this system.

Alternatively, you could build draconic factions around ideals and goals that aren't specifically draconic, perhaps applying a dragon overlay to the ten guilds of Ravnica or Humanoid factions active in Faerûn—such as the Harpers, the Order of the Gauntlet, the Emerald Enclave, the Lords' Alliance, and the Zhentarim, all of which have appeared in a number of D&D adventures.

DRAGON GODS

Moving from the realm of temporal power to the spiritual domain, dragons can also fill the role of gods in a campaign world, elevated to a central role in the beliefs and myths of your setting. The two most important gods in the Dragonlance setting—Paladine and Takhisis—are identified with Bahamut and Tiamat, though they are not always worshiped in dragon form. Similarly, the gods of the Sovereign Host and the Dark Six in Eberron are sometimes described as dragons and might be dragons who ascended to godhood.

If the gods are distant from their mortal worshipers in your campaign, making those gods dragons is largely an aesthetic choice that reinforces the importance of dragons. Perhaps the high priests of the gods are also dragons, or they could be draconians (described in chapter 6), dragonborn, or half-dragons. Anyone with draconic ancestry or magic might be viewed as carrying a divine blessing in such a setting, and actual dragons would be regarded with reverential awe.

On the other hand, the dragon gods of your campaign might be ever present in the world and fully involved in the lives of their worshipers. You could reimagine the gods of Theros (detailed in *Mythic Odysseys of Theros*) as dragons, so shining Heliod becomes a gold dragon, Erebus becomes a black dracolich, Thassa is a dragon turtle, and so on. These dragon gods might grant supernatural gifts to their followers in exchange for devotion, potentially even transforming their favored ones into dragonborn. You could draw on the supernatural gifts described in chapter 2 as well as the piety benefits detailed in *Mythic Odysseys of Theros* for inspiration.



TIAMAT'S EMERGENCE FROM AVERNUS COULD DEFINE THE COURSE OF A CAMPAIGN.

DRAGONS OF MYTH

Even if you don't elevate dragons to the status of gods in your campaign, these creatures might still have a mythic role to play in the world, granting them a supernatural significance. Consider these examples:

Artifact of Law. When an artifact called the *Rod of Law* was shattered into seven parts during the Battle of Pesh, seven ancient metallic dragons were assigned to be the guardians of its fragments. Even sundered, this mighty artifact was so powerful that great cities sprang up near the dragon lairs that house the fragments, forming the centers of civilization. The dragons are patrons of the seven cities, and their roles as guardians of the artifact are all but forgotten.

Cult of a Dead God. At the dawn of creation, the gods of this world slew another divine being—perhaps their tyrannical parent or one of their kin who betrayed them. They cut this being's body into five pieces, each of which was fed to a different chromatic dragon who gained immortality as a result. Now a cult is plotting to kill these five dragons, cut them open to retrieve the pieces of the devoured god's body, and return the god to life.

Dungeons of Dragons. In the earliest days of creation, fifteen dragons burrowed deep into the earth and went to sleep. Over the eons, elaborate underground dungeons have formed above and around them, becoming habitats for a wide variety of different monsters and repositories for vast treasures. Adventurers on this world are defined by their willingness to brave at least the upper levels of these dungeons, but no one has ever penetrated all the way to the depths where the sleeping dragons still lie.

Pillars of Creation. Five ancient metallic dragons (one of each kind) make their lairs in the Pillars of Creation. If all these dragons are killed, the world will literally collapse into chaos.

Stirrings of Rebirth. When the greatest spiritual leaders of the world reach the end of their lives, each is laid to rest on a funeral pyre and reborn out of the ashes as a dragon egg. Temples and monasteries across the world house collections of eggs representing all their past leaders, though most people doubt they will ever hatch. So what happens when cracks begin to appear in the oldest eggs?



FIZBAN ARGUES WITH A SMUG STATUE
IN THE LAIR OF AN AMUSED BRASS DRAGON.



LAIRS AND HOARDS

DRAGONS ARE DEEPLY CONNECTED TO THE worlds in which they dwell. The magic of the Material Plane flows through them. It empowers their breath weapons and their tremendous might; it pools in their lairs and tangles in the treasures of their hoards. This chapter, intended for the Dungeon Master, explores the connection between dragons and the world they inhabit and how that connection manifests in each dragon's lair and hoard.

“Dragon Lairs” discusses how the magic that suffuses dragons spills out into the world around the locations these creatures call home. This section includes suggestions for the kinds of locales where dragons like to build their lairs, as well as additional regional effects that might manifest around a lair. Additional lair actions round out this section.

“Dragon Hoards” explores the relationship between the size of a dragon's hoard and the dragon's magical might. This section discusses dragons' practice of dividing their hoards into multiple caches that extend their magical reach, and the items that can link those caches together. It also explores the magical quirks—including hauntings and curses—that can arise as enormous amounts of magical power are pooled in one place.

“What's in a Hoard?” provides tables to determine the contents of a dragon's hoard, expanding on the treasure tables in the *Dungeon Master's Guide*.

DRAGON LAIRS

Home is where the hoard is.

—Fizban

A lair is not merely a den where a dragon happens to sleep. It's a nexus for all the magical energy bound up in a dragon. A dragon's lair is a *home* and carries all the emotional and magical resonance of that word. It's a sanctum and the repository of the dragon's hoard. It's a place of power, with echoes of its own across multiple worlds.

Consciously or not, young dragons establishing lairs for the first time often seek to establish them in sites of magical resonance. A dragon might look for a place where multiple ley lines of flowing magical energy intersect, a site where a meteorite crashed

to earth or a strange mystical crystal lies buried underground, or a place where long-forgotten wizards of an ancient magocratic empire saturated the land with their powerful spells. As a result, a dragon's lair is typically not the only unusual and magically powerful feature in its region. You can use the Lair Location table for inspiration when placing a dragon's lair in or near such a feature.

LAIR LOCATION

d10 Unusual Feature

- 1 The area is a climate anomaly—a cool and lush oasis in a hot desert, a balmy spring within a frozen tundra, a drifting iceberg in a warm sea, a barren waste in the midst of a verdant forest, or the like.
- 2 The area is a wild magic zone. Whenever a creature casts a spell of 1st level or higher or activates a magic item, roll a d10. On a 1, roll on the Wild Magic Surge table in the *Player's Handbook*.
- 3 Natural rock formations align with celestial phenomena at particular times of the year. Stars and planets might line up with rock spires and windows on solstices and equinoxes, for example.
- 4 A dead god or titan is buried in the area.
- 5 The area is a vast crater, at the center of which is a long-buried meteorite.
- 6 A magical portal to another plane of existence releases dangerous energy—and sometimes creatures—into the area.
- 7 The area was a battlefield in an ancient war where thousands of soldiers were annihilated in a devastating magical assault.
- 8 Gravity does not function as expected in the area, which might manifest as giant floating earth motes or similar terrain.
- 9 An enormous tree—possibly the oldest living organism in the world—grows at the heart of the area.
- 10 A god left a profound impression on the site during an ancient visit to the Material Plane—perhaps a footprint, a pool of tears, or a splash of blood that has permanently infused the ground.

REGIONAL EFFECTS

My favorite lair I've ever visited was a crystal dragon's. It turned everyone's voice into a high-pitched squeak. Remember, not all lair shenanigans are devastating!

-Fizban

The area around a legendary dragon's lair is altered by the dragon's presence. The regional effects described in the *Monster Manual* and chapters 5 and 6 of this book are not the only ways a dragon's influence can manifest. You can add regional effects to make a particular dragon's lair feel unique and wondrous. Adding regional effects to a dragon's lair has no effect on the dragon's challenge rating, so you can use them freely to set the tone you want for your adventure.

TERRAIN CHANGES

Plant growth creates difficult terrain, sinkholes appear, and hedge mazes or icy walls limit movement. Additional regional effects in this category include the following examples:

Exposing Terrain. The terrain within 6 miles of the lair actively works to foil stealth, giving creatures other than the dragon disadvantage on Dexterity (Stealth) checks. Leaves change color to contrast with those trying to hide among them, branches move to reveal creatures, fog clears, and so on.

Smooth Roads. Difficult terrain within 12 miles of the dragon's lair is not considered difficult, as undergrowth moves out of a traveler's way, slopes are not as steep as they first appeared, and rough ground levels out under a traveler's feet.

Wilderness Hazards. Any of the wilderness hazards described in the *Dungeon Master's Guide* might manifest near the dragon's lair.

WEATHER CHANGES

Fog, storms, precipitation, and supernatural mists can form around a dragon's lair, and some dragons can alter the weather to even greater effect as they see fit. Other weather-related regional effects include the following examples:

Pleasant Weather. The weather within 6 miles of the dragon's lair is always sunny and pleasantly warm during the day. Rain falls only at night, and dew waters the ground in the early morning.

Unending Rain. Rain falls constantly within 6 miles of the dragon's lair, ranging from light driz-

zle to a drenching downpour, and it lightly or heavily obscures the area.

WATER CHANGES

A dragon's presence often affects nearby water, such as the way black and red dragons can foul the water near their lairs. Other regional effects related to water include the following examples:

Beguiling Water. When a creature drinks from a stream or lake within 1 mile of the dragon's lair, the creature must make a Wisdom saving throw against a DC equal to 8 + the dragon's proficiency bonus + its Charisma modifier. On a failed save, the creature is charmed by the dragon for 24 hours. On a successful save, the creature is immune to this effect for the next 24 hours.

Icy Water. All streams and bodies of water within 6 miles of the lair have a year-round covering of ice or are frozen solid, regardless of the local weather.

Sweet Water. Any water within 6 miles of the lair is supernaturally pure. It tastes mildly sweet, and if added to any other liquid, it changes an equal volume of that liquid into pure, drinkable water. This neutralizes poisons and turns salt water and contaminated water into fresh water.

CHANGES TO CREATURES

A dragon's presence can alter the behavior or physical characteristics of creatures dwelling near the dragon's lair. The presence of a gem dragon draws specific kinds of creatures to dwell nearby, and other dragons sometimes influence animals near their lairs to spy for them. Other creature-related regional effects include the following examples:

Draconic Births. Beasts and Monstrosities that are born within 6 miles of the lair have a high likelihood of being half-dragons.

Draconic Tint. Creatures that live within 6 miles of the lair develop coloration similar to the dragon's.

Pervasive Influence. People dwelling within 12 miles of the dragon's lair develop personality traits inspired by the dragon—heightened suspicion, garrulousness, greed, placidity, or the like. Individuals manifest these tendencies in different ways and to different degrees. If the dragon dies or leaves the area, these traits fade over 1d10 days.

PLANAR CONNECTIONS

The powerful magic bound up in a dragon's lair can forge connections to other worlds of the Material Plane or even other planes of existence. Magic portals to the Elemental Plane of Fire often appear around a red dragon's lair, for example, and the lairs of crystal and topaz dragons are suffused with positive and negative energy, respectively. Other planar connections that might appear around a dragon's lair include the following effects:

Draconic Blessing. Bahamut or Tiamat has placed the lair under the effect of a *hallow* spell.

Planar Portals. Fissures, archways, or tunnels within 1 mile of the dragon's lair form magic portals to an appropriate Elemental Plane.

Windows to Other Worlds. Pools or passageways within the lair allow communication or travel between different worlds in the Material Plane. The dragon uses these to converse with echoes on other worlds.

DRAGON MAGIC

Regional effects sometimes give dragons unusual magical capabilities. For example, gold dragons can appear in the dreams of creatures that sleep near their lairs, green dragons can't be tracked near their lairs, brass dragons are aware of creatures that come near water in their territory, and gem dragons can use *clairvoyance* to observe particular features near their lairs. Similar effects include the following examples:

Death Warning. The dragon is instantly aware of the death of any creature within 1 mile of its lair and can review the last moments of the creature's life as seen through the creature's eyes.

Menacing Dreams. People who sleep within 6 miles of the dragon's lair dream of the menacing dragon.

Name Alerts. If the dragon's name is spoken within 1 mile of its lair, the dragon instantly knows it and hears everything said within 10 feet of that spot for the next 5 minutes.

COSMETIC ALTERATIONS

Regional effects around a dragon's lair might involve only minor visual or auditory phenomena. This includes such effects as the appearance of a copper dragon's likeness on stone formations, the bright colors of underwater plants near a bronze dragon's lair, or the crystalline growths common near any gem dragon's lair. Other examples include the following effects:

Deceptive Reflections. At first glance, still water within 6 miles of the lair shows a reflection of the dragon flying overhead; the image disappears upon further examination.

Face in the Clouds. The dragon's visage appears in cloud formations above the lair, giving the impression that the dragon is watching intruders.

Starry Scenes. At night, the stars above the dragon's lair are surrounded by faint outlines of creatures that begin to move and act out scenes from the dragon's dreams—including the dragon.

LAIR ACTIONS

Like regional effects, a dragon's lair actions reflect an intimate connection to the magical energy that flows through and around the lair. The broad scope of that magic means that a dragon need not be limited to the lair actions described in the *Monster Manual* and chapter 6 of this book. Chapter 5 of this book offers suggestions for additional lair actions for various kinds of dragon, which are tailored to those dragons and the example lair maps found in that chapter. Additional lair actions that might apply to any dragon in any lair include the following:

Catch Breath. The dragon rolls a d6. On a 6, it recharges its breath weapon action.

Lair Rejuvenation. The dragon regains hit points equal to the number of Hit Dice it has by drawing on the magical energy suffusing its lair.

Lingering Breath. Any creature that took damage from the dragon's breath weapon on the dragon's previous turn immediately takes 10 (3d6) damage of that type, as the breath weapon's energy lingers and clings to its targets.

Toughened Scales. Glowing magical energy swirls across the dragon's scales, granting the dragon resistance to bludgeoning, piercing, and slashing damage until initiative count 20 on the next round.

AGE AND A DRAGON'S LAIR

Ordinarily, a dragon gains access to lair actions and manifests regional effects around a lair only upon reaching adulthood and the legendary status that comes with that age. The close connections between a dragon and the fabric of the Material Plane take time to develop, so the dragon's power doesn't manifest in the world until the dragon has spent nearly a century in a lair. That said, if you want to give lair actions and regional effects to a young dragon or even a wyrmling, you can.

Regional effects have no bearing on a dragon's challenge rating—they exist primarily to help you craft the proper atmosphere around a dragon's lair. So feel free to have a younger dragon manifest these effects, albeit perhaps in a smaller area than what's described in the *Monster Manual* or this book and using lower DCs for any associated ability checks or saving throws.

Lair actions can have a more significant effect on a younger dragon's challenge rating. For adult or ancient dragons, who already benefit from legendary actions, lair actions don't significantly impact their power or how they function in play, but if you add lair actions to a dragon who doesn't already have legendary actions, those actions significantly change the way the dragon plays and probably adjust their challenge rating upward by 1 or more. Use the guidelines on creating monsters in the *Dungeon Master's Guide* to determine whether you're making the dragon too much of a threat to a party.

DRAGON HOARDS

What is a dragon without a hoard? The answer, it turns out, is “significantly diminished.”

—Fizban

Hoarding treasure is an essential part of draconic nature. It’s not that dragons are overwhelmingly greedy, as other peoples understand the term—though some dragons definitely are. Nor are they simply attracted to shiny objects in the manner of magpies. Rather, hoards are extensions of dragons’ inherently magical nature—resonators that focus their magic and link them to the magic of the Material Plane.

AGE, HOARDS, AND POWER

Dragons thrum with the magical energy that suffuses the Material Plane, and this energy is amplified by their possession of material things. In practical terms, this means dragons’ power is related to both age and the size of their hoards in ways that clever dragons—and would-be dragonslayers—can exploit.

WYRMLINGS

Wyrmling dragons begin acquiring hoards as soon as they can fly, but their small scope of operations makes them unlikely to amass more than a few hundred gold pieces worth of treasure and perhaps a handful of magic items. If sharing a lair with other wyrmlings or adult dragons, the wyrmlings stash their hoards in their own distinct portions of the lair. Otherwise, they keep their treasure in secret caches near where they sleep.

YOUNG DRAGONS

As dragons transition from wyrmling to young age, at around five years, they also begin to look for their first permanent lairs and amass more substantial hoards, which grow in value to many thousands of gold pieces. Young dragons keep their hoards safe in the same central location where they sleep. Such dragons typically do not yet impose regional effects, but these effects might begin to manifest as the dragons’ connections to their lairs develop. You can add regional effects and even lair actions to young dragons, particularly for dragons who have acquired an unusually large hoard. These dragons might not be old enough to fully step into the power of an adult, but gathering such a hoard makes them more powerful than other dragons of a similar age.

AN ANCIENT DRAGON'S HOARD CAN HOLD ENOUGH WEALTH TO CAUSE THE RISE AND THE RUIN OF DYNASTIES.



ADULT DRAGONS

A dragon's transition to adulthood is measured by two milestones: a century of life and a hoard worth around 15,000 gp or more. A hoard of that size binds dragon, lair, and territory together in a tangle of magical energy that makes the dragon truly legendary, empowering the dragon's legendary actions and lair actions and spreading draconic influence throughout the area as regional effects.

As dragons age and amass larger hoards, they tend to establish multiple lairs. This serves partly to mitigate risk—there's less chance of a dragon losing an entire hoard in a single burglary if that hoard is spread across multiple locations—and partly to extend the dragon's magical influence across a growing territory. The treasure cache stored in each lair anchors the dragon's power there even when the dragon isn't present, extending the reach of regional effects.

Dragons typically establish new caches as their hoard reaches multiples of 15,000 gp. Throughout their adult years, dragons can each assemble six to eight caches in multiple lairs spread across the greater part of a continent.

ANCIENT DRAGONS

Around the age of eight hundred years, dragons take on ancient status, by which time they have typically amassed eight to ten caches whose total value is at least 200,000 gp. Ancient dragons continue expanding their hoards as the centuries wear on, increasing both the number of caches and the value of each cache, until their total wealth can exceed a million gold pieces.

LINKING HOARDS

A dragon dividing a hoard often apportions one or more pieces from a linked set of objects to each treasure cache. This practice strengthens the mystical link among the portions of the divided hoard, helping to maintain the dragon's claim of ownership over the parts of the hoard far from the dragon's current location and unifying scattered caches into what is effectively a single hoard.

This linking can add the fun goal of having the characters collect a complete set of divided treasure as they try to find all the caches of a dragon's hoard. The Hoard Linking Items table offers suggestions for item sets that a dragon might use in this way. Ideally, players should be able to deduce the total number of items in the set after they've found one or two caches, so they know how many more pieces need to be collected. Sometimes the correct number is obvious (the number of pieces in a chess set or cards in a deck, for example), but consider having an item found early on be stored in a decorative

box whose empty spaces indicate the number of pieces missing.

HOARD LINKING ITEMS

d10 Linking Items

- 1 The broken pieces of an artifact (such as the *Rod of Seven Parts*)
- 2 A set of large gemstones, each engraved with the seal of a particular nation or the symbol of a deity
- 3 Numbered volumes of an encyclopedia or comprehensive history
- 4 Statuettes depicting different kinds of dragons
- 5 Portraits of the members of a well-known historical family
- 6 Ornate nesting dolls that feature a large gemstone egg at the heart of the set
- 7 Regalia—an orb, a crown, a scepter, and so forth—belonging to a recently deposed monarch
- 8 Pieces of a full suit of armor that once belonged to an ancient hero
- 9 A set of teeth from a rival dragon, a prophet, or a rare creature
- 10 Pieces of a chess set or another board game, or cards from a deck of playing cards, a tarokka deck, or a *deck of many things*

PLUNDERING A HOARD

Because dragons' power is linked to treasure, it's possible to weaken a dragon by plundering the dragon's lair. By gaining access to a hoard and making off with a significant portion of that wealth, characters can diminish the dragon's connection to both that lair and its associated territory.

As a rule of thumb, if a dragon's lair no longer holds at least 10,000 gp worth of treasure, the site is no longer considered a lair. The dragon can't use lair actions there, and the regional effects surrounding the lair end or fade as if the dragon had died.

This suggests an effective strategy that characters might hit on for confronting a dragon: find one of the dragon's smaller lairs and plunder the treasure there, removing it quickly. Disturbing a hoard inevitably attracts the dragon's attention, because either minions or the dragon's magical connection to the hoard alerts the dragon to intruders. A dragon coming to investigate the disturbed lair has a strong incentive to fight in reaction to the theft—and to prevent the loss of more treasure. The realization might come too late that the loss of treasure has left the dragon vulnerable.

Theoretically, it's possible to strip an adult or ancient dragon of legendary status by plundering the dragon's entire hoard across all its locations. For this to work, the dragon would have to be magically

bound or otherwise prevented from interfering with the looting—but that sort of binding might be easier than killing a powerful legendary dragon.

HOARD QUIRKS

A dragon's hoard has features similar to those of a powerful magic object, and plundering a hoard can have lingering effects long after the death of its draconic owner. Any number of supernatural effects can linger in and around the hoard of a legendary dragon, often concentrated in a few valuable pieces of treasure—the most precious gems or art objects, or the rarest magic items, for example.

REGIONAL EFFECTS

The regional effects associated with legendary dragons' lairs are channeled into the environment from the dragons through their hoards. These effects can linger to varying degrees when a hoard's treasure is moved somewhere else, as in any of the following examples:

Alter Water. An item from the hoard pollutes or purifies any water it touches.

Alter Weather. An item from the hoard attracts weather appropriate to the dragon's kind.

Attract Animals. Tiny animals are irresistibly attracted to an item from the hoard and constantly try to take it.

Dragon Dreams. Creatures sleeping near the treasure dream of the dragon.

Personality Shift. Characters wielding items from the hoard develop personality traits evocative of the dragon's traits.

Seek Return. Sentient items from the hoard want to return to the dragon's lair and cause characters to accidentally stray in that direction.

Verdant Influence. If coins from the hoard are placed in soil, they encourage lush plant growth.

HAUNTED HOARDS

It's not unusual for one or more items in a dragon's hoard to be haunted. Restless spirits might haunt objects that held special significance to them in life, and the death of the dragon who stole those items might be an opportunity for such spirits to find rest at last. A haunting spirit might fully manifest as a **ghost**, a **specter**, a **wraith**, or a similar creature, or it might give the haunted item the characteristics of a sentient magic item.

The most certain way to end a haunting is to complete the unfinished business that keeps a spirit bound to the mortal world. In the case of a haunted hoard, you can use the Unfinished Business table to help you decide what that might be.

UNFINISHED BUSINESS

d6 Unfinished Business

- 1 Entrust the haunted item to the ghost's heir
- 2 Entomb the haunted item with the ghost's corpse
- 3 Destroy the haunted item
- 4 Use the haunted item for a specific purpose
- 5 Reunite the haunted item with other items forming a set
- 6 Destroy the ghost's killer: a dragon who is an echo of the hoard's owner on another world

A DRAGON'S CURSE

A dragon's violent death sometimes causes a hoard to carry a lingering curse. A dying dragon might pronounce a bitter magical oath upon any who would plunder the dragon's hoard, or a living dragon might inscribe a dire warning about the foul magic that will be unleashed on any who plunder the dragon's treasure. Such a curse typically affects not only those who steal from the hoard, but anyone else who comes into contact with the treasure. Moreover, breaking the curse is usually possible only if all the treasure is gathered together again in one place.

Use the Hoard Curse Effects table to inspire possible effects for a dragon's lingering curse.

HOARD CURSE EFFECTS

d6 Hoard Curse Effect

- 1 Each affected creature gains 1 level of exhaustion that can't be removed until the curse is broken.
- 2 Each affected creature automatically fails saving throws against dragons' breath weapons and Frightful Presence.
- 3 Each affected creature gains vulnerability to the damage type of the breath weapon of the dragon who cursed the hoard.
- 4 Each affected creature's speed is reduced by 10 feet.
- 5 Affected creatures can't spend Hit Dice to regain hit points during a short rest.
- 6 When an affected creature dies, its soul becomes imprisoned by the slain dragon's spirit, preventing the creature from being raised from the dead.

In general, ending the curse on a dragon's hoard is not as simple as casting a single spell. Magic can offer temporary respite, though. A *remove curse* spell cast on any affected character suppresses the effect of the curse for 1 hour, while a *greater restoration* spell suppresses the curse until the victim finishes a long rest.

Returning the entire hoard to the dragon's lair ends the curse, but removing even a single coin

activates it again. Short of the drastic step of abandoning the treasure, gathering the entire hoard together and performing some specific rite can end the curse. Such a rite might involve any or all of the elements suggested on the Breaking a Hoard Curse table.

BREAKING A HOARD CURSE

d4 Rite Elements

- 1 Cast the *hallow* spell
- 2 Make an offering of blood from everyone who participated in killing the dragon (or those creatures' nearest kin)
- 3 Bathe or sprinkle the treasure in the dragon's blood
- 4 Make a sacrifice to Bahamut, Tiamat, or both

One other way to bypass a dragon's curse on a hoard is to have the treasure become part of another dragon's hoard, whereupon the previous owner's curse is nullified. Clever adventurers might work out a bargain with a friendlier dragon involving a trade of cursed treasure in exchange for a similar (but probably smaller) amount of treasure freely given.

COMPETITION FOR A HOARD

Shadowy cults, reclusive scholars, rival adventurers, and mysterious organizations might seek out a dragon's hoard, either trying to claim it from a dragon or trying to acquire it from characters who have slain a dragon. Aside from greed, such groups can have any number of motivations for seeking a dragon's treasure. Often, such groups seek to draw on the magic of a dragon's hoard to perform some great ritual. The Hoard Magic table suggests some possibilities.

HOARD MAGIC

d6 Magical Motivation

- 1 Create a permanent protective ward covering a city-state or small kingdom
- 2 Destroy a large magical ward protecting a region
- 3 Create a dead magic zone where spells and magic items won't function
- 4 Repair the fabric of magic in a dead magic zone
- 5 Reassert the dominance of the Material Plane in a region, banishing influence that has been seeping in from another plane of existence
- 6 Open a portal to another plane of existence or another world of the Material Plane

WHILE A DRAGON SLUMBERS, A SKILLED BURGLAR MIGHT BE ABLE TO MAKE OFF WITH A TREASURE OR TWO, BUT LOOTING THE ENTIRE HOARD IS ANOTHER MATTER.



WHAT'S IN A HOARD?

Great piles of coins are all well and good, but the best treasures are the ones with memories attached. Let me tell you about my collection of pie plates!

—Fizban

The random treasure tables in the *Dungeon Master's Guide* can help you quickly generate a hoard for a dragon of any age. (As suggested in that book, you should roll on the hoard tables at least twice for legendary dragons.) If you want a more detailed hoard, the information under “Creating a Hoard” on the following pages can help you generate treasure with more variety, which is especially appropriate for significant troves. The average monetary value of a hoard created using these guidelines is about the same as if you rolled twice on the tables in the *Dungeon Master's Guide*.

KINDS OF TREASURE

Use these guidelines in conjunction with the information in the *Dungeon Master's Guide* to detail the treasures in a dragon's hoard. Feel free to swap coins, gems, and art objects in a dragon's hoard for different such items of equivalent value. Perhaps a sapphire dragon takes great pride in a hoard full of raw sapphires and jewelry featuring sapphires, or a copper dragon might love sleeping on a vast bed of copper coins!

COINS

The coins in a dragon's hoard might come from all over the world and across uncountable ages of history. To add flavor to the potentially enormous pile of coins in a dragon's lair, you can use the Coin Origins table to determine the origin of any particular group of coins.

COIN ORIGINS

d10 Origin

- 1 Equivalent value in trade goods (see the *Player's Handbook*) rather than coins
- 2–3 Coins from an ancient culture local to this region, ancestral to the people who live here now
- 4–5 Coins from an ancient culture in a distant region
- 6–7 Coins from a nearby contemporary culture
- 8–9 Coins from a local contemporary culture
- 10 Coins from another world

You might decide that all the coins in a dragon's hoard have the same origin, but it's more likely (particularly in the hoard of an older dragon) that the coins have a variety of origins. If you aren't interested in explaining the details of coinage from a variety of contemporary and historical cultures in your game's setting, it's enough to tell your players that some of the coins are unfamiliar in their size, shape, or inscription—but their value is unchanged.

MUNDANE ITEMS

A dragon's hoard often includes mundane items that can be clues to their owner's personality and history, and that might inspire further investigation by curious adventurers. The Hoard Mundane Items table in the “Creating a Hoard” section provides a quick starting point for generating these items. You can find more inspiration on the Trinkets table in the *Player's Handbook* and the tables in the “Dungeon Dressing” section of the *Dungeon Master's Guide*.

GEMS AND ART OBJECTS

The Hoard Gems table and the Hoard Art Objects table under “Creating a Hoard” let you randomly determine the value of each individual gem and art object in a hoard. Use the tables in the *Dungeon Master's Guide* to help you describe these treasures. Chapter 5 of this book also includes tables you can use to generate distinctive art objects for a particular dragon's hoard.

MAGIC ITEMS

You can determine the specific magic items found in a dragon's hoard in one of two ways. The *Dungeon Master's Guide* provides a full set of random magic item tables, labeled A through I. Each entry on the Hoard Magic Items table under “Creating a Hoard” includes a parenthetical reference to one of those tables in the *Dungeon Master's Guide*, so you can randomly roll an item from those tables. Alternatively, you can use the rarity and category (minor or major) shown on the Hoard Magic Items table to pick an item of your choice from the *Dungeon Master's Guide*, chapter 2 of this book, or any other source.

As described in *Xanathar's Guide to Everything*, the items found on Magic Item Table A through Magic Item Table E in the *Dungeon Master's Guide* are minor items, a category that includes common items, potions and scrolls (which can be used only once), and other items whose impact on the game is minor or utilitarian. The items on Magic Item Table F through Magic Item Table I are major items: permanent items that can have significant long-term impact on the game.



GREEN DRAGONS ARE POISON—FROM THEIR BLOOD AND FANGS TO THE WISPY GASES OF THEIR BREATH AND THE SINISTER INSINUATIONS THEY WHISPER TO THE WEAK-WILLED.

CREATING A HOARD

A dragon's hoard contains each of the items listed for the dragon's age category here. For each mundane item, gem, art object, and magic item indicated in the list, roll on the appropriate table on the next page.

WYRMLING HOARDS

4,200 (12d6 × 100) cp
2,100 (6d6 × 100) sp
140 (4d6 × 10) gp
3 (1d6) mundane items
9 (2d8) gems
2 (1d4) art objects
4 (1d8) magic items

YOUNG DRAGON HOARDS

4,200 (12d6 × 100) cp
14,000 (4d6 × 1,000) sp
4,200 (12d6 × 100) gp
210 (6d6 × 10) pp
4 (1d8) mundane items
21 (6d6) gems
5 (2d4) art objects
4 (1d8) magic items



ADULT DRAGON HOARDS

4,200 (12d6 × 100) cp
14,000 (4d6 × 1,000) sp
28,000 (8d6 × 1,000) gp
3,500 (10d6 × 100) pp
7 (2d6) mundane items
21 (6d6) gems
10 (3d6) art objects
4 (1d8) magic items

ANCIENT DRAGON HOARDS

4,200 (12d6 × 100) cp
14,000 (4d6 × 1,000) sp
210,000 (6d6 × 10,000) gp
42,000 (12d6 × 1,000) pp
9 (2d8) mundane items
21 (6d6) gems
11 (2d10) art objects
7 (2d6) magic items

HOARD MUNDANE ITEMS

d100	Mundane Items
01–04	A painting by an artist long forgotten by everyone except the dragon
05–08	A hogshead (large cask) containing 65 gallons of clean drinking water
09–12	Several embroidered throw pillows depicting wyrmling dragons
13–16	A funerary urn containing remains the dragon can't identify
17–20	A set of seven candlesticks bearing a god's holy symbol
21–24	A tarnished brazier with pleasant-smelling ash
25–28	A drum for use in religious rites, with a foreboding echo to its beat
29–32	A stuffed Monstrosity appropriate to the local terrain
33–36	The skull of a Fiend or Celestial
37–40	A spinning wheel
41–44	An hourglass filled with sparkling sand
45–48	A crude flute with a pleasing sound
49–52	Hundreds or thousands of fake coins interspersed with the real treasure
53–56	A treatise on alchemy etched on steel cylinders
57–60	The battle standard of one of the dragon's ancient foes
61–64	A sketchbook from another world of the Material Plane, depicting unfamiliar creatures and one very familiar dragon
65–68	A set of irregular polyhedral dice (with 9, 13, 25, and 34 sides)
69–72	A map showing the dragon's lair in relation to villages and other long-gone landmarks
73–76	A kneeling bench, which anyone addressing the dragon is required to use
77–80	A scroll containing a long epic poem in praise of the dragon
81–84	A star chart showing Bahamut and a one-headed Tiamat as constellations, with "Elegy for the First World" written between the stars
85–88	A large, noisy wind chime
89–92	A small shrine with a statuette, a brazier, and an altar dedicated to a god worshiped by many of the dragon's minions
93–96	A jar with a dead illithid tadpole floating in preserving chemicals
97–00	An extensive historical record in the form of carefully knotted strings

HOARD GEMS

Wyrmling d100	Young d100	Adult d100	Ancient d100	Gem Value
01–43	01–51	01–18	01–14	10 gp
44–99	52–75	19–36	15–28	50 gp
00	76–99	37–54	29–42	100 gp
—	00	55–77	43–58	500 gp
—	—	78–99	59–93	1,000 gp
—	—	00	94–00	5,000 gp

HOARD ART OBJECTS

Wyrmling d100	Young d100	Adult d100	Ancient d100	Art Object Value
01–95	01–53	01–49	01–22	25 gp
96–00	54–99	50–75	23–42	250 gp
—	00	76–99	43–58	750 gp
—	—	00	59–93	2,500 gp
—	—	—	94–00	7,500 gp

HOARD MAGIC ITEMS

Wyrmling d100	Young d100	Adult d100	Ancient d100	Magic Items
01–34	01–21	01–06	—	Common minor item (Magic Item Table A*)
35–61	22–49	07–18	—	Uncommon minor item (Magic Item Table B*)
62–77	50–64	19–41	01–12	Rare minor item (Magic Item Table C*)
—	65–72	42–64	13–56	Very rare minor item (Magic Item Table D*)
—	—	65–69	57–67	Legendary minor item (Magic Item Table E*)
78–96	73–91	70–72	—	Uncommon major item (Magic Item Table F*)
97–00	92–97	73–80	68–73	Rare major item (Magic Item Table G*)
—	98–00	81–91	74–82	Very rare major item (Magic Item Table H*)
—	—	92–00	83–00	Legendary major item (Magic Item Table I*)

*See the *Dungeon Master's Guide*.



FIZBAN ADDRESSES A COUNCIL OF METALLIC DRAGONS ON A MATTER OF CRUCIAL IMPORTANCE, PROBABLY UNRELATED TO BAKED GOODS.



DRACONOMICON

HOW DO THE MINDSETS OF RED DRAGONS AND gold dragons differ? Where do they prefer to build their lairs, and what allies do they favor? This chapter, intended for the Dungeon Master, explores the answers to many such questions. It explores in depth twenty kinds of dragons, organized alphabetically:

Amethyst dragon*	Faerie dragon
Black dragon	Gold dragon
Blue dragon	Green dragon
Brass dragon	Moonstone dragon*
Bronze dragon	Red dragon
Copper dragon	Sapphire dragon*
Crystal dragon*	Shadow dragon
Deep dragon*	Silver dragon
Dragon turtle	Topaz dragon*
Emerald dragon*	White dragon

*This dragon is introduced in chapter 6.

USING THE ENTRIES

For each dragon's entry in this chapter, you'll find information about crafting personalities, inspiration for building adventures, details about lairs, and ideas about the kinds of treasures that dragon favors. Scattered throughout are maps of dragon lairs you can plunder for your adventures.

CREATING A DRAGON

Use the tables in this section in conjunction with "Roleplaying Dragons" in chapter 3 to craft distinctive dragon characters. Most of the personality traits and ideals align with the general nature of the dragons, but the tables also include examples of atypical dragons.

For dragons who do not have spellcasting ability, this section also includes suggested spells to give a dragon if you want it to be a spellcaster. A table shows the spells a typical dragon knows, along with the spell save DC for those spells. The dragon can cast each listed spell once per day, requiring no material components and using Charisma as the spellcasting ability.

DRAGON ADVENTURES

Building on "Dragon Adventures" in chapter 3, this section starts with a collection of adventure hooks that might bring characters into contact with a dragon of a particular kind, whether in conflict or as an ally or patron. Then, additional tables explore the relationships each kind of dragon has to other creatures of a similar challenge rating in their preferred environment. Use these tables to inspire adventures that feature dragons dwelling alongside other creatures, either as enemies or as allies.

DRAGON LAIRS

This section expands on "Dragon Lairs" in chapter 4. If there is a map of a sample lair for a dragon of that kind, it is accompanied by discussion of the lair's important features. Many of these sections also describe additional lair actions a dragon can use to exploit the lair's features, as well as additional regional effects that might alter the landscape surrounding the lair.

You can adjust the scale on the lair maps to suit the needs of the dragon lairing there. If you use these maps for a wyrmling's lair, you might set the scale to 5 feet per square, but for an ancient dragon or a greatwurm, you might need to go as high as 20 feet per square to give the dragon room to move.

DRAGON TREASURES

Each entry ends with a discussion of the kinds of treasures the dragon favors, including a table of art objects you can use to expand on the information in "What's in a Hoard?" in chapter 4. The items shown on these tables can represent art objects of any value, depending on their materials, quality, and history. For example, a small bronze bust might be worth 25 gp, while a large bust crafted from platinum and emeralds could be worth 7,500 gp.

DRAGONS OF LEGEND

Sidebars throughout this chapter highlight famous dragons of different kinds. Many of these legendary dragons are almost godlike in stature, known and respected on multiple worlds across the Material Plane.

AMETHYST DRAGONS

I once sought life advice from an amethyst dragon who specialized in that sort of thing. I told her all my flaws and unwanted behaviors, and she prescribed the best elixir: "Stop doing those things!" I still think back on that visit in trying times.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with amethyst dragons. Amethyst dragon stat blocks appear in chapter 6.

CREATING AN AMETHYST DRAGON

Use the Amethyst Dragon Personality Traits and Amethyst Dragon Ideals tables to inspire your portrayal of distinctive amethyst dragon characters.

AMETHYST DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I am never so content as when contemplating the beauty and wonders of the multiverse.
- 2 I am a sworn protector against the depredations of the Far Realm, and I will root out its corruption wherever it may arise.
- 3 What use is vast knowledge or insight if it is not shared with those who can appreciate it?
- 4 Although some are fascinated by words, I think numbers are the true foundations of creation.
- 5 To experience a thing is to truly understand it. Direct and personal experience is the most valuable form of knowledge.
- 6 I see a far more kaleidoscopic reality than you do ... or than any of your selves do, really.
- 7 It is not my place to interfere. I merely seek to observe, learn, and understand.
- 8 With a true understanding of metaphysics, anything is possible—including the creation of a more orderly and perfect cosmos than this one.

AMETHYST DRAGON IDEALS

d6 Ideal

- 1 **Balance.** Everything is a complex interaction of forces that must be kept in a delicate and carefully maintained balance. (Neutral)
- 2 **Knowledge.** We are the whole of creation, seeking to understand itself. (Any)
- 3 **Self-Improvement.** I am a complex gem, and I constantly polish and refine my many facets to make the whole that much more perfect. (Any)
- 4 **Responsibility.** Having knowledge and power gives one a responsibility to those who have less of either. (Lawful)
- 5 **Noble Obligation.** My superior experience, intellect, and insight give me a duty to mediate disputes when I can. (Good)
- 6 **Power.** Knowledge is power, power must be used, and I use it. Your concerns are irrelevant. (Evil)

AMETHYST DRAGON ADVENTURES

The Amethyst Dragon Adventure Hooks table offers suggestions for stories and adventures involving amethyst dragons.

AMETHYST DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 An amethyst dragon seeks a rare type of crystal found in the domain of a territorial stone giant clan.
- 2 A coven of hags seeks to reclaim its *hag eye*, which rests within an amethyst dragon's hoard.
- 3 An amethyst dragon magically disables all teleportation within a thousand miles of their lair. Governments within that area seek emissaries who can negotiate an end to the restriction.
- 4 An amethyst dragon recruits a group of adventurers to psychically trade bodies with adventurers from another world, so that each can carry out certain tasks before swapping back.
- 5 A cult devoted to a Great Old One of the Far Realm seeks an alien monolith that can summon its master, but the site is guarded by an amethyst dragon.
- 6 An amethyst dragon wyrmling is actually the temporally displaced form of an ancient amethyst dragon who already exists in the same time line.
- 7 An amethyst dragon seeks the means to plant special crystals that will allow the dragon to magically coexist in multiple places at once across the world during a rare celestial alignment.
- 8 An amethyst dragon is fusing with their echoes on other worlds. They all hope to ascend to godhood, perhaps recreating or replacing Sardinia.

CONNECTED CREATURES

Amethyst dragons are generally aloof creatures, dwelling in isolation for long periods of time and rarely cultivating connections with other creatures. When they do connect with others, it is most often for intellectual and philosophical pursuits or to fulfill some arcane purpose involving the dragons' echoes across the worlds.

AMETHYST DRAGON WYRMLING CONNECTIONS

d6 Connected Creatures

- 1 An amethyst dragon wyrmling is in the care of a cloistered religious order of scribes.
- 2 A half-amethyst dragon cares for an amethyst dragon wyrmling sibling after the disappearance of their dragon parent.
- 3 A violet faerie dragon is the playmate and guardian of an amethyst dragon wyrmling.
- 4 An amethyst dragon wyrmling lives alone in a lair, cared for by a cadre of animated objects.
- 5 A cloister of flumphs protects an amethyst dragon wyrmling while feeding on the wyrmling's excess psionic energy.
- 6 A circle of druids looks after an amethyst dragon wyrmling lairing in the circle's mountain tarn.

YOUNG AMETHYST DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A myconid community dwells in tunnels near a young amethyst dragon's lair, and its members telepathically commune with the dragon and any visitors in the lair from time to time.
- 2 A young amethyst dragon and a githzerai zerth travel together, learning about the multiverse.
- 3 A young amethyst dragon wants to take over the cavern lair of a hydra.
- 4 A deep pool in a young amethyst dragon's lair leads to the underground domain of an aboleth the dragon has been seeking to eliminate.
- 5 A young amethyst dragon and a cloud giant regularly host each other to play strategy games.
- 6 Pegasi nesting in the mountain heights are under the protection of a young amethyst dragon.

ADULT AMETHYST DRAGON CONNECTIONS

d8 Connected Creatures

- 1 Merfolk dwelling near an adult amethyst dragon's lair are under threat from sahuagin raiders.
- 2 Clusters of shriekers serve as a warning system in the tunnels of an adult amethyst dragon's lair.

d8 Connected Creatures

- 3 The Enlightened Dragon Master of an isolated monastery is, in fact, an adult amethyst dragon.
- 4 An adult amethyst dragon is at war with a beholder that has moved into the dragon's domain.
- 5 Xorn serve as lookouts and spies for an adult amethyst dragon who rewards them with gems.
- 6 To repay a favor long owed to a monastery of githzerai warrior-monks, an adult amethyst dragon sends them aid against a mind flayer colony.
- 7 An apostate community of githyanki follows the tutelage of an adult amethyst dragon, who safeguards their creche on the Material Plane.
- 8 The crystal-infused clay near an adult amethyst dragon's lair is ideal for the creation of clay golems, and the dragon can perceive everything those golems do.

ANCIENT AMETHYST DRAGON CONNECTIONS

d4 Connected Creatures

- 1 A yuan-ti cult known as the Serpents of the Dreaming City draws power from an ancient amethyst dragon, which the cultists keep in eternal slumber with braziers of enchanted smoke.
- 2 A rogue purple worm swallowed a large portion of an amethyst dragon's hoard before burrowing back into the deep Underdark. The dragon has a magic crystal that can trace the worm's movement.
- 3 An ancient amethyst dragon is able to awaken psionic potential in others, and many of the greatest psi warriors in history were the dragon's students.
- 4 After centuries guarding the world against incursions from the Far Realm, an ancient amethyst dragon has been corrupted by aberrant influences and now leads a cult the dragon once opposed.

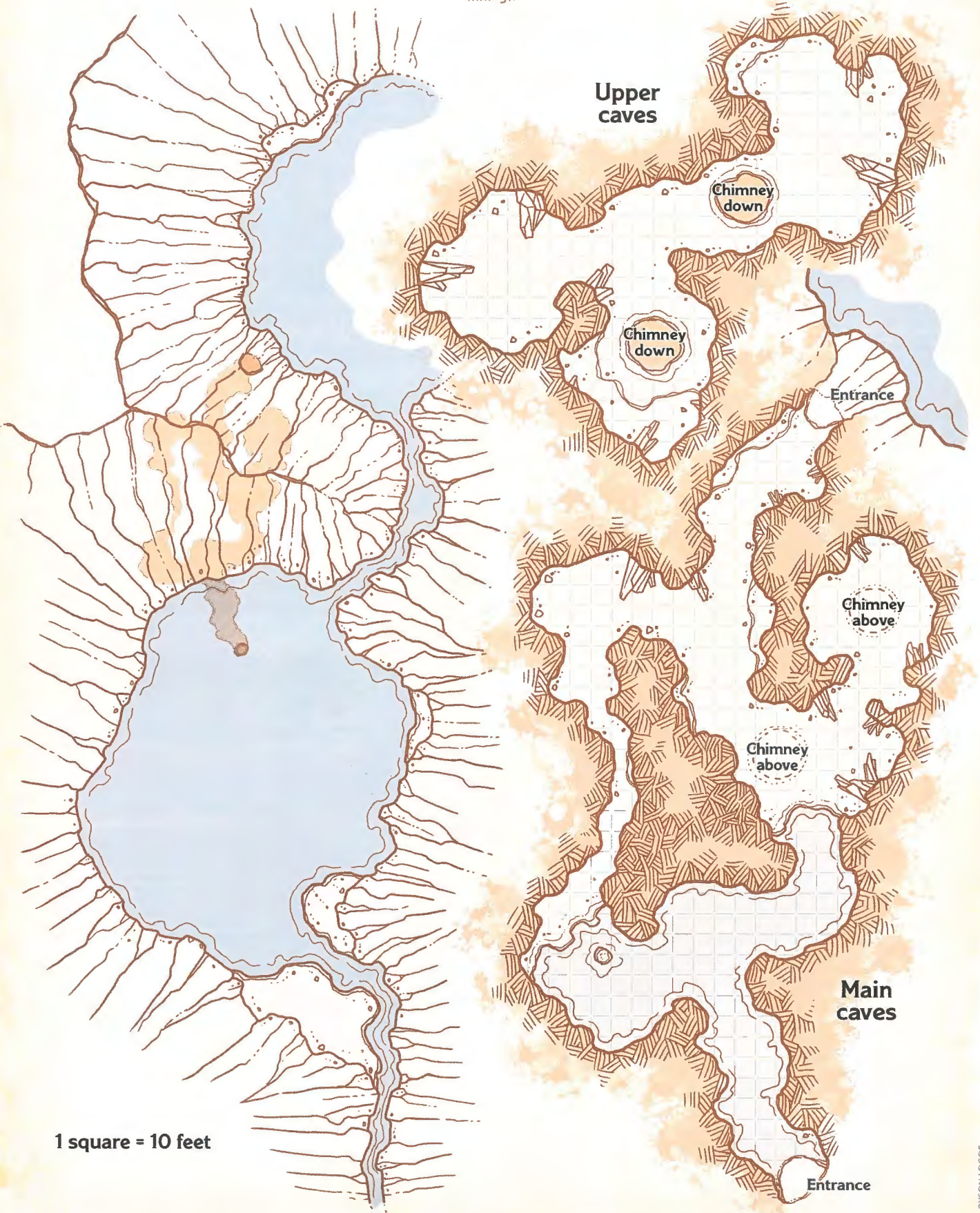
ELDENSER THE LURKER

Contradictory tales told throughout the Forgotten Realms are unclear about whether or not the ancient amethyst dragon Eldenser still lives, largely because of the behavior that earned him the epithets "the Lurker" and "the Worm Who Hides in Blades." Obsessed with observing the world and its creatures, Eldenser developed magic that allows his mind to inhabit the blade of a weapon after his death. He exists now as a draconic shard (described in chapter 6).

Eldenser prefers the role of silent observer to doing anything that might give away his presence. In this fashion, he has inhabited countless weapons over long years, including many belonging to famous adventurers whose exploits the dragon has seen firsthand.

AMETHYST DRAGON LAIR

MAP 5.1



AMETHYST DRAGON LAIRS

Amethyst dragons prefer lairs near water, ideally mountain lakes, where they take advantage of existing caves and tunnels. A lair behind a cascading waterfall is ideal, and often part of that lair is submerged, allowing the dragon to rest in the water and cultivate the fish that are their preferred food.

Amethyst dragon lairs frequently exhibit or develop large and beautiful clusters of amethyst crystals, including massive cathedral geodes split open to show their contents and clusters of crystal points more than a foot in diameter that extend six to ten feet from the interior stone surfaces of the lair. These crystals resonate with the dragon's presence, and glow with a soft inner light. The older the dragon, the deeper the purple color of the crystals.

AMETHYST DRAGON LAIR FEATURES

The amethyst dragon lair shown in map 5.1 is set beneath a mountain ridge between two deep tarns, with streams flowing down toward the lowlands. The lair has the following features:

Entrances. Two cave entrances provide access to the lair, one in the rock face just above one tarn and one below the surface of the other tarn. The dragon uses the underwater passage as a secret entrance and emergency exit.

Main Caves. The lair is a complex of caves and tunnels; the stone surfaces are smooth and water-worn, and the air is cool and slightly damp.

Glowing Crystals. Large clusters of glowing amethyst crystals grow out from the walls and ceiling, casting dim light in a 30-foot radius.

Chimneys. Two chimneys connect the main caves to the three chambers above. Each chimney appears to continue up through the ceiling of the upper level and down through the floor of the lower level, but the dragon's magic warps space within the lair. Moving up past the upper level brings a creature to the lower level again, while moving down from the lower level brings a creature to the upper level. A creature or object dropped down one of the chimneys continues falling endlessly unless it or some outside force has the means to slow or stop it. This property of the lair vanishes after 1d10 days if the dragon dies.

Upper Caves. The dragon most often sleeps in the largest upper chamber of the lair. The dragon's hoard is divided between that area and the chamber at the opposite end of the upper level. The magic of the lair sometimes makes it appear as though the dragon were sleeping amid both caches, creating the impression that two dragons dwell here.

AMETHYST DRAGON TREASURES

Amethyst dragons often collect crystals and gems, particularly their namesake stones, in raw, polished, or cut forms. They have less interest in coins and precious metals, although many have a fascination with metal items that have a silvery finish.

Amethyst dragons favor treasures with particular scholarly or philosophical value as a part of their hoard, including fine books, scrolls, or carved tablets; tapestries or woven "tomes" of embroidered cloth; complex scientific instruments; and religious icons or objects. They are fond of unique and unusual art objects, especially those connected to far-off or long-lost cultures, other planes of existence, or other worlds—and of magic items that allow movement between those planes or worlds. The odd spatial nature of an amethyst dragon's lair can sometimes cause items to transpose between one dragon's hoard and the hoards of the dragon's echoes, allowing for treasures with a surprising range of origins.

AMETHYST DRAGON ART OBJECTS

d8 Object

- 1 A complex orrery of the planes of existence made of engraved movable plates of precious metals and set with gemstones
- 2 A two-foot-long rod of pale crystal that gives off eerie sounds when touched, with the tone varying up and down the length of the rod
- 3 A life-sized human skull carved from a single piece of crystal, including a hollow interior
- 4 A beautifully engraved gong, 3 feet in diameter, suspended from an ornate, inlaid frame
- 5 A crystal singing bowl etched with mantras in Gith, accompanied by an inlaid wooden mallet
- 6 A beautifully illuminated treatise on the planes of existence, bound in ebony covers with metal corner caps and a cover boss set with polished gems
- 7 An etched crystal that projects a star map showing an unfamiliar star field and constellations when set on top of a light source
- 8 A ring in the shape of a coiling dragon, with tiny gemstones for eyes

BLACK DRAGONS

Tiamat spent the most time crafting her black dragon. I was flabbergasted at her final product and suggested oh so many adjustments, but at some point, a project is simply due.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with black dragons.

CREATING A BLACK DRAGON

Use the Black Dragon Personality Traits and Black Dragon Ideals tables to inspire your portrayal of distinctive black dragon characters, and use the Black Dragon Spellcasting table to help select spells for a spellcasting dragon.

BLACK DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I demonstrate my brilliance through the cruel subtlety of my actions.
- 2 Watching the works of lesser beings crumble and fall into ruin fills me with joy.
- 3 I never confront a threat directly when deceit and skulduggery are available options.
- 4 Subjugating others is preferable to destroying them. Thralls make life so much more pleasant.
- 5 I will go to great lengths to obtain deadly new magical knowledge.
- 6 Nothing lasts forever. But I promise to outlast you.
- 7 I have witnessed the rise and fall of civilizations. What consideration does a creature as pitiful and short-lived as you deserve?
- 8 Collecting antiquities and learning why lost cultures vanished are my reasons for existing. If you can help me in that, I'll let you live.

BLACK DRAGON IDEALS

d6 Ideal

- 1 **Envy.** If the achievements of others cannot be eclipsed, they can always be torn down. (Evil)
- 2 **Acquisitiveness.** Possessing what others covet is immensely satisfying. (Any)

d6 Ideal

- 3 **Cunning.** Destroying your foes without exposing yourself to danger is an art. (Evil)
- 4 **Adaptability.** It is not the most powerful, but the most flexible who survive. (Chaotic)
- 5 **Patience.** There's no need to rush a poorly constructed plan when time is on your side. (Any)
- 6 **Serenity.** Observing a culture sliding into oblivion along the trek of time puts life in perspective. (Any)

BLACK DRAGON SPELLCASTING

Age	Spell	
	Save DC	Spells Known
Young	13	<i>blindness/deafness, create or destroy water</i>
Adult	16	<i>blindness/deafness, create or destroy water, plant growth</i>
Ancient	19	<i>blindness/deafness, create or destroy water, insect plague, plant growth</i>

BLACK DRAGON ADVENTURES

The Black Dragon Adventure Hooks table offers suggestions for stories and adventures involving black dragons.

BLACK DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A black dragon recently took control of a band of pirates and their backwater hideout. Emboldened, the pirates have started raiding nearby shipping lanes.
- 2 A conflict-averse black dragon is secretly spraying an alchemical defoliant on local farmland to push people living in the area away from the dragon's lair. The resulting famine is devastating the countryside.
- 3 Rival realms are secretly being driven to war by the machinations of a black dragon, who hopes to revel in the resulting carnage.
- 4 When swamplands shrink due to a prolonged drought, two black dragons form a temporary alliance to destroy a nearby town for more living space.
- 5 The acidic bile of a black dragon is the only substance able to melt the lock of a despot's vault.
- 6 A potent artifact is rumored to lie in the ruins where a black dragon dwells.
- 7 A group of adventurers and a black dragon are hunting the same treasure in the ruins of a partially sunken city.
- 8 A black dragon with epicurean tastes is poaching game in a noble's hunting preserve at a frightening pace.

CONNECTED CREATURES

Black dragons prefer the company of creatures that are easy to control and present little threat of betrayal. Mindless Undead, shambling mounds, carnivorous flora, Oozes, and Constructs make appealing servants, especially working in concert with a black dragon's fiendishly clever traps. A black dragon's intelligent followers tend to worship draconic majesty and typically include kobolds, troglodytes, lizard folk, and (more rarely) yuan-ti.

BLACK DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 After breaking free from captivity at the hands of a cocky mage, a cunning black dragon wyrmling claimed the mage's amulet—and the suits of animated armor the amulet controls.
- 2 A band of troglodytes is cowed into serving a black dragon wyrmling as bodyguards.
- 3 The recent appearance of a black dragon wyrmling has altered the local ecosystem, allowing various types of blights to spread prodigiously and upset nature's balance.
- 4 A black dragon wyrmling is setting cunning traps along local roadways, hoping to injure horses and draft animals for easy butchering.
- 5 Kobolds dwelling under a tropical city serve as safe-crackers and tunneling burglars to amass treasure for their beloved black dragon wyrmling master.
- 6 A gnome relic hunter looting a long-abandoned city strikes up an unlikely partnership with a black dragon wyrmling to plunder an archaeological dig.

YOUNG BLACK DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young black dragon with a talent for alchemy has weaponized the spores of a myconid colony.
- 2 A merrow war band has negotiated an alliance with a young black dragon to sack a nearby trading port.
- 3 A pack of ghouls infesting a necropolis serve as a young black dragon's bodyguards and enforcers.
- 4 A young black dragon has cultivated an awakened carnivorous plant (use the **awakened tree** stat block) as a lair guardian and has been abducting travelers to feed the plant creature.
- 5 Lizardfolk worshiping a young black dragon have been raiding a local fishing community.
- 6 A young black dragon has struck up a mutual assistance pact with a roper that haunts the ruins outside the dragon's lair.

ADULT BLACK DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult black dragon has learned to domesticate swamp-bred chimeras as guardians and has sold a few of the creatures to local warlords.
- 2 A cult of assassins worships an adult black dragon as an avatar of their deity. The dragon now uses the cult to destabilize the local sovereign's rule.
- 3 Ruins rumored to hold the treasury of a lost empire are guarded by an elaborate network of ooze-based traps designed by a restless adult black dragon.
- 4 The appearance of a spirit naga in the domain of an adult black dragon encourages the dragon to study necromancy.
- 5 An adult black dragon has hidden a cache of gems in a dismal topiary maze filled with shambling mounds, traps, and noxious plant life, all for the amusement of testing adventurers.
- 6 An adult black dragon has bound water elementals to the task of bringing food to the dragon's lair.
- 7 A bullywug community seeks help to defeat an adult black dragon who has been feasting on the bullywugs' domesticated giant frogs.
- 8 Two nations—one led by an adult black dragon and the other by a yuan-ti abomination—are on the brink of joining forces to destroy a third nation. The threatened nation is recruiting adventurers to defend it.

ANCIENT BLACK DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient black dragon, after studying blasphemous texts dedicated to alien gods, issues a warning that a corrupted planetar will soon fall to earth like a meteor in the fens outside a great city's walls.
- 2 An illithid community has spent nearly a millennium raising and preparing a black dragon to become an elder brain dragon (described in chapter 6), so the elder brain can wreak ruin upon its rivals.
- 3 The decades-long machinations of an ancient black dragon and an evil archmage are nearing fruition. If their pact succeeds, they will unleash devastation on a continental scale.
- 4 An ancient black dragon rules a vast, decadent city built on artificial islands within a polluted lake. The site is threatened with destruction by an enraged archdruid—but destroying the city means thousands of innocents will die.

BLACK DRAGON LAIRS

Black dragons prefer to lair in swamps and jungles—the more dismal and fetid, the better. Within those environs, they favor ruins for their defensibility and dreary aesthetic.

When choosing their lairs, black dragons are fond of locations that are naturally constraining and confounding. Whether adventurers seeking the dragon must wind their way through the roots of an ancient mangrove swamp or brave a trap-filled boggy ruin, the experience promises to be a deadly affair.

BLACK DRAGON LAIR FEATURES

The black dragon lair shown in map 5.2 is a derelict chapel, lost to time in a gloomy fen. The building's wooden framing rotted away long ago, leaving a looming skeleton of lichen-covered stone and a lone tower. The lair has the following features:

Swampy Lake. Abutting the chapel is a swampy lake where the dragon sleeps. The foul water stinks of dead fish and rot, while the dense foliage and scraggly trees along the shoreline writhe with scuttling, slithering fauna. A thick blanket of fog—part of the dragon's corrupting influence—adds a claustrophobic feel to the lair.

Chapel Floor. Columns of clammy stone jut like ribs from the chapel's exposed floor, as if in mockery of the sanctity of this once-holy place.

Underground. Twin staircases in the main hall descend to a partially flooded crypt. Five trapped stone sarcophagi rise above the waterline, their lids depicting armored warriors whose faces have been scoured away by acid. Each sarcophagus holds a few coins and shiny baubles mixed with junk that appears to be treasure at first glance. In the tower basement, a fully submerged tunnel leads to the lake where the dragon sleeps.

Chapel Tower. A swollen oak door, flanked by worn carvings of noble warriors, opens into the dank stone tower, which stands empty except for

a chipped staircase that climbs to a second floor and then ends in midair before reaching the crumbling third level. Mold-covered friezes of knights kneeling before angelic beings line the stairwell.

Tower Top. The dragon's true hoard is kept safely at the top of the crumbling tower, where the dragon enjoys perching and staring out into the gloom. Intruders who can't fly must scale the sheer, slimy walls of the tower (either from outside or from the interior of the second floor), braving whatever traps might be in store if they hope to claim the dragon's real treasures.

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) black dragon can use one or more of the following additional lair actions while in its lair:

Filth Burst. The dragon chooses a point on the ground it can see within 120 feet of it. A 20-foot-radius, 20-foot-high cylinder of watery filth centered on that point erupts from the ground until initiative count 20 on the next round. Each creature in the cylinder when it appears or that ends its turn there must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. The cylinder is difficult terrain.

Grasping Muck. Tendrils of roiling muck extend from the dragon's lair to grasp up to three creatures of the dragon's choice that it can see within the lair. A targeted creature must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round.

Noxious Gas. A bubble of swamp gas erupts in a 20-foot-radius sphere centered on a point the dragon can see within its lair. Each creature in the area must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REGIONAL EFFECTS

Any of these effects might appear in the area around a black dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Ennui. Creatures that spend a year within 10 miles of the dragon's lair are filled with listless despair.

Grating Spies. Trilling, obnoxious birds, bugs, and reptiles follow any Humanoid creatures unknown to the dragon within 6 miles of the lair, imposing disadvantage on Dexterity (Stealth) checks. The dragon can suppress this effect at will.

Rotting Domain. Stinging bugs are aggressive and the air is heavy with the odor of rot within 6 miles of the lair.

RHASHAAK

Guardian of the cursed city of Haka'torvhak, the black greatwyrn Rhashaak lives deep in the jungles of Q'barra on the world of Eberron, where he is worshiped as the incarnation of a god by numerous kobolds, dragonborn, and lizardfolk. Rhashaak has existed for millennia as the primary guardian of the imprisoned Fiend Masvirik, who once held dominion over reptilian creatures.

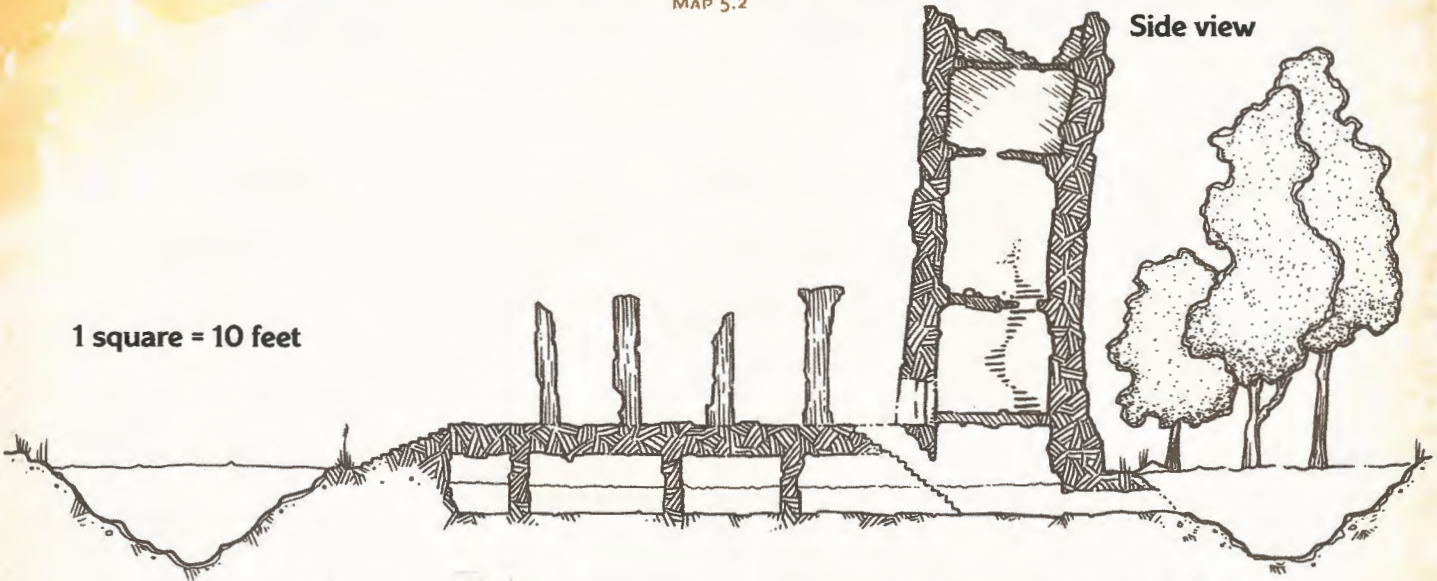
Over time, Rhashaak has been tainted by the corruption he guards and has slowly succumbed to its evil. Powerful wards keep Rhashaak bound to his fallen city, but his legions would pose a significant threat if Rhashaak were ever roused by settlers or explorers searching his ruins.

BLACK DRAGON LAIR

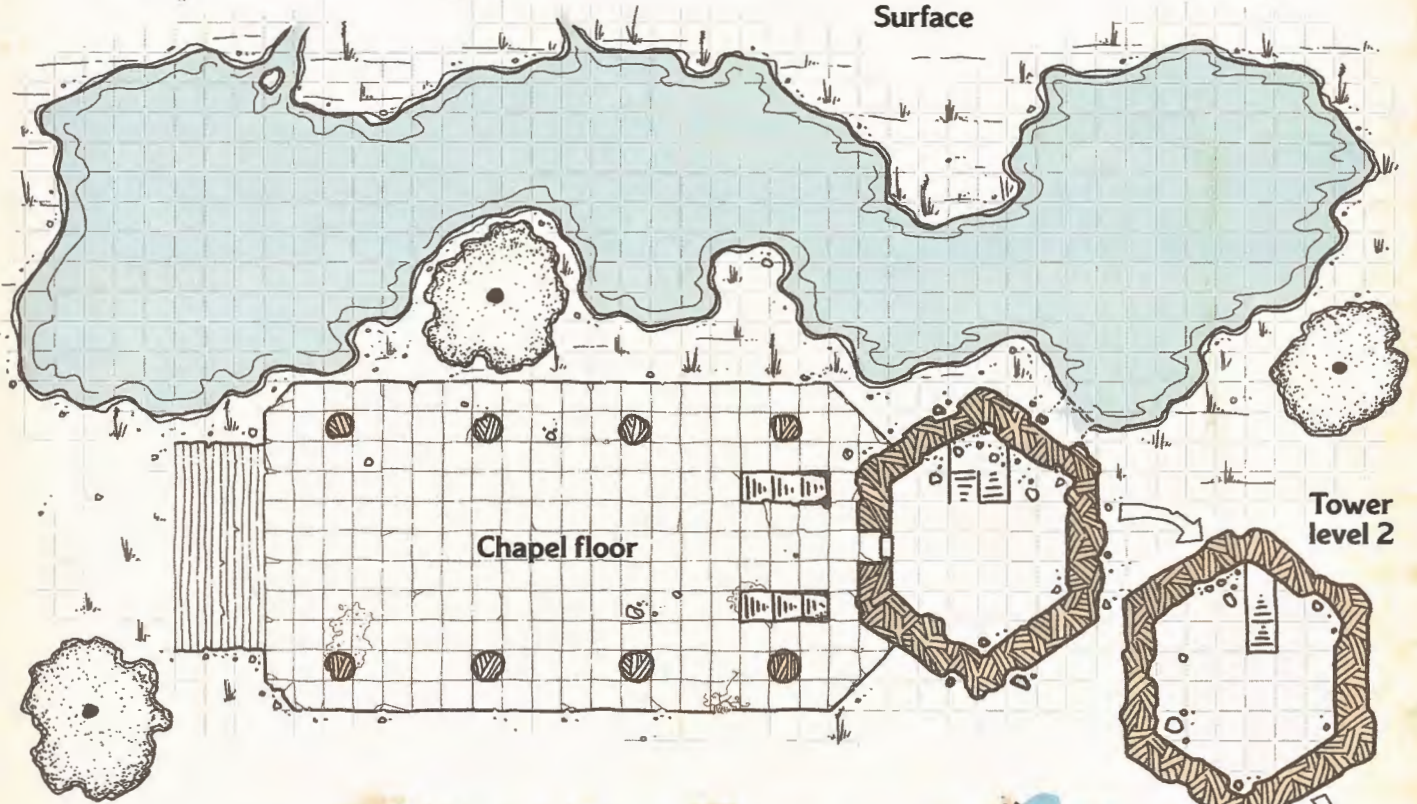
MAP 5.2

1 square = 10 feet

Side view



Surface

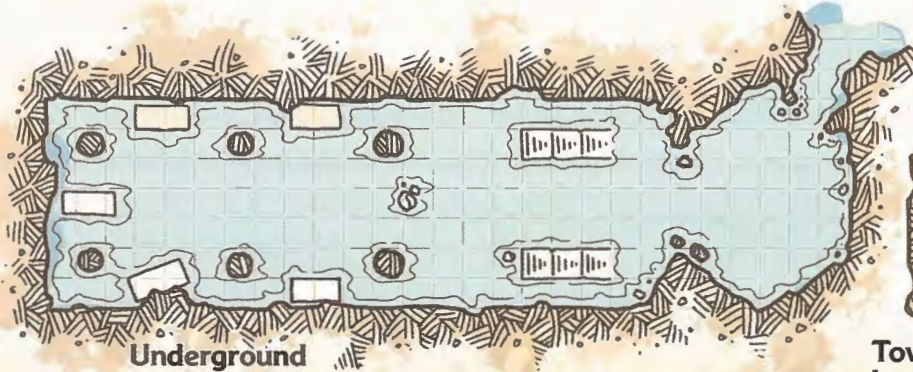


Chapel floor

Tower level 2

Underground

Tower level 3





BLACK DRAGON TREASURES

Black dragons appreciate objects of cultural, magical, or scientific significance that originated from lost cultures. Knowing a relic they possess is coveted by others because it presents a link to a lost past is what gives that relic its value. Black dragons also love conventional treasures such as gems (particularly opals), precious metals that don't corrode easily, and stone sculptures.

Because their lairs are inevitably slimy and dank, if not outright flooded, black dragons rarely have cloth, wood, or paper items unless such items are stored in watertight containers. Black dragons versed in magic often record notes and rituals on bones, shells, and metal plates instead of paper or parchment. These unusual works are art in their own right, each featuring rows of graceful Draconic script etched with the dragon's own acid.

Most black dragons keep their treasure well hidden and have a private viewing room for particularly prized possessions. Knowing that interloping inferiors were able to so much as see their hoard can drive a black dragon to a state of rage.

BLACK DRAGON ART OBJECTS

d10 Object

- 1 An elegant necklace owned by a beloved noble who disappeared years ago
- 2 Stone carvings representing a pantheon of deities that passed from common knowledge long ago
- 3 The lost secret to forging an alloy imbued with arcane potential, etched on twelve metal disks the size of dinner plates
- 4 A sealed platinum flask containing the last known aqua vitae created by a master dwarf distiller
- 5 A ceremonial longsword with an embossed silver hilt and a blade of amber
- 6 A lavishly illustrated genealogy kept in a magically sealed container that disputes a current monarch's right to the throne
- 7 Heretical religious symbols carved on a trio of gemstones the size of apples
- 8 An elaborately carved mask representing a god of harvest and fertility
- 9 Metal horn caps inset with gems, made for the dragon by loyal cultists
- 10 A beautifully enameled urn holding the desiccated heart of the dragon's former green dragon rival

BLUE DRAGONS

If I weren't so platinum, I'd be blue. Not as in sad or down. Quite the opposite. I'd be delighted to be a blue dragon ... if I weren't a platinum one.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with blue dragons.

CREATING A BLUE DRAGON

Use the Blue Dragon Personality Traits and Blue Dragon Ideals tables to inspire your portrayal of distinctive blue dragon characters, and use the Blue Dragon Spellcasting table to help select spells for a spellcasting dragon.

BLUE DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I enforce order and social hierarchies because I believe this is how strong societies are built.
- 2 Why waste time and energy murdering weaker creatures when I can make them entertain me instead?
- 3 My children, whether born to me or chosen by me, are treasures.
- 4 Nothing is funnier than tricking a thirsty traveler into drinking a mouthful of sand.
- 5 I have standards for my hoard. Not just any gem or trinket will do.
- 6 I'm so pleased with myself and my own good fortune that I can't stop laughing or chuckling.
- 7 I would rather destroy my lair and lose my hoard than allow anyone to steal from me.
- 8 I am sometimes secretly impressed by what other peoples can accomplish with the proper guidance.

BLUE DRAGON IDEALS

d6 Ideal

- 1 **Order.** Life is best when everyone is part of a hierarchy and rules are clear and consistent. (Lawful)
- 2 **Humor.** Lesser beings exist to be my playthings, and I excel at finding ways to toy with them. (Evil)
- 3 **Taste.** I value my possessions for more than just their beauty and consider gauche displays of wealth a sign of inferiority. (Any)
- 4 **Family.** Blood ties are irrevocable, and even if one doesn't particularly like one's family members, they come before anyone else. (Lawful)

d6 Ideal

- 5 **Display.** One should never take risks or waste resources by using power if one can achieve the same results merely by the threat of power. (Any)
- 6 **Loyalty.** I don't form bonds with those outside my kindred often. But when I do, I am an unshakable and powerful ally. (Good)

BLUE DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	15	<i>create or destroy water, major image</i>
Adult	17	<i>arcane eye, create or destroy water, major image</i>
Ancient	20	<i>arcane eye, create or destroy water, major image, project image</i>

BLUE DRAGON ADVENTURES

The Blue Dragon Adventure Hooks table offers suggestions for stories and adventures involving blue dragons.

BLUE DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A blue dragon family demands tribute from desert communities in exchange for protection.
- 2 Enraged at the loss of a wyrmling, a blue dragon is causing lightning storms to destroy coastal settlements and refuses to stop until someone delivers the adventurer responsible.
- 3 A prosperous-looking city appears among the desert dunes, drawing explorers and treasure hunters aplenty, but it's an illusion created by a blue dragon.
- 4 A blue dragon promises great wealth to anyone who offers worthy treasures—but eats anyone who misses the mark.
- 5 A blue dragon recently acquired trunks full of dress clothes and costumes and is abducting people to put on a fashion show.
- 6 A pair of blue dragons is hiring adventurers to find their missing egg, which appears to have been stolen by another blue dragon related to them.
- 7 Rock slides have closed a mountain pass, and the only other road through the area wends through the territory of a blue dragon notorious for playing illusory tricks on travelers.
- 8 Blue dragon wyrmlings are playing deadly pranks on the people in their territory, and those people are afraid to ask the wyrmlings' parents to stop them.

CONNECTED CREATURES

In contrast to most chromatic dragons, blue dragons see value in relationships with other creatures, even if the power balance in those relationships is always weighted in the dragon's favor. Though territorial, they are willing to allow creatures they consider their servants to live peacefully within their domains. Blue dragons are also more family oriented than many other dragons, and it's not unusual to find a multigenerational extended family of blue dragons sharing a territory. Other creatures need to tread carefully in such a place, for any injury or insult to one of the dragons is considered a strike against the whole family.

BLUE DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A recently hatched brood of blue dragon wyrmlings has adopted a wounded pseudodragon as a sibling.
- 2 A blue dragon wyrmling frequently wanders off to a nearby city, where the residents treat the wyrmling as royalty.
- 3 A clan of druids has taken in an orphaned blue dragon wyrmling, and its members are trying to teach the creature the value of compassion.
- 4 A family of gnolls is holding a blue dragon wyrmling hostage in an attempt to force the wyrmling's parents to leave the gnolls' hunting grounds.
- 5 Because of the friendship between a bandit leader's child and a blue dragon wyrmling, the wyrmling's parents are considering allowing the bandits to move into the dragons' territory.
- 6 The accidental death of a blue dragon wyrmling has caused a sibling to seek revenge.

YOUNG BLUE DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young blue dragon's family was killed, and the dragon is building a whole realm as a base for exterminating those responsible.
- 2 A young blue dragon claims the rule of a fast-growing city to impress the dragon's family.
- 3 A young blue dragon running a protection racket has run afoul of an efreeti, who has decided the area would be better off without dragons.
- 4 A tough but fair young blue dragon leads a fanatically loyal mercenary squad.
- 5 A young blue dragon schemes to take over a guardian naga's ancient temple.
- 6 A mummy lord keeps a young blue dragon bodyguard as a sign of power.

ADULT BLUE DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult blue dragon rules a city and applies exacting standards of aesthetic perfection to everything and everyone in it, swiftly disposing of anyone who fails to meet those standards.
- 2 An adult blue dragon and an efreeti have formed a friendship over the decades. They now share a territory and assist one another in protecting it.
- 3 Feeling unappreciated and disrespected in one family, an adult blue dragon offers allegiance to a rival dragon family, setting off a blood feud.
- 4 A pair of adult blue dragons has decided to take over a thriving, wealthy city, whose governor is desperate to buy them off.
- 5 Decades ago, a gynosphinx insulted an adult blue dragon, earning the lasting enmity of a whole dragon family.
- 6 An adult blue dragon has adopted a half-blue dragon as an heir and is setting this heir up to be a puppet ruler.
- 7 An adult blue dragon plans to present a loyal bandit clan to a bronze dragon as a courting gift.
- 8 An adult blue dragon is obsessed with getting at the treasure guarded by a medusa.

ANCIENT BLUE DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient blue dragon is worried that no members of the younger generation are strong enough to inherit the ancient dragon's territory, and this elder is trying to start a war to test the younger dragons and determine which, if any, might be a worthy heir.
- 2 An ancient blue dragon without offspring has adopted wyrmlings of various colors—including a number stolen from the wyrmlings' parents.
- 3 An ancient blue dragon is training an androsphinx as heir to the region the dragon rules and searching for magic items that will allow the sphinx to control the weather as the dragon does.
- 4 Under the pretense of helping an ancient blue dragon become a dracolich, an archmage is actually hoping to claim the dragon's vast hoard.

BLUE DRAGON LAIRS

Blue dragons make their lairs in deserts and other arid landscapes. They prefer warm climates, but if an otherwise ideal potential lair presents itself in a cold environment, they find ways to adapt. Instead of seeking out lofty domiciles, blue dragons build their lairs underground, burrowing beneath sand or



IYMRITH, "DOOM OF THE DESERT,"
FLIES ABOVE HER LAIR.

using magic to hew rock into an intricate warren of rooms and tunnels that can be expanded to accommodate a growing family. Still, they appreciate the tactical advantages of height and usually create their lairs near a spire or cliff from which they can keep watch over their territory.

Though most blue dragons would be loath to use the term themselves, their lairs are often surprisingly homey. They favor lairs that balance beauty and comfort and adorn them in soothing shades of blue, purple, and green.

BLUE DRAGON LAIR FEATURES

The blue dragon lair shown in map 5.3 is built in the ruins of an ancient city swallowed by desert sands. Some of the lair's chambers still contain the remnants of temples and other structures. The traces of this metropolis suggest that it was of significant size, but very little of it remains accessible in the area of the lair, since the dragon has collapsed the lair on intruders multiple times, rebuilding in a nearby portion of the ruins each time.

The walls of the lair are crystallized glass formed by the dragon's lightning breath. Most of its floors are loosely packed sand, with patches of rough stone showing through in some areas. The dragon has constructed a system of mirrors to bring in sunlight from chambers open to the sky, a system that not

only brightly lights the interior but also heats the sand to a comfortable basking temperature.

The lair has the following features:

Entrance Chamber. An open central cavern is the lair's primary entrance. The glass walls rise 30 feet to the surface and are fused with carved stone pillars and partial walls from the ancient city. A narrow, jagged piece of granite juts out horizontally from the wall near the top of the chamber, providing a perch from which the dragon can survey the cavern. The sand covering the floor of the chamber sometimes ripples or swirls ominously, perhaps in response to unpredictable desert winds, the dragon's magic, or some creature lurking beneath the sand.

Hoard Display. Just off the entrance chamber (toward the left side of the map), a smaller cavern with a worked stone floor contains the dragon's artfully arranged hoard. The glass walls of this chamber are studded with blue gems, and narrow light wells let in sunlight that bathes the room in dappled blue light. The ancient stone tiles on the floor contain lightning-charged traps to blast intruders.

Dragon's Den. The dragon sleeps in a large chamber in the bottom right of the map. The den is a well-preserved remnant of the ancient city; this gracious, elegant space is hung with silk curtains

in shades of blue and purple, and its worked-stone floor is covered with plush, patterned rugs in complementary hues. It features a bejeweled and cushioned dais on which the dragon often reclines.

Private Entrance. Just above and to the right of the den is a small chamber open to the sky that the dragon uses as a private entrance to the lair. A secret door prevents unwitting creatures from wandering directly into the den.

Treasury. At the left end of the den, a door set under a blue-tiled arch leads to a smaller room where the dragon keeps relics that are too precious for the main hoard or that don't match the hoard's overall aesthetic.

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) blue dragon can use one or both of the following additional lair actions while in its lair:

Misleading Mirage. Until initiative count 20 on the next round, at each intersection or branching passage in the lair, a creature other than the dragon has a 50 percent chance of going in a different direction from the direction it intends.

Sudden Sinkhole. The dragon chooses a point on the ground that it can see within 120 feet of it. A 5-foot-radius, 20-foot-deep pit forms centered on that point. A creature on the ground above where the pit formed must make a DC 15 Dexterity saving throw. On a failed save, a creature falls to the bottom of the pit, taking 7 (2d6) bludgeoning damage and landing prone. On a successful save, a creature moves to the nearest unoccupied space instead of falling in the pit.

REGIONAL EFFECTS

Any of these effects might appear in the area around a blue dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Blue Luster. Creatures that spend a year within 1 mile of the dragon's lair find blue objects fascinating and feel compelled to acquire them at every opportunity.

Mirage Terrain. The area immediately surrounding the lair appears to be a lush oasis. A creature carefully examining the illusion can attempt a DC 15 Intelligence (Investigation) check to disbelieve it. A creature who disbelieves the illusion sees it as a vague image superimposed on the underlying terrain.

Sandstorm. A sandstorm blows constantly within 1 mile of the dragon's lair.

BLUE DRAGON TREASURES

Blue dragons have strict standards for what treasures they allow into their hoards and reject valuable objects that don't meet those standards. One blue dragon might keep only treasure that coordinates visually with the other items in the hoard, while another might focus on artwork from a particular period or seek out jewelry made for rulers in a certain region. Blue dragons' hoards are an enormous source of pride, and these dragons are insulted by offerings that don't meet their standards.

Blue dragons favor blue, purple, and green gemstones; art depicting oases and fountains; and fine textiles in cool colors. They also love scents that evoke storms and rain, and magic items that produce weather effects.

BLUE DRAGON ART OBJECTS

d8 Object

- 1 An intricately carved seal from a civilization that worshiped the dragon's ancestors as gods
- 2 An extensive collection of elaborate jewelry, including a tiara, tail rings, and claw covers, which the dragon wears when meeting with supplicants
- 3 A set of sculptures depicting the dragon's deceased relatives, all adorned with ground-up jewels
- 4 A jeweled mosaic map of the dragon's territory
- 5 A glass bell that creates the sound of rainstorms and thunder for 1 hour when struck
- 6 An ornately tooled tome recording the lineages of all the blue dragon families in the area
- 7 A massive geode that contains spectacular blue, purple, and black crystals
- 8 A blue silk fan painted with ground gems that creates a briny breeze when hung from the ceiling

IYMRITH

Known as the Dragon of the Statues and the Doom of the Desert, the ancient blue dragon Iymrith commands an army of gargoyles and has studied magic for centuries in the hope of transcending her physical form and becoming a god.

Iymrith often appears as a storm giant using her special Change Shape trait. In this guise, she infiltrates storm giant settlements and insinuates herself into the affections of the rulers' heirs, becoming a mentor to them—and turning them against their parents. She demands great accomplishments from her own offspring, but she is more than willing to support and aid them with her considerable resources.

Ferocious in her youth, Iymrith has grown more philosophical and even whimsical as she ages, but she has not lost sight of her quest for transcendence.

BLUE DRAGON LAIR

MAP 5.3



Hoard display

Entrance chamber

Private entrance

Dragon's den

Treasury

1 square = 10 feet

DYSON LOGOS

BRASS DRAGONS

Bards sometimes seek out brass dragon lairs in hopes that the dragons' whimsy will enhance their creativity, like a muse. The more experienced bards know not to overstay their welcome, lest they awaken cradling a skunk cabbage.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with brass dragons.

CREATING A BRASS DRAGON

Use the Brass Dragon Personality Traits and Brass Dragon Ideals tables to inspire your portrayal of distinctive brass dragon characters, and use the Brass Dragon Spellcasting table to help select spells for a spellcasting dragon.

BRASS DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I don't ask for much in a conversation partner—just smile, occasionally nod, and stay awake!
- 2 I'm skilled at making others feel that I'm interested in the details of their tiny, meaningless lives.
- 3 Every word I say is worth hearing, so I speak loudly and eloquently to make sure I get my point across.
- 4 I don't care about the opinions of creatures that are less intelligent than I am. But I'm fascinated by creatures that are significantly more intelligent.
- 5 Hoarding knowledge is no fun. It's best when you can trade knowledge away for treasure.
- 6 I'm fascinated by intelligence with no brain—talking swords, sapient Constructs, and the like.
- 7 I love hearing stories and songs and sharing them with others to bring comfort and calm.
- 8 I have no patience for people who imagine their lives are the least bit important.

BRASS DRAGON IDEALS

d6 Ideal

- 1 **Curiosity.** The best way to show you value others is to learn as much as you can about them. (Good)
- 2 **Perspective.** Everyone sees things differently, so if you want to know about the world, gather as many different points of view as you can. (Any)

d6 Ideal

- 3 **Knowledge.** What's the point of living for centuries if you don't learn all there is to know? (Any)
- 4 **Self-Determination.** All creatures have the right to make their own decisions about their lives and ultimate destinies. (Chaotic)
- 5 **Compassion.** Sharing each other's pain and loss brings us all closer to peace and unity. (Good)
- 6 **Cruelty.** The most hilarious thing about lesser creatures who think they're important is how outraged they get when I hurt them. (Evil)

BRASS DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	13	<i>create or destroy water, speak with animals</i>
Adult	16	<i>create or destroy water, speak with animals, suggestion</i>
Ancient	18	<i>create or destroy water, locate creature, speak with animals, suggestion</i>

BRASS DRAGON ADVENTURES

The Brass Dragon Adventure Hooks table offers suggestions for stories and adventures involving brass dragons.

BRASS DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A brass dragon has discovered an unfamiliar settlement and is determined to learn everything about the site's inhabitants, drastically disrupting the inhabitants' lives.
- 2 A brass dragon is the secret power behind the throne in an aggressively colonizing realm, using this position to learn about neighboring realms without regard for the consequences.
- 3 A brass dragon is the most likely source of crucial information about how to stop an extraplanar incursion that coincides with a certain comet's arrival.
- 4 A caravan is being held captive by a brass dragon who is delighted to have such wonderfully diverse conversation partners.
- 5 Offended by the sudden departure of a rude guest, a brass dragon rampages through a nearby settlement—and demands the return of a treasure the guest stole.
- 6 An intelligent magic item in a brass dragon's hoard sends out a telepathic distress call, wanting to be rescued so it can be used for its intended purpose.

d8 Adventure Hook

- 7 A windstorm uncovers part of a brass dragon's hoard, and various people and creatures carry off parts of it. The dragon wants every scattered coin and trinket back.
- 8 A brass dragon, tired of the increasing traffic, starts leading caravans away from safe water sources and stranding them in the desert.

CONNECTED CREATURES

Brass dragons seek out the company of other creatures that can carry on an intelligent conversation. They favor the company of such creatures over all others, often to the point of not bothering to gather minions to do their bidding and ignoring worshipers who fawn over them.

BRASS DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 Captured by a band of gnolls, a brass dragon wyrmling is patiently trying to teach the gnolls to speak Draconic.
- 2 Grieved by the fate of a former friend, a brass dragon wyrmling guards a tomb haunted by a wight.
- 3 Yuan-ti have captured a brass dragon wyrmling and are picking up the dragon's twisted sense of humor.
- 4 A party of bandits stole a brass dragon egg, and now the hatched wyrmling is manipulating the bandits to do the dragon's whimsical bidding.
- 5 A lost brass dragon wyrmling was raised by hyenas and now leads the pack.
- 6 A druid who tends a desert oasis has been keeping watch over several brass dragon wyrmlings since adventurers killed the wyrmlings' parents.

YOUNG BRASS DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young brass dragon and a young blue dragon fight over territory.
- 2 A young brass dragon frequently visits a couatl who is charged with guarding an ancient temple, sharing stories to help the couatl pass the years.
- 3 A lamia and a young brass dragon lair in the same desert ruin, mostly leaving each other alone—but the lamia hopes to corrupt the dragon.
- 4 A young brass dragon's lair occasionally spawns air elementals that roam around the area for a while, causing havoc before eventually dissipating.

d6 Connected Creatures

- 5 A young brass dragon and a weretiger have become close friends as they try to keep a region safe from a growing horde of malicious gnolls.
- 6 A young brass dragon allowed a group of cyclopes to shelter in the dragon's lair when they were harassed by a blue dragon. Now the cyclopes won't leave, so the dragon is trying to educate them.

ADULT BRASS DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult brass dragon enjoys trading riddles with a gnosphinx.
- 2 Long ago, an adult brass dragon swore service to a human priest, expecting to outlive the priest. But now the priest is a mummy lord, and the dragon remains bound to serve.
- 3 An efreeti wants to claim an adult brass dragon's palatial lair and fabulous hoard.
- 4 A pair of rocs have nested too close to an adult brass dragon's lair, and they harass the dragon whenever they can.
- 5 A guardian naga charged with protecting an ancient artifact has decided that the artifact—as well as the naga—would be safer in an adult brass dragon's hoard than left alone in some crumbling ruin.
- 6 A half-brass dragon yuan-ti abomination leads other yuan-ti in worshiping an adult brass dragon as a serpent god, much to the dragon's amusement.
- 7 Two adult brass dragons are rearing a clutch of wyrmlings together, and they allow the infant dragons to wreak innocent havoc on nearby settlements.
- 8 A solitary adult brass dragon has adopted a blue dragon wyrmling found starving in the desert.

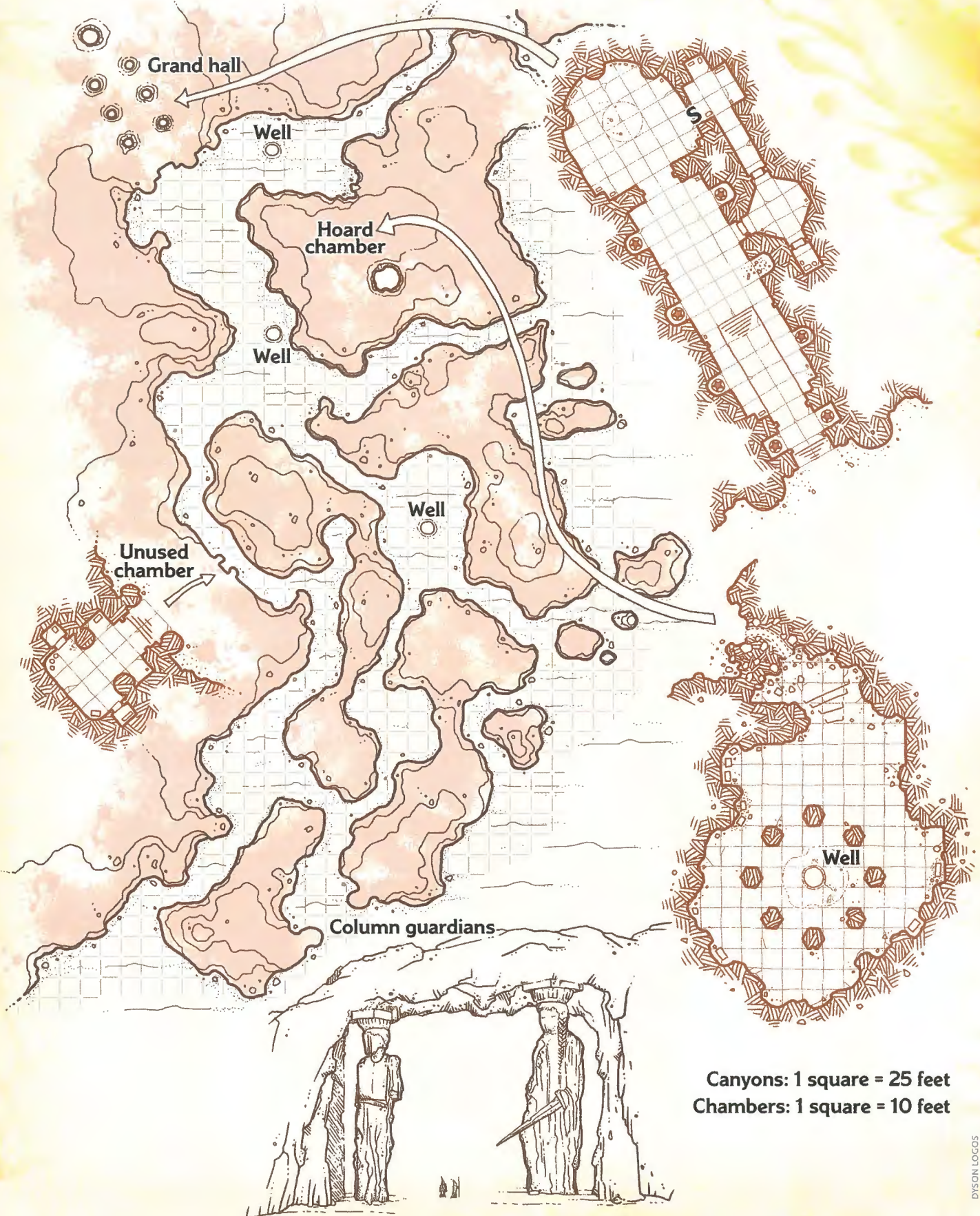
ANCIENT BRASS DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient brass dragon once ruled a temple-state through a puppet sovereign, who is now a mummy lord ruling a city of ghouls that owe the dragon fealty.
- 2 An ancient brass dragon believes that a local androsphinx is an insufferable know-it-all with no sense of humor and enjoys playing pranks on the sphinx.
- 3 An ancient brass dragon and an ancient blue dragon have a centuries-old rivalry, and each dragon manipulates adventurers into harassing the other.
- 4 An ancient brass dragon rules a mighty city whose folk have erected massive stone monuments to honor the dragon over the centuries.

BRASS DRAGON LAIR

MAP 5.4



BRASS DRAGON LAIRS

Brass dragons prefer to make their lairs in hot, dry, rocky areas—desert canyons, caves beneath arid mesas, or ancient stone ruins. Brass dragons often compete with blue dragons for lair sites, but are more likely to make a lair among rocks than to burrow under the sands.

Brass dragons like their lairs to be spacious and well lit; many lairs feature windows or skylights to let sunlight in. They respect skillfully wrought stonework and often take over canyon fortresses and similar structures when they're abandoned by their original non-dragon builders. Brass dragons are also capable of fine stonework themselves, and many meticulously carve out grand halls and galleries in which to store and display their hoards.

BRASS DRAGON LAIR FEATURES

The brass dragon lair shown in map 5.4 is an ancient ruin located within rough, stony canyons in a desert environment. The lair has the following features:

Column Guardians. Massive columns carved to resemble warriors watch over the main entrance to the canyons; the dragon has given them whimsical names and ascribed unique personalities to them.

Grand Hall. At the deepest part of the canyon, a wide archway admits visitors to the grand hall that serves as the main lair. Regal statues stand bathed in sunlight admitted by huge shafts in the ceiling—wide enough for the dragon to climb up but not fly through. A much larger shaft above the rear chamber allows the dragon to fly directly in and out of the lair.

Hoard Chamber. The bulk of the dragon's hoard is stored in a partially collapsed chamber most easily accessed by way of a shaft in the ceiling. (A narrow gap in the fallen stones filling an old passageway might allow a Small or nimble character to squeeze in or out that way.) Eight heavy pillars surround a well in the floor and support the ceiling around the shaft.

AASTERINIAN

Like many greatwyrms dragons, Aasterinian is sometimes seen as a god. In fact, she is a cheeky and quick-witted brass dragon who often serves as a messenger for Bahamut. Her heightened dragonsight allows her to transmit messages easily between worlds, so all her incarnations know nearly everything any other one is aware of.

Aasterinian encourages all dragons to think for themselves rather than relying on the ideas or opinions of others. She cherishes learning and invention and often takes on Humanoid guise to offer patronage to mortal scholars and artificers.

Unused Chamber. A smaller chamber shown on the left side of the map is not currently used by the dragon, but it shows signs of having been recently used by visitors—either creatures welcomed by the dragon or ones that escaped the dragon's notice.

Wells. Four wells—three in the canyons leading to the main hall and one inside the hoard chamber—provide fresh water for the dragon and any guests, and they also serve as a sort of alarm system. As described in the *Monster Manual*, whenever a creature with an Intelligence of 3 or higher comes within 30 feet of one of these wells, the dragon becomes aware of the creature's presence.

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) brass dragon can use one or more of the following additional lair actions while in its lair:

Animate Statues. The dragon chooses up to three statues in the lair that it can see. Each of these statues briefly animates and attacks one creature within 5 feet of it, with a +7 bonus to hit and dealing 10 (3d6) bludgeoning damage on a hit.

Blast of Wind. A mighty wind sweeps through the lair in a direction of the dragon's choice, blowing along a line 40 feet wide and 100 feet long. Each creature in that area except the dragon must succeed on a DC 15 Strength saving throw or be pushed 15 feet in the wind's direction and be knocked prone. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished. If the dragon is within the area of the wind, it can choose to be pushed 15 feet in the wind's direction, and the wind can't knock the dragon prone.

Obscuring Sand. Dust and sand fill the air within 120 feet of the dragon, making the area lightly obscured until initiative count 20 on the next round.

REGIONAL EFFECTS

Any of these effects might appear in the area around a brass dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Cloud Companion. A small, wispy cloud follows non-evil creatures as they journey within 6 miles of the dragon's lair. It changes direction as the creatures do, remaining interposed between them and the direct glare of the sun, and grants them advantage on saving throws to resist the effects of extreme heat (see the *Dungeon Master's Guide*).

Talkative Denizens. Creatures within 1 mile of the dragon's lair find pleasure in hearing the sound of their own voices. The air is filled with a deafening chorus of birds and small animals, and sapient creatures talk extensively.

BRASS DRAGON TREASURES

Brass dragons prefer yellow, orange, and brown gemstones that coordinate with their own scales, and they favor precious art objects fashioned from brass, including items such as pitchers, braziers, and bells. They also cherish organic treasures, from finely crafted wood to textiles.

Brass dragons often invest items in their hoards with imagined personality. A wyrmling might have a favorite marble bust or onyx cameo to converse with, while an ancient dragon might have lively dialogues with an entire gallery of paintings, statues, and tapestries. A brass dragon who divides a hoard into separate caches often imagines those caches as individuals (or even groups of people) with independent personalities, and the dragon might spend time in different lairs to socialize with different “friends.”

BRASS DRAGON ART OBJECTS

d10 Object

- 1 A finely carved bust of a long-dead human ruler, which the dragon has named Cornelius and argues with incessantly
- 2 An elegant locket holding a watercolor portrait of a dragonborn the dragon fondly calls Lux
- 3 A polished platter engraved with an elaborate scene showing a person talking to a sphinx; the dragon likes to imagine being in the scene, dominating the conversation
- 4 A sculpture depicting a pod of dolphins leaping among stone waves, all of which the dragon has named and imagines as pets
- 5 A cameo pendant depicting a human woman the dragon calls “Bruno” and imagines to be a brilliant philosopher
- 6 A statuette of an important deity, which the dragon calls by a diminutive version of the god’s name and baby-talks to
- 7 A large tapestry depicting a party of elves riding stags through the woods; the dragon has named all the stags and offers condolences on their being saddled and mounted
- 8 A sculpted bird in an ornate cage; the dragon calls the bird Fweep and sings to it
- 9 A large mirror in a frame studded with gemstones; the dragon likes to gaze in the mirror and imagine having a mate
- 10 An idol of an obscure minor divinity; the dragon addresses it reverently as “O mighty Froglet” (its shape is only vaguely frog-like)

BRONZE DRAGONS

Brass dragons are the absolute worst at transforming themselves into human form. They always embellish with extra hair in all sorts of places. I applaud ingenuity, but in this matter, simpler is better!

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with bronze dragons.

CREATING A BRONZE DRAGON

Use the Bronze Dragon Personality Traits and Bronze Dragon Ideals tables to inspire your portrayal of distinctive bronze dragon characters, and use the Bronze Dragon Spellcasting table to help select spells for a spellcasting dragon.

BRONZE DRAGON PERSONALITY TRAITS

d8 Trait

- 1 The weakest creatures sometimes display the greatest courage. I respect all beings who risk their lives in defense of something greater than themselves.
- 2 My payment is a matter of principle. Requiring even a small fee for my service allows those I help to preserve their dignity. It’s really for *your* benefit.
- 3 I have no time for chitchat or insinuation. I get to the point and expect others to do the same.
- 4 I respect law and order, but it’s no excuse for tyranny. Those who abuse power must be stripped of it, and soldiers have a responsibility to refuse immoral orders.
- 5 I strive to treat foes honorably, but not at the expense of strategy. A quick death in combat is its own kind of courtesy.
- 6 I trust my gut. I’d rather act on incomplete information than be hamstrung by indecision.
- 7 I’m fascinated by other species’ military technology, especially magic armaments and siege engines—the bigger, the better!
- 8 Conflict drives evolution. By sparking wars between nations, I contribute to the advancement of their civilizations. (And they pay me for it, too!)

BRONZE DRAGON IDEALS

d6 Ideal

- 1 **Action.** Passivity is shameful. We owe it to the world and ourselves to try to improve things, even if we can't guarantee success. (Any)
- 2 **Analysis.** When possible, dig into the root of a conflict before committing to end it, to ensure you aren't fighting for the wrong side. (Any)
- 3 **Honor.** I never lie outright, though I choose my words carefully. I will fight to the death rather than break my word or abandon a comrade. (Lawful)
- 4 **Discipline.** Disorganization breeds defeat. I demand self-control from both myself and those who fight beside me. (Lawful)
- 5 **Guardianship.** It's the duty of the strong to protect the weak. (Good)
- 6 **Dominance.** Anyone who opposes my will is either an underling to be punished or an enemy to be vanquished. (Evil)

BRONZE DRAGON SPELLCASTING

Age	Spell	
	Save DC	Spells Known
Young	14	<i>beast sense, detect thoughts, speak with animals</i>
Adult	17	<i>beast sense, control water, detect thoughts, speak with animals</i>
Ancient	20	<i>beast sense, control water, detect thoughts, heroes' feast,* speak with animals</i>

*This spell's casting time is longer than 1 action.

BRONZE DRAGON ADVENTURES

The Bronze Dragon Adventure Hooks table offers suggestions for stories and adventures involving bronze dragons.

BRONZE DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 Attempts to salvage a sunken merchant ship are being thwarted by a bronze dragon who claims "finder's rights."
- 2 Betrayed by corrupt city officials, a bronze dragon is punishing the city by preventing ships from entering its harbor, but the citizens are suffering.
- 3 A bronze dragon gathers crusaders to rescue a hero imprisoned in the Abyss—a mission that will mean almost certain death for the rank-and-file troops.
- 4 A bronze dragon has conscripted a local militia into an ongoing conflict with a black dragon who lives in the waterlogged ruins of a magical academy.

d8 Adventure Hook

- 5 The bronze dragon who protects a coastal nation is stricken by a curse, and the cure lies in a sunken temple the dragon destroyed generations ago.
- 6 Believing that the winner of a city's democratic election is unworthy of the job, a bronze dragon is now supporting an authoritarian leader instead.
- 7 A bronze dragon has been approached by both sides in a war and needs agents to get close to both leaders to discover which has the worthier claim.
- 8 A bronze dragon fears that a remote library-fortress is no longer the best place to safeguard an infamous tome called the *Antitheorem Codex*—and has decided to prove it by attacking the site.

CONNECTED CREATURES

Bronze dragons admire high-minded ambition and military prowess, seeking out those beings willing to risk their lives in the fight for justice. Though they are as proud as any dragons, bronze dragons would rather serve alongside heroes than rule over cowards and quislings.

BRONZE DRAGON WYRMLING CONNECTIONS

d6 Connected Creatures

- 1 A flight of pseudodragons has raised an orphaned bronze dragon wyrmling, who is quickly growing too large for the group's usual activities.
- 2 A knight rescued a bronze dragon wyrmling from sacrifice at the hands of a cult, and the two now travel together in search of wrongs to right.
- 3 A bronze dragon wyrmling's murdered tutor rose as a revenant, and the dragon seeks anyone who can help obtain justice.
- 4 A bronze dragon wyrmling has chosen a lair filled with poisonous snakes, admiring the elegance with which they slither through the flooded tunnels.
- 5 A bronze dragon wyrmling has been captured by sahuagin raiders and manipulated into serving as the band's icon and war leader.
- 6 A group of merrow stole a bronze dragon wyrmling's hoard, and the wyrmling is training a plesiosaurus to help attack the merrow's stronghold.

YOUNG BRONZE DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A guardian naga and a young bronze dragon each defend half of an artifact called the *Sundered Crown*.
- 2 A young bronze dragon and a medusa have been enemies for so long that they've developed mutual respect, communicating by way of a magical book that teleports back and forth between them.

d6 Connected Creatures

- 3 A young bronze dragon seeks to turn a band of cyclopes into a disciplined army, with little success.
- 4 A young bronze dragon has been magically bound to the service of a marid, and the dragon is unable to take direct action to get free of the genie.
- 5 A young bronze dragon runs a prestigious military academy, training paladins of smaller species to fight for justice beneath the dragon's banner.
- 6 Dragonborn pirates bribe a young bronze dragon into helping them steal ship cargoes for a sizable cut of the profits.

ADULT BRONZE DRAGON CONNECTIONS

d8 Connected Creatures

- 1 A rakshasa disguised as a pirate lord seeks revenge on the adult bronze dragon who has killed the Fiend three times so far.
- 2 An adult bronze dragon regularly consults a storm giant whose prophecies give hints as to which conflicts the dragon should seek out and engage in.
- 3 An adult bronze dragon keeps a roc as a beloved pet and views the creature's predations on local settlements as simply part of the natural order.
- 4 An adult bronze dragon swore an oath to a comrade who later became a vampire. The dragon reluctantly continues to protect the vampire, all the while searching for a way to reverse the transformation.
- 5 An adult bronze dragon sends regular tributes of treasure to an adult topaz dragon, not wanting the topaz dragon's enmity to become a threat to coastal communities under the bronze dragon's protection.
- 6 An archmage and an adult bronze dragon who have been friends since they fought together in the mage's youth often visit each other to share stories.
- 7 An adult bronze dragon attempting to raise a clutch of wyrmlings alone is in desperate need of tutors and babysitters who can survive the assignment.
- 8 An obsessed shadow dragon plots to trap an adult bronze dragon in the Shadowfell until the bronze dragon too is transformed.

ANCIENT BRONZE DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient bronze dragon is locked in a centuries-old conflict with a kraken that destroyed a settlement under the bronze dragon's protection.
- 2 Two ancient dragons, one bronze and one silver, support different nations locked in a war, each believing that their side has the moral high ground.

d4 Connected Creatures

- 3 An ancient bronze dragon controls a network of privateers who prey on pirates and accept government commissions if the dragon deems a cause worthy.
- 4 An ancient bronze dragon guards a merfolk monastery that's risen mysteriously from the depths, prompting attacks by greedy coastal nations even as the monks warn of a coming apocalypse.

BRONZE DRAGON LAIRS

Bronze dragons typically dwell along rocky and inaccessible coastlines. Some make dry homes atop lonely sea stacks, while others favor completely submerged lairs in sunken ruins. Many seek out strongholds straddling land and sea, with both dry and flooded chambers.

When it comes to lairs, bronze dragons value function over form, and they study potential sites with a military commander's eye for defense. They appreciate the solidity of cliff-side caves or stone fortresses, often reinforcing existing defenses with clever traps and bulwarks. At the same time, bronze dragons understand that they are their own best defense in a siege, so they are careful to maximize their mobility with multiple ways in and out of their lairs.

BRONZE DRAGON LAIR FEATURES

The bronze dragon lair shown on map 5.5 is a set of sea caves that once served as a dwarven military outpost. The lair has the following features:

Sentinel Statue. In a hidden cove sheltered from the sea, a statue of a dour elf queen watches over a small beach. The statue's eyes are magically warded to alert the dragon of intruders.

Campaign Chamber. Beyond the beach stands a pillared dwarven hall whose walls have begun to crumble near the entrances. Here the dragon grants audiences and presides over councils of war, surrounded by trophies chosen to remind viewers of the dragon's heroic history.

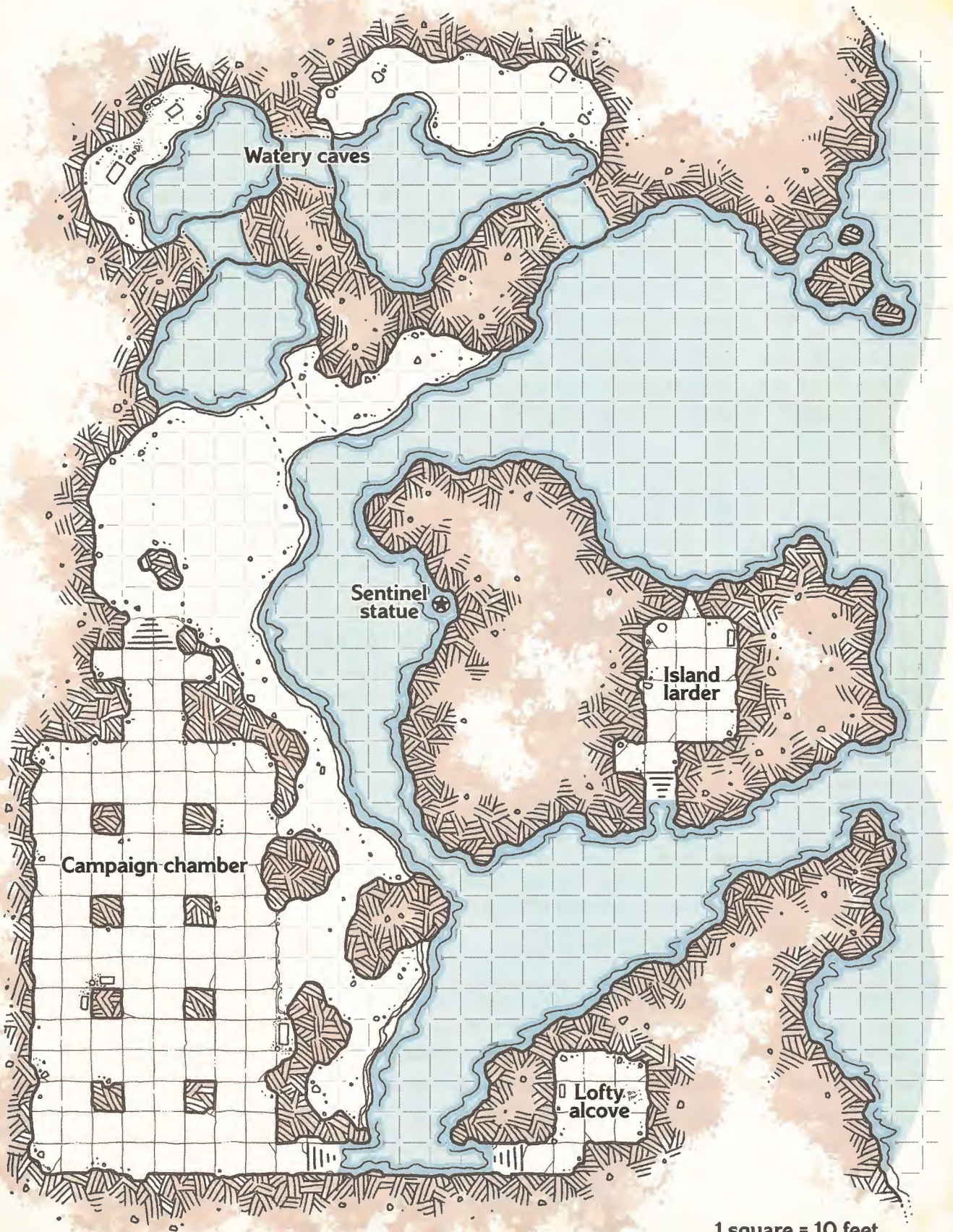
Lofty Alcove. Up a steep set of stairs at the bottom right of the map lies a dry chamber that serves as barracks for guests and a library for documents too fragile to survive in damp conditions.

Island Larder. Another elevated chamber carved into the cliffs of a small island abutting the beach (in the center right of the map) serves as a larder in case of a siege. It also houses a clever series of mirrors arranged throughout the stone to allow the dragon to observe the seascape unnoticed.

Watery Caves. Two chambers near the top of the map are accessible only via submerged tunnels, their entrances disguised with thick seaweed and boulders. The larger cavern on the right is the dragon's sleeping chamber, while the smaller on the left holds most of the dragon's hoard.

BRONZE DRAGON LAIR

MAP 5.5



1 square = 10 feet

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) bronze dragon can use one or more of the following additional lair actions while in its lair:

Ocean's Call. The dragon conjures a swarm of spectral dolphins. Each creature in the water within 120 feet of the dragon must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) slashing damage; then the swarm vanishes.

Salt Burst. The dragon chooses a point it can see in the lair. The air in a 20-foot-radius sphere centered on that point bursts with abrasive salt crystals. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) slashing damage.

Whelming Water. The dragon causes a strong current to course through the water in its lair. The dragon chooses any number of creatures it can see that are standing or swimming in water within 120 feet of it. Each chosen creature must succeed on a DC 15 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

Any of these effects might appear in the area around a bronze dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Phantom Escort. Ghostly naval ships from an ancient armada appear, escorting well-meaning creatures in need of the dragon's help toward the dragon's lair.

Underwater Pursuit. Sailors glimpse the shadowy, illusory form of a dragon in the depths below them, keeping pace with their vessel.

Unfailing Faithfulness. Sapient creatures that spend a year within 10 miles of the dragon's lair find it nearly impossible to break a promise.

FIREFLASH

Also known as Khirsah, Fireflash is a gregarious and inquisitive bronze dragon with a keen interest in other species, especially dwarves and elves. During the War of the Lance, he was one of the first to answer the call of Silvara—the elf identity of the silver dragon D'argent—for the metallic dragons to join the conflict. During the Vingaard Campaign, Fireflash teamed up with a dwarf named Flint Fireforge and a kender named Tasslehoff Burrfoot to capture Highmaster Bakar. Later, in the Blue Lady's War, Tasslehoff foresaw Fireflash's demise at the hands of the death knight Lord Soth—and was thus able to avert the dragon's grim fate.

After the wars, Fireflash faded from public view, but rumor holds that he continues his lifelong fight against evil, using his legendary skill in aerial combat to assist the Knights of Solamnia.

BRONZE DRAGON TREASURES

A bronze dragon's hoard is a history of the dragon's deeds, with trophies from fallen foes and payment from grateful petitioners resting alongside more mundane spoils of war and loot salvaged from shipwrecks and the seabed. Though these dragons rarely steal outright, a several-ton bronze dragon landing near—or even on—a merchant ship asking to trade often obtains extremely one-sided bargains from unnerved sailors.

Bronze dragons have a romantic view of their role as guardians of justice and prefer treasures that tie into their heroic narrative. Their hoards teem with weapons, armor, and magic items built for the battlefield—the more unique, the better. Stories matter to a bronze dragon, who would rather have the humble spear that felled a tyrant than a jeweled blade that's never seen combat. They love collecting and studying histories that can give them tactical insight or inspiration, as well as safeguarding artifacts they deem too dangerous to entrust to anyone else.

BRONZE DRAGON ART OBJECTS

d10 Object

- 1 A painting of the bronze dragon alongside a human woman wearing an outdated military uniform
- 2 An ornate, mostly complete collection of Oristene's multi-volume *Military History of the Outer Planes*
- 3 A heavy cloak of shimmering blue scales, with an attached half-mask
- 4 An oversized key of living wood, with seemingly natural whorls in the bark that form the words, "For service not forgotten"
- 5 A dragon-sized drinking vessel crafted from a behir horn
- 6 Framed blueprints of a siege engine called the Moonhammer
- 7 An aquatic howdah made of sharkskin and bearing an emblem of a lonely black tower perched high atop a sea stack
- 8 A statue of a dishonored elf general, which is surrounded by historical treatises recounting the general's disgrace and notes that suggest the dragon has vowed to redeem this former hero
- 9 An idol of an insectile devil, with a blindfold tied carefully around its compound eyes
- 10 An elaborate clockwork zoetrope that, when activated, displays a moving picture of a bronze dragon fighting a red dragon over a burning city

COPPER DRAGONS

I knew a copper dragon who loved coining words. We have her to thank for words like "organize," "pillow," "cognizant," "burgeon," and "job," to name just a few. It would make her laugh to know how often people make these ridiculous combinations of sounds!

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with copper dragons.

CREATING A COPPER DRAGON

Use the Copper Dragon Personality Traits and Copper Dragon Ideals tables to inspire your portrayal of distinctive copper dragon characters, and use the Copper Dragon Spellcasting table to help select spells for a spellcasting dragon.

COPPER DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I am generous with my time, my words, and my considerable wisdom—but my treasure is mine.
- 2 I love music. It is truly the universal language, able to express ideas far better than mere words alone.
- 3 I find the notion of trade and barter fascinating, and sometimes even find ways to participate in them.
- 4 There is no sound I love more than laughter, a powerful balm for hearts and minds.
- 5 I enjoy games of all kinds, especially challenges of wit and intellect—and those I can decisively win.
- 6 I admire how brightly short-lived creatures shine before their lights go out.
- 7 Nothing is more satisfying than deflating the egos of the high-and-mighty with a well-placed jibe.
- 8 When I'm bored, stirring up a settlement and watching its people scurry about amuses me.

COPPER DRAGON IDEALS

d6 Ideal

- 1 **Beauty.** The ability to create, appreciate, and sustain beauty is the true measure of a creature or civilization. (Good)
- 2 **Curiosity.** The world holds so much to experience. I value different perspectives and insights. (Any)

d6 Ideal

- 3 **Creativity.** Our purpose is to create something new and clever, and I admire those who do so. (Any)
- 4 **Change.** The only constant is change, and we must change with the world. (Chaotic)
- 5 **Fairness.** Life is often unfair, and it is up to us to rebalance its scales from time to time. (Good)
- 6 **Cruelty.** Existence is a cruel joke. You can either be in on the joke, or be made a fool by it. (Evil)

COPPER DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	13	<i>lesser restoration, phantasmal force</i>
Adult	16	<i>lesser restoration, phantasmal force, stone shape</i>
Ancient	19	<i>lesser restoration, move earth, phantasmal force, stone shape</i>

COPPER DRAGON ADVENTURES

The Copper Dragon Adventure Hooks table offers suggestions for stories and adventures involving copper dragons.

COPPER DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A copper dragon holds an annual competition of poetry and music. The winner dwells with and entertains the dragon for a year—providing a perfect opportunity to access the dragon's lair and hoard.
- 2 An area of reputedly haunted hills is the domain of a copper dragon, who takes advantage of local legend and trickery for amusement and to deter intruders.
- 3 A copper dragon is found half buried in a rock slide, badly injured and unable to recall what happened—or the location of the dragon's lair.
- 4 A reclusive, eccentric noble who sometimes employs adventurers turns out to be a copper dragon working through various intermediaries.
- 5 An adult copper dragon wants griffons nesting near the dragon's lair gone but hopes to have the griffons—and their eggs—relocated rather than killed.
- 6 A message found in the Underdark was meant for a copper dragon, who has believed for generations that the message's original bearer betrayed them.
- 7 A copper dragon has been trying to engineer peace for two nearby domains by facilitating a romance between the heirs of those lands' rulers.
- 8 A hobgoblin warlord scarred by a copper dragon in youth has raised an army to slay the dragon and plunder the dragon's hoard.

CONNECTED CREATURES

Copper dragons are most interested in creatures they find entertaining or amusing, whether for their artistic abilities or because they are fun to trick and tease.

COPPER DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A flock of aarakocra shelters a copper dragon wyrmling from gargoyles hunting in the mountains.
- 2 A copper dragon wyrmling guards a hidden pass that leads into a sylvan valley populated by centaurs, pixies, and satyrs.
- 3 A copper dragon wyrmling has killed a number of domestic animals. A group of druids wants the wyrmling captured and relocated, rather than killed.
- 4 A ruined manor house being reclaimed by a newly titled noble is the lair of a copper dragon wyrmling.
- 5 A copper dragon wyrmling follows a wizard everywhere, fascinated by *prestidigitat*ion tricks.
- 6 An ettin is trying to keep a captured copper dragon wyrmling as a pet.

YOUNG COPPER DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young copper dragon has enticed a band of kobolds to undertake activities for the dragon's amusement—and to rein in the band's more chaotic tendencies.
- 2 The head of a local thieves' guild is a young copper dragon who delights in tales of daring thefts and skims the best stolen art objects as tribute.
- 3 A young copper dragon needs aid to root out a behir that has claimed the dragon's lair.
- 4 A band of raiders tithes treasure and tales to a young copper dragon, in exchange for using the canyons around the dragon's lair as a haven.
- 5 A dryad dwelling in the woods near a young copper dragon's lair helps to ward off intruders.
- 6 A child's imaginary friend is a very real young copper dragon who can cast *invisibility*.

ADULT COPPER DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult copper dragon befriended a djinni after granting the genie freedom. Now the two meet yearly to talk and exchange news.
- 2 Centaur communities in the foothills surrounding an adult copper dragon's lair gather yearly to offer tribute to the dragon, who settles disputes and dispenses advice for them.

d8 Connected Creatures

- 3 A galeb duhr acts as the guardian of an adult copper dragon's hoard.
- 4 An adult copper dragon regularly visits the treants of the nearby forest to help protect their woods from encroachment.
- 5 A band of fomorians believe they have allied with a red dragon to burn a Feywild grove, but an adult copper dragon has deceived them.
- 6 An adult copper dragon serves as the patron of a community of gnome tinkers, who present their best ideas to the dragon in hopes of being funded.
- 7 A community of stone giants believes an adult copper dragon is a key figure in a prophecy—and the dragon has decided to play along for fun.
- 8 An adult copper dragon sends agents into a goristro demon's labyrinth to steal a lost soul, as part of a centuries-long game.

ANCIENT COPPER DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient copper dragon and an ancient red dragon have been playing a complex game of strategy for centuries, using whole communities as their pawns and nations as their game board.
- 2 An ancient copper dragon guards the sealed entrance to a ruined temple filled with devils.
- 3 A renowned gnome trickster, now deceased, so impressed an ancient copper dragon that the dragon assumes the gnome's form from time to time to help keep their legend alive.
- 4 The ancient copper dragon progenitor of a lineage of dragon-blooded sorcerers likes to check in on these descendants from time to time.

GALADAEROS THE SUNSET FLAME

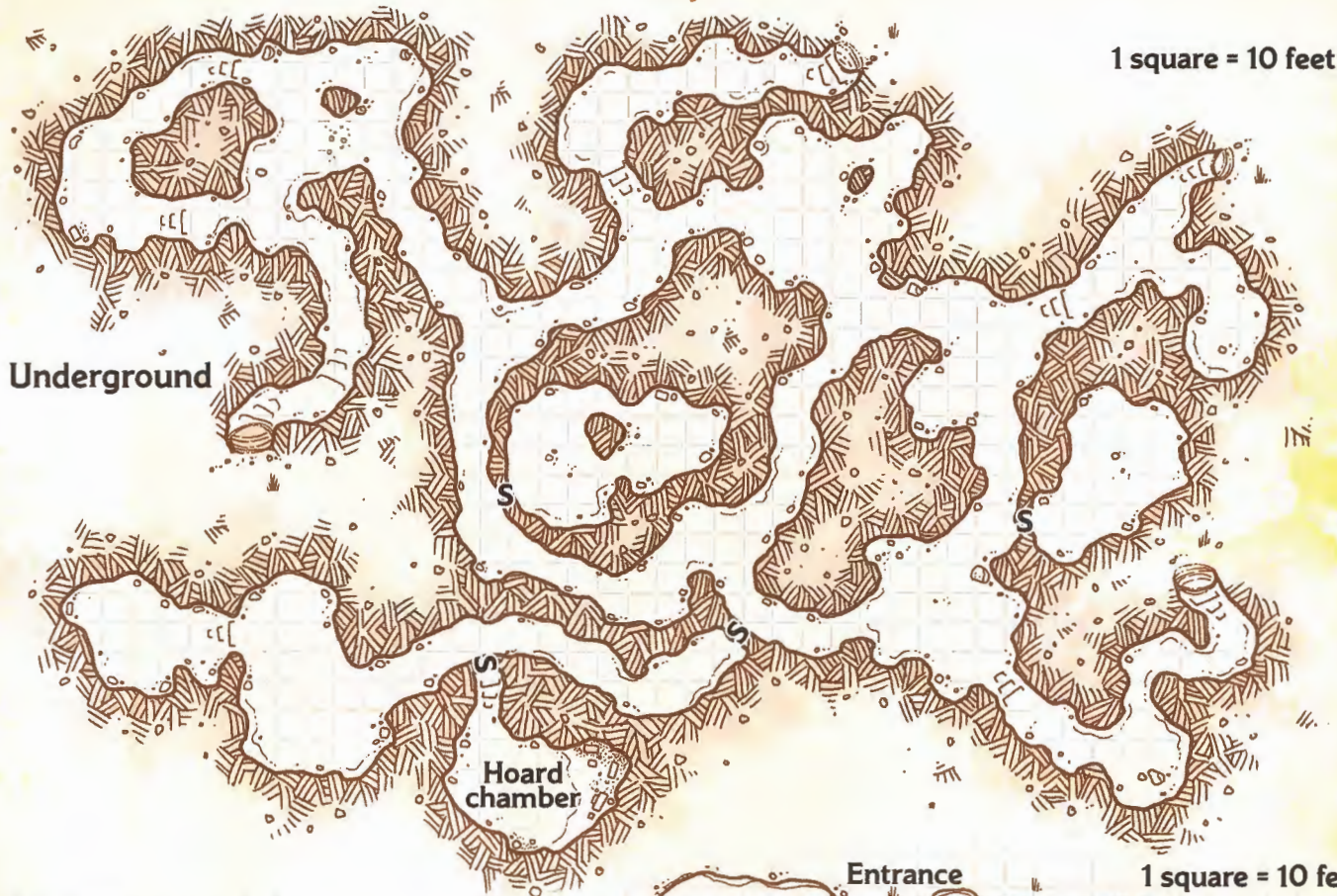
The copper dragon Galadaeros claims the islands known as the Purple Rocks in the Trackless Sea of Faerûn as his territory. For centuries, Galadaeros was content in his isolated home. Then the adventurer Rarressa Shiard was shipwrecked on the isles. Galadaeros befriended her after she made several failed attempts to slay him, and he eventually became mentor and ally to an adventuring company she named in his honor. The dragon provided the adventurers with a safe haven and received a share in their hauls in return.

The kindly copper dragon has grown fond of the companionship of Humanoids, although he does not know if he will ever grow accustomed to the brief nature of their lives. His last association with the Galadran Company was well over a century ago, and it has been some time since any other outsiders have disturbed the solitude of the dragon's isles.

COPPER DRAGON LAIR

MAP 5.6

1 square = 10 feet



Surface



COPPER DRAGON LAIRS

Copper dragons prefer dry uplands, hilltops, or mountainous foothills, where they build their lairs in caves, crags, or tunnels. Although sometimes natural, the passages and caverns of a copper dragon's lair might be carved out or expanded by the dragon's powerful acid breath.

Copper dragon burrows are often sinuous and winding, featuring twists, turns, and dead ends. Blank walls in the lair can conceal cunning hidden passages or might be stone or clay thin enough for the dragon to burst through them. The narrowest tunnels in a copper dragon's lair are just barely wide enough to accommodate the dragon's body, and they typically loop around and reconnect with themselves so the dragon can double back without having to reverse direction.

COPPER DRAGON LAIR FEATURES

The copper dragon lair shown in map 5.6 is a network of tunnels and large chambers dug beneath dry, rocky hills. The dragon's acid breath has left the surface of the stone here with a smooth, melted appearance.

The lair has the following features:

Concealed Entrances. Four sloping tunnels emerge onto the surface among the hills, concealed by brush and tumbled stone. These openings allow the dragon to enter and depart the lair via multiple routes. Additionally, the sunken areas shown on the surface map correspond to areas where the dragon can burst through the ceiling to reach the surface.

Secret Doors. Concealed passages connect a number of the tunnels and chambers of the lair. Their secret doors are magical in nature, with the stone at a passage junction reshaping itself at the dragon's command to open a passage or close it again (similar to the effect of a *stone shape* spell). Whenever a creature with an Intelligence of 3 or higher comes within 10 feet of one of these secret doors, the dragon becomes aware of that creature's presence and location. Each secret door radiates an aura of transmutation magic but is otherwise indistinguishable from solid stone.

Hoard Chamber. At the bottom of the underground map, a chamber hidden beyond two secret passages and carved out beneath a low hill contains the bulk of the dragon's hoard. The dragon often sleeps in the adjoining chamber, acting as a final line of defense against intruders.

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) copper dragon can use one or both of the following additional lair actions while in its lair:

Laughing Gas. The dragon chooses a point on the ground that it can see within 120 feet of it. A cloud of pink gas fills a 20-foot-radius sphere centered on that point. Each creature in that area that fails a DC 15 Wisdom saving throw is incapacitated with laughter until the end of its next turn.

Torpid Energy. The dragon chooses a creature it can see within 120 feet of it. If the target fails a DC 15 Constitution saving throw, its speed is halved, and it can't use reactions or bonus actions until the end of its next turn.

REGIONAL EFFECTS

Either of these effects might appear in the area around a copper dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Distant Melodies. The ethereal music of woodwinds and bells can be heard carried on the wind within 1 mile of the dragon's lair.

Starlit Stones. Standing stones are common on hilltops within 1 mile of the dragon's lair. The stones shed dim light in a 10-foot radius at night. (If the dragon dies, the stones remain, but they no longer shed light.)

COPPER DRAGON TREASURES

Copper dragons love burnished metals, particularly those with red and yellow tones, along with gleaming gemstones of all kinds and colors. They also like fine art objects, ranging from tapestries and woven rugs to paintings, sculptures, and ornate carvings.

Copper dragons also collect trophies and keepsakes of their best tricks and triumphs. These range from the crowns, armor, and weapons of long-dead foes to portraits, personal items, and oddities such as a single ancient coin or an arcane clockwork.

COPPER DRAGON ART OBJECTS

d8 Object

- 1 A jeweled cloak pin bearing the symbol of an ancient secret society
- 2 A smooth piece of amber with what appears to be a tiny sprite frozen inside it
- 3 A metal egg that unfolds into a lotus-like flower
- 4 A harp that plays by itself on command
- 5 A six-foot-tall mirror of silvered glass in a precious frame carved with the shapes of coiling dragons
- 6 A complex puzzle box made of rare woods and inlaid with stone
- 7 The figurehead of a ship, carved in rare woods and set with gemstones—and bearing the likeness of the copper dragon's head
- 8 A complex astrological clock, with tiny gemstones marking out stars and constellations

CRYSTAL DRAGONS

Starlight is measured in emotions rather than quantifiable units. Although crystal dragons would argue that emotions actually are quantifiable units, so I don't really know what my point is.

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with crystal dragons. Crystal dragon stat blocks appear in chapter 6.

CREATING A CRYSTAL DRAGON

Use the Crystal Dragon Personality Traits and Crystal Dragon Ideals tables to inspire your portrayal of distinctive crystal dragon characters.

CRYSTAL DRAGON PERSONALITY TRAITS

d8 Trait

- 1 If you're not a thief or a frost giant, let's talk!
- 2 Are you comfortable? Can I tell your future for you? Just let me know what I can do for you, okay?
- 3 Jokes are as valuable as any gemstone and more fun to share.
- 4 My empathy is a bottomless well. I can't help but lose myself in the emotions of others.
- 5 The stars have much to tell us, and folk need me to interpret what the stars say.
- 6 All play and no work—those are the words I live by.
- 7 I am always the first to offer a compliment.
- 8 Get off my snowfield, you immature bipeds! When I was a wyrmling, people respected their elders!

CRYSTAL DRAGON IDEALS

d6 Ideal

- 1 **Exploration.** Yesterday is already known. Today is for something new. (Chaotic)
- 2 **Empathy.** It's a gift to share in another's joy, even if sometimes you must bear their pain, too. (Good)
- 3 **Hospitality.** We all live beautiful lives—it would be a shame not to share our lives with others. (Neutral)
- 4 **Determinism.** Our destinies may already be written, but the way we achieve them still matters. (Any)
- 5 **Fun and Games.** Play is learning, but without the boredom. (Chaotic)
- 6 **Control.** Everyone is welcome, as long as they follow my rules. (Lawful)

CRYSTAL DRAGON ADVENTURES

The Crystal Dragon Adventure Hooks table offers suggestions for stories and adventures involving crystal dragons.

CRYSTAL DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A towering palace of ice and quartz that was once the abode of an ancient crystal dragon is found deserted, with no clue as to whether its master will return or whether some other creature has claimed it.
- 2 Prismatic shards rain from the sky in a beautiful but dangerous display. Rumors quickly spread that a crystal dragon is responsible.
- 3 A crystal dragon invites the greatest bards and philosophers to partake in “the Great Dialogue” in the dragon's mountaintop lair. But only the dragon knows that the Great Dialogue has no end, and no one can leave the lair once it has begun.
- 4 A crystal dragon intent on exploring a new world of the Material Plane has acquired a magic ship for the journey and now just needs a brave crew.
- 5 A crystal dragon who has guarded a mountain pass for decades unexpectedly retires to the Elemental Plane of Air. Monstrous forces immediately move into the area—and might take control of the pass unless the dragon can be convinced to return.
- 6 A royal heir goes missing while secretly visiting a crystal dragon. The heir's family, the heir's friends, and the dragon all want to find the heir, but no faction trusts the others.
- 7 A crystal dragon seeks bold adventurers to steal an egg from an ancient white dragon who is infamous for abject cruelty and utter remorselessness.
- 8 A crystal dragon has ripped open holes to the Elemental Planes of Air and Water, creating flash glaciation that encroaches upon inhabited lands.

SARYNDALAGHLOHTOR

The adult crystal dragon Saryndalaghlohtor is known as “Lady Gemcloak” and sometimes “the Axemother,” thanks to her association with a dwarf clan dwelling in the northern part of Faerûn. She lives closer to civilization than crystal dragons typically do, which delights her because of the close friendships she has formed, but also annoys her as she is forced to deal with hostile fools who mistake her for an evil white dragon.

Having earned the enmity of the ancient red dragon Klauth, Lady Gemcloak is exploring the possibility of establishing close ties between her dwarf allies and a group of azers on the Elemental Plane of Fire. In the meantime, she's trying to protect her dwarf allies from the schemes of a hostile mining cartel.

CONNECTED CREATURES

Crystal dragons are among the most social and hospitable of dragons. They are equal parts mysterious, contemplative, and mischievous, making it difficult to know what to expect of them.

CRYSTAL DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A crystal dragon wyrmling rides a sled pulled by a trained pack of wolves and frets about outgrowing this favorite pastime.
- 2 A crystal dragon wyrmling has foreseen an untimely end for the bandits who raided the wyrmling's lair and follows the bandits to keep them safe.
- 3 A crystal dragon wyrmling has befriended a white dragon wyrmling. The wyrmlings' parents, who are ancient rivals, regard the relationship with concern.
- 4 A crystal dragon wyrmling encourages nearby farmers to go on dangerous excursions so they'll return with interesting stories to tell the dragon.
- 5 A crystal dragon wyrmling finds ice mephits to be the perfect household servants—if only they would stop trying to kill the dragon's guests.
- 6 A crystal dragon wyrmling is placed in a monastery to learn the teachings of the monks before returning home in three years. The monks don't appreciate the wyrmling's pranks.

YOUNG CRYSTAL DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young crystal dragon tries to protect a local population of rare snowy owlbears from poachers and hunters.
- 2 A young crystal dragon has adopted a group of kobolds and is trying to teach them the value of a good practical joke.
- 3 A young crystal dragon has captured a pack of winter wolves loyal to a frost giant, intent on convincing the wolves to change their evil ways.
- 4 A lonely werebear enjoys long conversations with a young crystal dragon but doesn't always appreciate the dragon's sense of humor.
- 5 A young crystal dragon finds some manticores' bluster hilarious and befriends them despite their fear. But the dragon is having trouble overcoming the manticores' predatory nature.
- 6 A young crystal dragon uses *dancing lights* and *hypnotic pattern* to give an air of authenticity to a charlatan fortuneteller's act, in exchange for a portion of the take from the charlatan's clients.

ADULT CRYSTAL DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult crystal dragon convinces a druid to cast the *awaken* spell on creatures around the dragon's lair, so the dragon will never want for conversation.
- 2 A family of yetis seized an adult crystal dragon's lair and hoard, and the dragon seeks help to drive the yetis out.
- 3 An adult crystal dragon and an elf archmage have been friends for centuries and often go stargazing together on the peaks of their favorite mountains, but the dragon is grieving as the elf approaches the end of life.
- 4 A pair of adult crystal dragons lairing on neighboring mountaintops have enjoyed a decades-long snowball war, but their antics sometimes cause avalanches that threaten nearby villages.
- 5 An adult crystal dragon enjoys shaping the ice and snow near a den of trolls into a labyrinth and watching the trolls try to make their way through it.
- 6 Remorhazes infest the glacier beneath an adult crystal dragon's lair, posing an imminent threat to the dragon's home and hoard.
- 7 A revenant persuades an adult crystal dragon to help get revenge on the frost giants who murdered her.
- 8 An adult crystal dragon teaches astronomy to students of a renowned university, but the students must travel to the dragon's mountain lair for class.

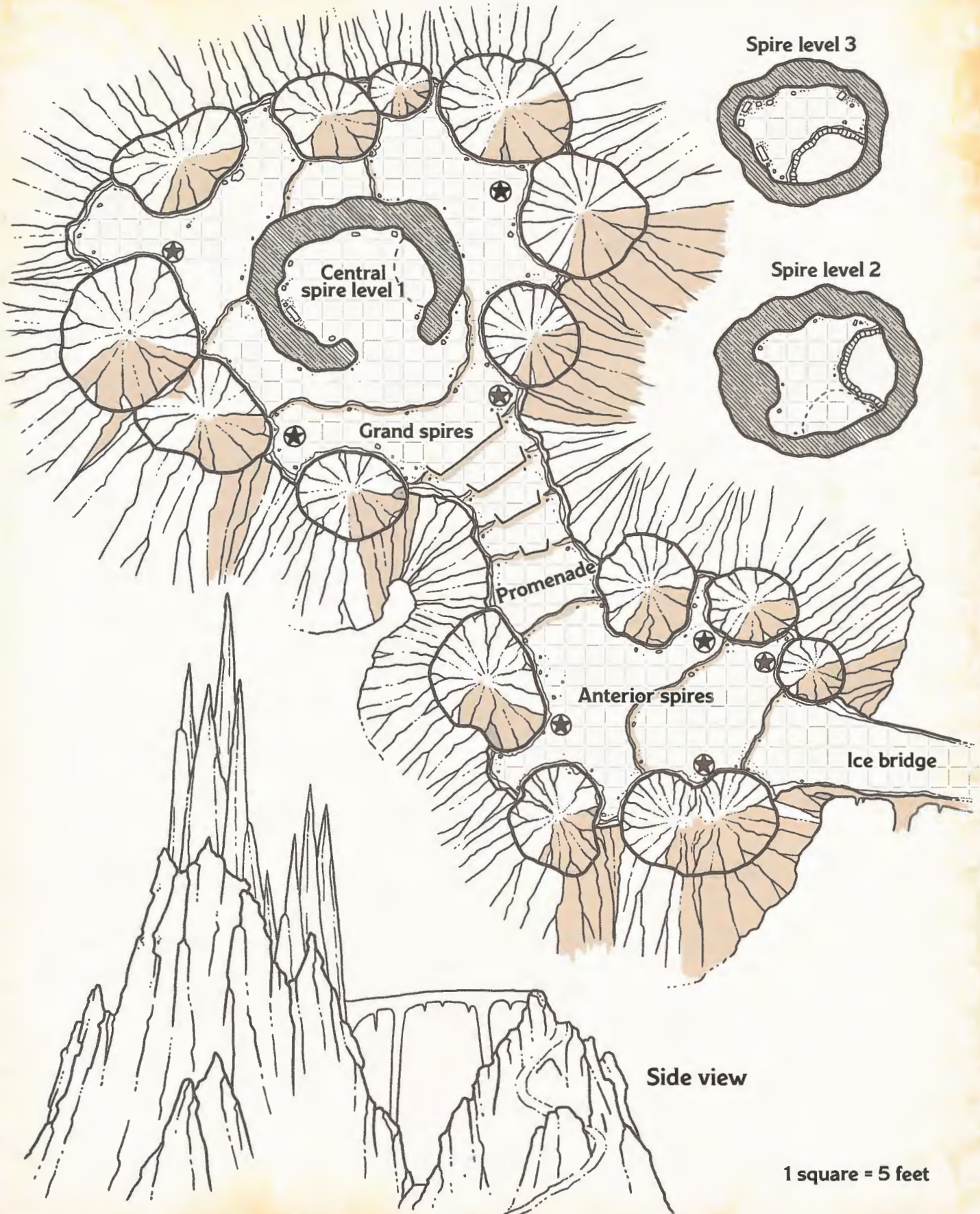
ANCIENT CRYSTAL DRAGON CONNECTIONS

d4 Connected Creatures

- 1 A clan of dwarves has discovered a self-renewing vein of quartz near an ancient crystal dragon's lair. The dwarves mine the area aggressively, unaware that the dragon is spying on them—and intends to demand recompense at some point in the future.
- 2 An ancient crystal dragon is stalked by a villainous ranger who has already claimed a dozen draconic trophies.
- 3 An ancient crystal dragon follows a pod of whales from one sea to another, having grown fond of the valuable ambergris they leave in their wake. Now whalers are scheming to kill the dragon.
- 4 A community of seal hunters reveres an ancient crystal dragon as the spirit of their glacier home. Such worship amuses and flatters the dragon, who keeps the hunters safe and leads them to locations where seals are plentiful.

CRYSTAL DRAGON LAIR

MAP 5.7



CRYSTAL DRAGON LAIRS

Crystal dragons seek out frigid, picturesque locations with clear views of the sky above to build their lairs. Then, like gem cutters seeking the perfect diamond, they spend much of their lives refining, polishing, and enhancing the beauty of their lairs.

Crystal dragons' lairs are often found in polar expanses, dizzying mountain peaks, and glacial floes. Some resemble icy palaces, with numerous balconies offering plentiful opportunities for sky gazing. Though ice and snow are the most common materials they use in the construction of a lair, crystal and other precious minerals feature prominently in certain areas. In this way, crystal dragons' hoards literally become the fabric of their homes.

CRYSTAL DRAGON LAIR FEATURES

The crystal dragon lair shown in map 5.7 is the home of a dragon who has spent considerable time shaping the pinnacle of the tallest mountain in a local range, transforming it into a series of gleaming spires. Though visitors are rare, the dragon has built a roadway that ascends the mountain to encourage travel to and from the lair.

The lair has the following features:

Ice Bridge. The crowning glory of this infrastructural marvel is a wide bridge of ice that spans a chasm between a lesser peak and the lair.

Anterior Spires. Rising from the far side of the bridge are the lair's anterior spires. These solid, pointed shafts resemble inverted icicles more than towers and enclose a terraced, open-air amphitheater that serves the dragon as a parlor.

Ice Sculptures. In each of the areas enclosed by the anterior spires and the grand spires, four ice sculptures (shown as circled stars on the map) depict dragons of different kinds.

Promenade. A dragon-sized promenade winds upward from the anterior spires to the summit of the mountain.

Grand Spires. Like the anterior spires, the grand spires enclose a multi-tiered sanctuary of ice and snow. Trusted guests might be invited into this part of the lair.

Central Spire. The central grand spire is hollow, and built into its upper recesses are several icy perches where the dragon keeps the greatest treasures. As with everything in the lair, nothing is truly off-limits to visitors, as long as they show themselves to be peaceful and respectful (or very, very interesting). The most favored of the crystal dragon's acquaintances might even be gifted with a short trip to the very pinnacle of the central spire—the highest point in the local landscape—to take in the breathtaking view.

CRYSTAL DRAGON TREASURES

Crystal dragons covet bright, opulent objects; baubles and trinkets that remind them of the stars, sky, sun, or heavens; and relics that aid in the divinatory arts. They prioritize beauty over value, so while they adore gemstones of all kinds, they prize fine quartz as highly as cut diamonds.

Crystal dragons enhance the natural beauty of their lairs with the treasures they collect, always trying to display those items they consider most precious in a tasteful and interesting way and recounting their elaborate histories to visitors whenever possible. Indeed, crystal dragons also see amassing such wonderful hoards as a way to attract new friends to the remote locations they inhabit.

CRYSTAL DRAGON ART OBJECTS

d12 Object

- 1 An armillary sphere revealing the positions of several unknown worlds in the Material Plane (relative to the one the dragon is on)
- 2 A set of handmade tarokka cards depicting the various wizard clans of a magocracy called Glantri
- 3 A dazzling array of crystals carved to refract any light passing through them into star-like patterns
- 4 An oversized monocle custom-made for the crystal dragon, who thinks it looks stylish
- 5 A children's coin bank shaped like an owlbear, with beautiful blue gemstone eyes
- 6 An ancient water clock that tells the time with perfect accuracy
- 7 A star chart reproducing the night sky of some other Material Plane world
- 8 A magnificent fresco depicting a noble court in the Feywild
- 9 Alabaster panels etched with unusual glyphs, designed to be hung in windows to catch the light
- 10 Astrological birth charts for every year since the dragon was born
- 11 A vast number of colored glass bottles collected from dozens of cultures and historical periods
- 12 A fine divan set with gemstone buttons and stitched with silver thread

DEEP DRAGONS

There is a deep dragon saying that translates roughly to "Thorough is as thorough does," but more literally, "Uncover every last stone!" Every last stone?! Sounds exhausting.
-Fizban

Use the tables and other information in this section to craft unique encounters with deep dragons. Deep dragon stat blocks appear in chapter 6.

CREATING A DEEP DRAGON

Use the Deep Dragon Personality Traits and Deep Dragon Ideals tables to inspire your portrayal of distinctive deep dragon characters, and use the Deep Dragon Spellcasting table to help select spells for a spellcasting dragon.

DEEP DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I will not risk injury at the hands of weaker creatures—especially while I can turn them against one another and have them fight in my stead.
- 2 It is difficult for anyone not of dragonkind to penetrate the twisting labyrinth of my thoughts.
- 3 I might disagree with other dragons, but we are superior beings and should not lower ourselves to direct conflict.
- 4 I have no interest in going to the surface world. It's where one sends one's servants.
- 5 While the petty squabbles of other creatures bore and irritate me, I might hear out those who demonstrate an appreciation for the finer things in life by bringing me delicacies like clams or aboleth flesh.
- 6 I might be willing to exert myself to take out a mind flayer. Those disgusting creatures must be stopped.
- 7 I dream of seeing the deepest places in the ocean.
- 8 I find I rather enjoy the company of people—as long as they remain unaware of my true nature.

DEEP DRAGON IDEALS

d6 Ideal

- 1 **Understanding.** True power comes from the ability to discern other creatures' motivations better than they can discern yours. (Any)
- 2 **Kindred.** All dragons are kin to one another, and we would all do well to prioritize that kinship. (Any)

d6 Ideal

- 3 **Mystery.** I appreciate a question I cannot answer, so I strive to be an enigma for other creatures. (Any)
- 4 **Adaptability.** Whether taking on a new form, making new allies, or trying a new strategy, flexibility keeps one youthful. (Chaotic)
- 5 **Superiority.** Weaker creatures cannot be trusted, so I constantly remind my servants of my power. (Evil)
- 6 **Patience.** All creatures might teach me something, and I'm willing to wait and find out what that might be rather than acting in haste. (Good)

DEEP DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	14	<i>command, dissonant whispers, faerie fire</i>
Adult	16	<i>command, dissonant whispers, faerie fire, water breathing</i>
Ancient	19	<i>command, dissonant whispers, faerie fire, passwall, water breathing</i>

DEEP DRAGON ADVENTURES

The Deep Dragon Adventure Hooks table offers suggestions for stories and adventures involving deep dragons.

DEEP DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 Unfamiliar drow adventurers have been prowling a city's streets at night and have been overheard talking about the dragon they serve.
- 2 Svirfneblin hire the characters to deliver tribute to their deep dragon neighbor.
- 3 A disguised deep dragon offers access to rare artifacts—to a party who is willing to partner up on a seafood shipping business.
- 4 A talented young ranger is kidnapped by a deep dragon who wants a hunting partner.
- 5 A friendly young copper dragon seeks an entourage, hoping to impress the deep dragon holding the copper dragon's inheritance in trust.
- 6 A deep dragon wants to know if rumors of a sea monster in an Underdark lake are true, so the dragon hires adventurers to investigate.
- 7 Two Underdark settlements are about to go to war, having been carefully manipulated by a deep dragon. A desperate ruler offers a reward to anyone who can uncover the true cause of the hostility.
- 8 A deep dragon wants someone to manufacture a scenario that will get the dragon out of an old commitment to protect a city.

CONNECTED CREATURES

Deep dragons appreciate the company of other dragons. Although they view most other species as inferior to dragonkind, having worth only as servants or tools, the rare individuals who impress them can sometimes earn respect as partners—albeit junior ones.

DEEP DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 An ogre has acquired a deep dragon wyrmling as a pet, ignoring the fact that the dragon is an intelligent creature who will grow extremely large.
- 2 An inquisitive deep dragon wyrmling has made it to the surface world. Lost and confused, the wyrmling has been captured by a group of cruel adventurers.
- 3 A deep dragon wyrmling whimsically rules over a worshipful group of kobolds, sending them to the surface to fetch delicacies the wyrmling craves.
- 4 An exclusive auction in an enclave of Lolth-worshippers features a deep dragon egg just about to hatch.
- 5 A deep dragon wyrmling with an experimental bent has created a “garden” of gray oozes.
- 6 An orphaned deep dragon wyrmling is cared for by a giant constrictor snake that is the recipient of a druid’s *awaken* spell.

YOUNG DEEP DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young deep dragon has captured a number of kuo-toa and has decided to try them out as servants instead of eating them.
- 2 A young deep dragon maintains the guise of a handsome Humanoid artist so as to maintain an adoring cult of drow and duergar admirers.
- 3 A rather snooty bone naga serves as a young deep dragon’s loyal butler, as it did for the dragon’s parent.
- 4 A young deep dragon has organized a society of hobgoblin explorers, whose members seek out new places in the Underdark for the dragon to visit.
- 5 A doppelganger mimics a young deep dragon’s Humanoid form while committing a string of murders, hoping to turn local Underdark settlements against the dragon.
- 6 Despite repeated mind flayer attacks, a young deep dragon refuses to leave the cave where the dragon’s best friend—an adventurer who won the dragon’s respect and affection—lingers as a ghost.

ADULT DEEP DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult deep dragon has played chess with a drow matriarch for centuries. Each move represents what that player plans to do next in the competitors’ long struggle for domination in the Underdark.
- 2 A fire giant who accidentally insulted a deep dragon is tormented by the dragon’s servants in ways that can’t be tied to the dragon conclusively.
- 3 A group of cyclopes wants a deep dragon to protect them from mind flayers, but the dragon is uninterested in meeting with them despite their repeated petitions.
- 4 A nest of vampires has developed a taste for deep dragon blood.
- 5 An adult deep dragon craves the knowledge stored in an aboleth’s nearby lair.
- 6 A spirit naga desperately wants to claim the key to a mysterious underground door from the hoard of an adult deep dragon.
- 7 An adult deep dragon has ended up rearing a young brass dragon and is running out of patience for the young dragon’s mischief.
- 8 An adult deep dragon takes pride in breeding hell hounds but can’t control them.

ANCIENT DEEP DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient deep dragon has taken on a young red shadow dragon as a protégé.
- 2 Two ancient dragon lovers—one deep and one white—see each other only once every hundred years, when they choose targets for a deadly hunting spree.
- 3 Two ancient deep dragons fight over territory. Unwilling to move against each other directly, they use local settlements—and any competent visitors—as pawns in their struggle.
- 4 An ancient deep dragon has put the folk of a city to work building the dragon a metropolis to rule in the center of a vast underground salt lake.

DEEP DRAGON LAIRS

Deep dragons make their lairs in the recesses of the Underdark, often near the settlements of people with whom they have alliances or enmities. Their lairs are highly individual. Some are woven from networks of living fungus. Others are built upon the ruins of ancient cities or carved into caves near underground lakes.

Deep dragons' lairs serve as bases for the dragons' explorations, as well as providing safe storage for their hoards. When these curious creatures are away from home searching out new environments and seeing new vistas, they usually leave their lairs protected by servitors, allies, magic, traps, or some combination of these protections.

DEEP DRAGON LAIR FEATURES

A deep dragon lair might share the same basic structure as the sapphire dragon lair shown on map 5.12, but instead of being formed from stone, it might consist of chambers hollowed out within a fungus network growing near an underground river. Whatever the setup, a deep dragon festoons the narrow, twisting passages between the lair's fungal walls with magical and mundane traps. A typical lair has the following features:

Connecting Passages. Because a deep dragon lacks a sapphire dragon's ability to shape stone, add a few connecting passages or secret doors to otherwise inaccessible chambers, possibly including connections to the adjacent underground stream as entrances to the lair.

Reception Hall. The dragon uses one of the large chambers in the lair as a reception hall for allies and servitors. Like the rest of the lair, this chamber is lit by phosphorescent fungal blooms that give off soft green, blue, and purple light.

Hoard Chamber. The dragon's hoard is hidden away in a more remote chamber, draped in illusion spells and protected by traps and magical alarms. When triggered, those alarms summon the dragon's minions and allies first, followed by the dragon.

Underground River. Where an underground river runs along the outside edge of the lair, the dragon has slowed its flow with a rocky dam, creating a small pool in which to bathe and raise aquatic delicacies.

Guest Suite. A large chamber with connected smaller chambers, such as that seen toward the bottom of the map, forms a suite used as guest lodgings for visiting dragons. Though any treasures with significant financial or sentimental value to the host dragon are stored away in the protected hoard, these tastefully appointed visitors' chambers contain lesser treasures from inaccessible or storied locales, chosen to pique visitors' curiosity and provide an excuse for the host to tell these items' tales.

DEEP DRAGON TREASURES

Deep dragons adore goods from distant lands, especially if those goods are unique. They hoard mementos of memorable hunts or exploring expeditions. They love gemstones in deep, dark colors, as well as

those with an iridescent sheen, and they favor keeping their treasures in frames and on stands made of precious woods and set with even more gems.

It is rare to find a deep dragon hoard that is simply a pile of gems and treasures, for these creatures take great pride in organizing and displaying their possessions. They can easily spend multiple days guiding visitors from prize to prize, telling stories about favorite keepsakes—and when deep dragons visit each other, these tours can stretch out for days.

DEEP DRAGON ART OBJECTS

d12 Object

- 1 A statue of an unknown winged antelope-like creature carved from a single massive opal
- 2 A preserved juvenile purple worm on an ebony stand set with amethysts
- 3 A cunningly worked metal automaton of a sphinx that, when addressed directly, answers every question with a question referencing forgotten civilizations
- 4 A set of filigreed gold claw covers set with gems that change color according to the wearer's mood
- 5 A silver pelt that belonged to a long-extinct species of bear and sheds snowflakes when touched
- 6 A painting of a caldera island with unique fauna that shows how to access the interior by swimming through an underwater cave
- 7 A magic chandelier that projects images of the most inaccessible places in the world on the wall, changing the images each time the chandelier is relit
- 8 A magical goblet activated when the creature holding it speaks the name of a country, whereupon the goblet fills with the finest wine from that land's vineyards
- 9 A set of exquisite miniature dragons made of precious metals, jewels, and stone, with one representing each kind of chromatic, metallic, and gem dragon
- 10 The jewel-encrusted skull of an ancient dragon, which the deep dragon always keeps close at hand and talks to when lonely
- 11 A magnificent set of drums painted with scenes from the folklore of an isolated mountain community
- 12 A beautifully worked statue of the deep dragon in a favorite Humanoid form, made by an artist the dragon knew centuries ago

DRAGON TURTLES

I know I didn't make dragon turtles, and Tiamat swears she didn't, so where did they come from? More importantly, why?

—Fizban

Use the tables and other information in this section to craft unique encounters with dragon turtles. Chapter 6 features stat blocks for dragon turtle wyrmlings, young dragon turtles, and ancient dragon turtles. The dragon turtle in the *Monster Manual* is an adult.

CREATING A DRAGON TURTLE

Use the Dragon Turtle Personality Traits and Dragon Turtle Ideals tables to inspire your portrayal of distinctive dragon turtle characters, and use the Dragon Turtle Spellcasting table to help select spells for a spellcasting dragon. (Though the *Monster Manual* doesn't explicitly include dragon turtles in the variant rules for making a dragon a spellcaster, you can apply those rules to these aquatic dragons.)

DRAGON TURTLE PERSONALITY TRAITS

d8 Trait

- 1 I speak slowly and deliberately, pausing to reflect after (or sometimes in the middle of) each utterance.
- 2 I am more interested in the shiny baubles people carry than in anything they have to say.
- 3 I think of ships as kindred spirits and like to rub affectionately against their keels.
- 4 I like to show visitors the vastness of my domain, so they appreciate how insignificant they are.
- 5 I attack anyone I notice taking from the sea's bounty without offering something in return.
- 6 I think of sailors' songs as their "water speech" and try to converse with them by humming snippets of tunes I have overheard.
- 7 I swim alongside ships sailing through my domain, just out of arrow range, so they know I am watching.
- 8 I am fascinated by the politics of surface realms and talk endlessly with sailors and adventurers to stay current on the latest happenings on land.

DRAGON TURTLE IDEALS

d6 Ideal

- 1 **Endurance.** We who dwell beneath the waves can weather all storms. (Any)
- 2 **Indifference.** What do I care for the fleeting concerns of those who crawl upon the land? (Any)
- 3 **Curiosity.** I want to know about everything that enters my domain, especially oddities from the surface world. (Any)
- 4 **Supremacy.** Creatures who refuse to recognize my rule over these waters suffer my displeasure. (Lawful or Evil)
- 5 **Preservation.** I am the ocean's steward, tending reefs and waters to ensure that they remain unspoiled. (Lawful)
- 6 **Eradication.** The peoples of the surface world were a mistake of creation. I will correct that error. (Evil)

DRAGON TURTLE SPELLCASTING

Age	Spell Save DC	Spells Known
Young	13	<i>fog cloud</i>
Adult	15	<i>control water, fog cloud</i>
Ancient	17	<i>control water, control weather,* fog cloud</i>

*This spell's casting time is longer than 1 action.

DRAGON TURTLE ADVENTURES

The Dragon Turtle Adventure Hooks table offers suggestions for stories and adventures involving dragon turtles.

DRAGON TURTLE ADVENTURE HOOKS

d8 Adventure Hook

- 1 A ruthless shipping magnate has bribed a dragon turtle to attack competitors' vessels and drive them out of business.
- 2 A curious dragon turtle swam upriver from the sea and is now stuck beneath a bridge on a major trade road, terrifying travelers.
- 3 After an unwise attack from a whaling ship, a dragon turtle pursued the ship back to harbor and now attacks any ship that tries to leave.
- 4 The sea around a wizard's tower is too stormy for ships to sail through, but a resident dragon turtle might be convinced to ferry the characters across.
- 5 A royal bathhouse was renowned for its sauna, until the dragon turtle supplying the steam escaped and started rampaging through the palace.
- 6 A millennium ago, a fabled sword was buried at sea with its wielder. Now the sword must be found, and only a dragon turtle remembers where it is.

d8 Adventure Hook

- 7 A dragon turtle has taken up residence in a subterranean lake, and the steam has been driving other creatures up out of their tunnels toward the surface.
- 8 A sea god has sent a dragon turtle to unleash devastation along a populated coast.

CONNECTED CREATURES

Dragon turtles are stolid and slow to anger. This temperament, combined with their disinterest in moral quandaries, allows them to get along with—or at least abide—most creatures they encounter. They frequently enter symbiotic relationships with other sea creatures that can bring them food or treasure, and they sometimes agree to work for creatures who ply them with generous sums of wealth.

DRAGON TURTLE WYRMLING CONNECTIONS

d6 Connected Creatures

- 1 A sea hag has promised treasure to a dragon turtle wyrmling if the wyrmling brings the hag “visitors” by capsizing fishing boats.
- 2 A school of hunter sharks try to drive a dragon turtle wyrmling out of their waters.
- 3 A dragon turtle wyrmling shares food with a giant octopus in exchange for the octopus pilfering baubles from passing ships.
- 4 A dragon turtle wyrmling lairs in a geyser inhabited by steam mephits, believing the creatures to be dragon turtle spirits.
- 5 A dragon turtle wyrmling is blamed for attacks on sea traffic being made by a plesiosaurus.
- 6 A dragon turtle wyrmling plays with a pod of killer whales, leaping into the air and blowing clouds of steam each time the whales breach.

YOUNG DRAGON TURTLE CONNECTIONS

d6 Connected Creatures

- 1 A young dragon turtle serves as a mount for a sahuagin baron in exchange for plunder.
- 2 A young blue dragon is teaching a young dragon turtle to terrorize nearby settlements so the inhabitants will propitiate the dragon turtle with gold.
- 3 A young dragon turtle serves as a mobile rookery for a flock of pteranodons and eats fish they drop.
- 4 A young dragon turtle has been enslaved by an aboleth and forced to guard the creature’s lair.
- 5 A clan of gnomes pays a young dragon turtle to serve as a mobile refueling platform for their fleet of steamboats.
- 6 A young dragon turtle likes to feast on giant crocodiles’ eggs.

ADULT DRAGON TURTLE CONNECTIONS

d8 Connected Creatures

- 1 An adult bronze dragon has befriended an adult dragon turtle and is trying to convince the dragon turtle to help fight off an invading navy.
- 2 A marid and an adult dragon turtle are traveling companions, touring oceans across the multiverse.
- 3 Shambling mounds grow like an infestation on an adult dragon turtle’s shell and spread wherever the dragon turtle travels.
- 4 An archmage is helping an adult dragon turtle write a definitive history of the deep.
- 5 An adult dragon turtle serves as a mount for the storm giant who saved the dragon turtle’s life.
- 6 An adult dragon turtle hunts an aquatic purple worm that has been hollowing out the reef where the dragon turtle dwells.
- 7 An adult dragon turtle has awoken from a decades-long nap to discover that halflings have unwittingly built a seaside tavern upon the dragon turtle’s back.
- 8 An ultroloth works with an adult dragon turtle living in the River Styx, using magic to protect the dragon turtle from the river’s effects and charging travelers for safe passage to the other side.

ANCIENT DRAGON TURTLE CONNECTIONS

d4 Connected Creatures

- 1 An ancient dragon turtle and an ancient gold dragon meet once a year to trade moves in a game of dragonchess that has been going on for centuries.
- 2 An ancient dragon turtle serves as counsel to an empyrean court, tempering the Celestials’ passions with the dragon turtle’s endless patience.
- 3 A *geas* spell forces an ancient dragon turtle to carry a lich’s tower.
- 4 An ancient dragon turtle is responsible for ensuring that a kraken is never woken from its slumber.

DRAGON TURTLE LAIRS

Dragon turtles make their lairs in underwater caves and coral reefs. Most such lairs are situated deep beneath the waves near the ocean’s floor, though some dragon turtles prefer coastal lairs with easier access to settlements they can trade with—or prey upon. Particularly reclusive dragon turtles seek lairs in even more remote locales, including deep-sea trenches or underwater volcanoes.

Dragon turtles are largely unconcerned with the design of their lairs and seldom work to improve them. A dragon turtle’s primary concern when selecting a lair is ensuring that the site is large enough



to accommodate the creature's prodigious size as the centuries wear on. After that, proximity to shipping lanes and freedom from irksome neighbors take precedence.

DRAGON TURTLE LAIR FEATURES

The underwater caves inhabited by dragon turtles are structurally similar to the seaside caverns where bronze and topaz dragons lair. When constructing a dragon turtle's lair, you can simply take a coastal map and translate it to an underwater environment or use the map as-is if the dragon turtle is content to lair near the surface.

As an example, map 5.14 depicts a topaz dragon's lair in a seaside cavern, but it could be reimagined as a grotto in the side of a coral reef rising from a shelf on the ocean floor, with the following features:

Shelf Floor. The sandy beaches represent the ocean floor at a depth of 100 feet, which is coated in a soft layer of fine sediment. The water around the lair is clear but dimly lit. The water's edge on the map represents the lip of the shelf, which descends to a dark plain twelve hundred feet below.

Coral Reef. The rocky cliff side depicts the contours of a coral reef that rises 80 feet above the shelf. The exterior face of the reef is covered with stinging corals.

Reef Hollow. The dragon turtle's lair lies in a hollow in the reef's interior that was bored out by a giant sea worm the dragon turtle killed. The original entrance at the level of the shelf floor ascends through a weed-choked tube that opens into the main chamber. Here, the dragon turtle nests in a recessed shelf along the back wall, where the creature can gaze down at the hoard scattered across the chamber floor. Although the lair is mostly flooded with seawater, a layer of breathable air is trapped in the top 3 feet of the main chamber.

Coral Shelf. A secondary entrance grants access to a coral shelf 40 feet above the shelf floor and illuminates the lair for a few hours each day with a shaft of dim sunlight.

LAIR ACTIONS

As they are presented in the *Monster Manual*, dragon turtles don't have access to lair actions while in their lairs. At your discretion, you can give an adult or ancient dragon turtle access to lair actions, increasing its challenge rating by 1. On initiative count 20 (losing initiative ties), the dragon turtle can take one of the following lair actions; the dragon turtle can't take the same lair action two rounds in a row:

Blasting Current. A strong water current moves through the dragon turtle's lair. Each creature within 30 feet of the dragon turtle must succeed on a DC 15 Strength saving throw or be moved 30 feet in a direction of the dragon turtle's choice. On a success, the creature is moved 10 feet instead.

Entangling Kelp. Strands of spectral kelp reach out to ensnare creatures in a 20-foot-radius sphere centered on a point in the lair that the dragon turtle can see. Each creature in that area must succeed on a DC 15 Strength saving throw or be restrained until the end of its next turn.

Steam Eruption. Steam erupts in a 15-foot cone from a point on the ground the dragon turtle can see within 120 feet of it. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant creatures resistance to this damage.

REGIONAL EFFECTS

The region containing a dragon turtle's lair can be transformed by its presence, creating one or more of the following effects:

Diverting Currents. Underwater currents push unwanted visitors away from the lair. While swimming in these currents, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), even if a creature has a swimming speed.

Elemental Portals. Crevasses on the ocean floor within 1 mile of the dragon turtle's lair form two-way portals to the Elemental Plane of Water, allowing creatures of elemental water into the world to dwell nearby.

Hot Water. Geothermal vents heat the water within 6 miles of the dragon turtle's lair to 100 degrees Fahrenheit.

If the dragon turtle dies, these effects fade over the course of 1d10 days.

AREMAG

Aremag is an adult dragon turtle who lays claim to the southern reaches of the Sea of Swords in Faerûn, extracting tribute from all who enter or leave the Bay of Chult. Traders often carry chests of treasure on board expressly for this purpose—pirates are more likely to offer captives, launched out in a skiff to feed the dragon turtle's voracious appetite.

Aremag's predation has occasionally provoked reprisal from Chult's inhabitants, as attested to by his milky-white left eye and missing patch of shell. However, rather than humbling the great dragon turtle, these injuries have made him more irascible. Those who meet the dragon turtle are advised to pay whatever price he asks, and to treat him with the deference he believes he deserves.

DRAGON TURTLE TREASURES

Dragon turtle hoards frequently contain quantities of coral and pearls received as tribute from aquatic peoples, as well as chests full of coins, gems, and trade bars looted from shipwrecks. However, a dragon turtle's most prized possessions are treasures from the surface realm. Such objects are likely to be fashioned of metal or stone, as wood, cloth, and paper keep poorly in a dragon turtle's watery lair.

More so than for most dragons, a dragon turtle's hoard is likely to contain a motley assortment of treasures from disparate locales. Although many dragon turtles simply lump the elements of their hoard together into a nest, more inquisitive individuals take an interest in specific treasures, sometimes seeking out surface-world folk to inquire about an object's function or provenance.

DRAGON TURTLE ART OBJECTS

d10 Object

- 1 An elven coronet, which the dragon turtle wears as an earring
- 2 A pipe organ that the dragon turtle refers to as "Bubbles," which works underwater
- 3 Cast-metal masks painted with the faces of rulers whose names the dragon turtle constantly misremembers
- 4 A zither fashioned from a conch shell, which the dragon turtle insists visitors play before granting them an audience
- 5 A painted egg decorated with glittering jewels
- 6 An ornate underwater carriage fashioned from coral and seashells, which the dragon turtle pushes back and forth like a toy
- 7 A sculpture depicting a knight on griffonback, whose lance the dragon turtle uses to scrape off barnacles
- 8 An urn engraved with a scowling dwarf's face, whose expression the dragon turtle mimics comically
- 9 A scepter fashioned to resemble a skeletal arm, which unnerves the dragon turtle for some inexplicable reason
- 10 An elegant candelabra that the dragon turtle thinks is lost, but that is actually wedged into a crack in their shell

EMERALD DRAGONS

Although emerald dragons are wise beyond telling, they usually answer questions with some vague jibber jabber like, "The answer lies within you."
Frustrating!

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with emerald dragons. Emerald dragon stat blocks appear in chapter 6.

CREATING AN EMERALD DRAGON

Use the Emerald Dragon Personality Traits and Emerald Dragon Ideals tables to inspire your portrayal of distinctive emerald dragon characters.

EMERALD DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I repeat what others have said back to them to make sure I have remembered it correctly.
- 2 I might not like you, but I will endeavor to treat you with respect, if not kindness.
- 3 I like to impress visitors by reciting epic poetry.
- 4 The only people I'm interested in are those who know history and those who make history.
- 5 I like to adopt the personas of characters from legend.
- 6 I studiously mimic the mannerisms of my guests.
- 7 I prefer to get others talking, then fade into the background. Sometimes literally.
- 8 I seek out audiences and like to be the center of attention.

EMERALD DRAGON IDEALS

d6 Ideal

- 1 **Seclusion.** It's safer if others don't know I'm here—safer for me and safer for them. (Any)
- 2 **Observation.** People lie. Histories lie. Even dragons lie. But actions always ring true. (Lawful)
- 3 **Storytelling.** There is a magic in the retelling of stories. Each new teller adds a bit of themselves to the spell. (Any)
- 4 **Nurture.** Rearing a child is our best chance to make sure our own stories are passed on. (Any)

d6 Ideal

- 5 **Inquisitiveness.** Even the smallest village contains myriad stories of love, loss, triumph, and betrayal. There is always more to learn about people. (Any)
- 6 **Espionage.** Once I get paid for the information I glean, I don't care what others do with it. (Evil)

EMERALD DRAGON ADVENTURES

The Emerald Dragon Adventure Hooks table offers suggestions for stories and adventures involving emerald dragons.

EMERALD DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 An emerald dragon is the only witness to a murder but doesn't want to be found or identified.
- 2 An emerald dragon seeks heroes to participate in a dramatic reenactment of a legendary battle involving dragon riders.
- 3 An emerald dragon's assault on a fire giant has attracted the attention of the giant's clan, and now the dragon seeks aid.
- 4 Villagers have been going missing, and then are found weeks later roaming the forest. They have no memory of the emerald dragon who charmed them for wandering too close to the dragon's lair.
- 5 Giant lizards drawn to the lair of a legendary emerald dragon are terrorizing a nearby halfling settlement. One solution is to get rid of the dragon.
- 6 An emerald dragon is the headmaster in absentia of a bardic college and must be convinced to defend the school in a contest against a rival college.
- 7 An emerald dragon invisibly tails a party of adventurers, causing trouble for the heroes so the dragon can watch how they respond.
- 8 An emerald dragon has been spying for a villainous cabal, ensuring the villains remain one step ahead of the adventurers.

CONNECTED CREATURES

Emerald dragons generally go out of their way to avoid interacting with other intelligent creatures. However, their interest in history and culture occasionally gets the better of them, prompting them to seek some engagement with the folk of the world.

EMERALD DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 Blood hawks routinely accost an emerald dragon wyrmling who lairs near the hawks' nest.
- 2 An emerald dragon wyrmling is being hunted by a fire giant's pet hell hound.

d6 Connected Creatures

- 3 An emerald dragon wyrmling follows a berserker to observe the berserker's life. The berserker believes the dragon is a spirit companion.
- 4 A flattering frog plies an emerald dragon wyrmling with gems in exchange for information about a settlement the wyrmling has been observing.
- 5 An emerald dragon wyrmling keeps trying to play with a pair of newly hatched fire snakes.
- 6 An emerald dragon wyrmling has been captured by scheming duergar, who plan to use the wyrmling as bait to lure the wyrmling's parents out of their lair.

YOUNG EMERALD DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young emerald dragon has befriended a stone giant, who is teaching the dragon giant folklore.
- 2 A young emerald dragon lairs in abandoned bandit caverns also occupied by a friendly earth elemental, which hunts for buried coins for the dragon's hoard.
- 3 A galeb duhr acts as a door guard to a young emerald dragon's lair.
- 4 A young emerald dragon invites repeated visits from a drow mage who corrects what the dragon has learned about the history of the elven schism.
- 5 A young emerald dragon attempts to drive off a clan of cyclopes who have taken up residence in a nearby cave, attacking the clan's herd of giant goats.
- 6 An assassin and a young emerald dragon train together to master the art of stealth.

ADULT EMERALD DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult emerald dragon wages a constant battle against deep gnome miners, who scour the tunnels of the dragon's lair in search of emeralds.
- 2 An adult silver dragon tries to befriend and draw out a reclusive adult emerald dragon.
- 3 An adult emerald dragon unwillingly serves a fire giant tribe holding the dragon's egg hostage.
- 4 An adult emerald dragon is fascinated by the intrigues of a rakshasa disguised as a human merchant prince.
- 5 An adult emerald dragon shows an emerald dragon wyrmling how to safely observe Humanoids without being detected.
- 6 An adult emerald dragon keeps a wary eye on the efreet who have built a tower near the dragon's lair, and indirectly aids any who oppose the efreet.

d8 Connected Creatures

- 7 An iron golem ferries visitors across the lava moat surrounding an adult emerald dragon's lair.
- 8 An adult emerald dragon spies on the adult red dragon who killed the emerald dragon's mate, looking for weaknesses.

ANCIENT EMERALD DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient emerald dragon bargains with a pit fiend to buy back the soul of a legendary hero.
- 2 A group of adult red and silver dragons set aside their differences to learn wisdom from an ancient emerald dragon.
- 3 Two balors act as jailers for an ancient emerald dragon imprisoned by a long-dead enemy.
- 4 An ancient emerald dragon works to summon a solar to get a firsthand account for a history of the gods the dragon is compiling.

EMERALD DRAGON LAIRS

Emerald dragons make their lairs in caves and subterranean ruins, favoring locations that have been abandoned—and ideally forgotten—by other creatures. They are most comfortable in extreme heat, so they frequently choose lair sites in the sides of volcanoes or near geothermal vents.

An emerald dragon's lair is a maze of twisting tunnels, interconnected caverns, or crumbling ruins designed to disorient intruders. Circuitous routes within the lair provide the dragon with numerous

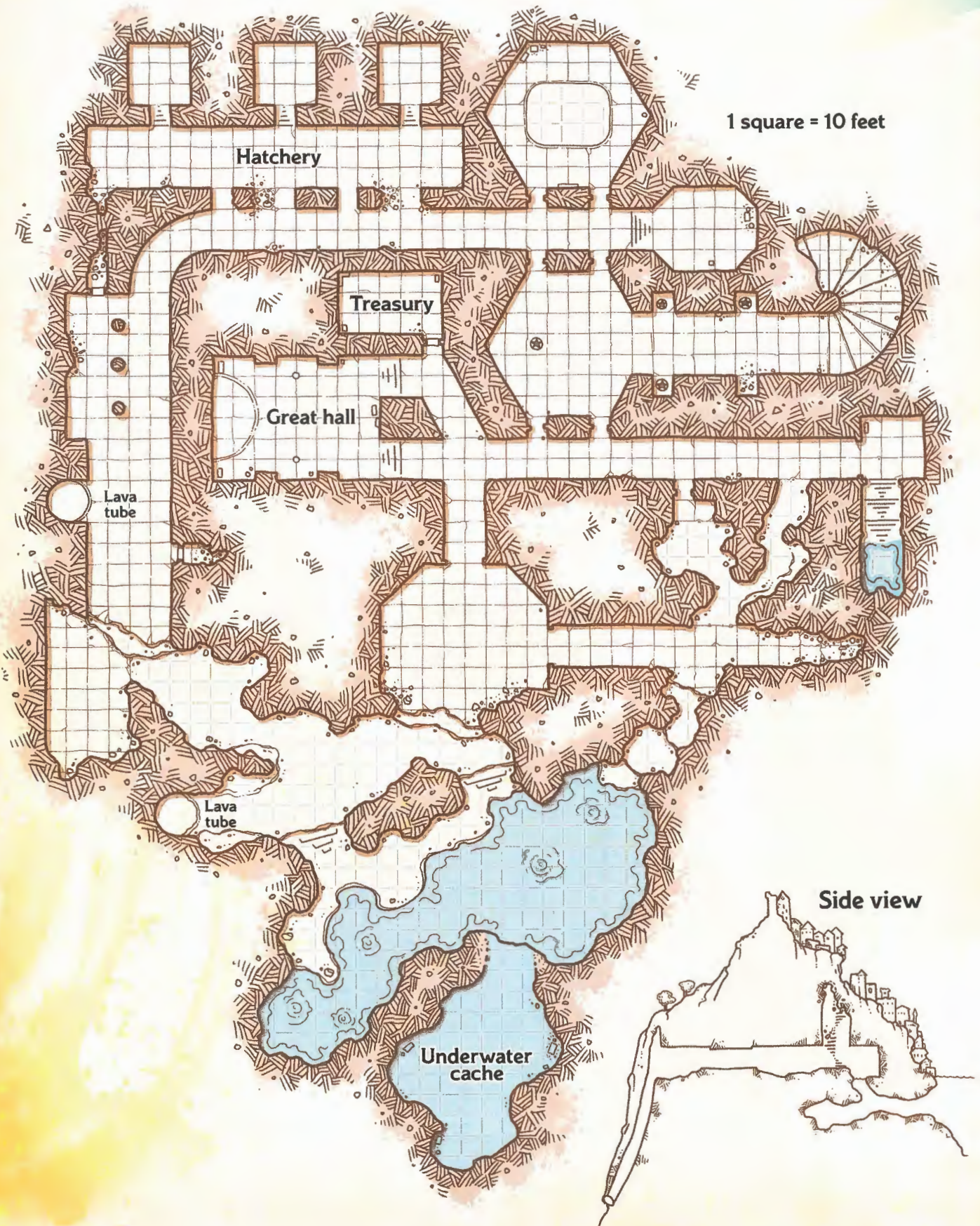
RAULOTHIM

Raulothim is an ancient emerald dragon who dwells in an extinct volcano known as the Pit of Stars, on the northernmost isle of Ruathym off the Sword Coast of Faerûn. Though most emerald dragons are paranoid by nature, Raulothim became especially so after having witnessed the arrival of planar travelers in Faerûn. Fearing that an invasion of his world by interplanar armies was inevitable, he has spent the past century collecting magic items that he hopes will enable him to survive the coming conflict.

Raulothim's drive to amass magic and his innate mistrust of anyone powerful enough to potentially threaten him make the dragon a dangerous adversary. However, he knows the surest way of safeguarding Faerûn against planar invaders is to keep a careful watch on all planar portals—and that to do so, he must rely on allies. Raulothim is therefore open to negotiating with adventurers willing to aid in that task—but only those he is sure he can trust. On more than one occasion, doubt has gnawed at Raulothim's mind, prompting him to preemptively strike against a previously trusted ally.

EMERALD DRAGON LAIR

MAP 5.8



ways to evade pursuit, while strategically designed choke points allow them to harry enemies with repeated ambushes. Emerald dragons frequently lay traps and alarms at the entrance points to their lairs, with older (and more paranoid) dragons employing several layers of such defenses.

EMERALD DRAGON LAIR FEATURES

The emerald dragon lair shown in map 5.8 is a series of ancient vaults situated beneath a city built in the caldera of a dormant volcano. The vaults fell into disuse over a century ago when an upwelling from the lake at the caldera's center collapsed a portion of the vaults and flooded their halls with boiling water and noxious fumes. The stairwell leading up to the city was sealed to prevent the fumes from spilling into the streets above. Decades later, once the volcano's activity had subsided, the dragon moved in.

The lair has the following features:

Lava Tubes. When the volcano is quiet, the dragon uses the lava tubes to come and go from the lair.

Great Hall. The emerald dragon resides in a grand rectangular hall near the center of the vaults, keeping one eye on the hallway leading to the flooded stairwell, never quite trusting that some covetous intruder won't find a way through.

Treasury. The dragon stores the finest treasures in a smaller chamber just above the great hall on the map.

Watery Caves. Near the bottom portion of the map, the vaults give way to natural stone caves; these caves slope down to a subterranean pool that connects to the caldera lake via an underwater channel. When the volcano is active, the waters here bubble up into the caves before draining down nearby lava tubes. During especially active periods, the waters surge up into the nearest halls and corridors before draining away.

Underwater Cache. The dragon stashes gold and gems in an underwater cave (at the bottom of the map), the entrance to which lies 40 feet below the surface of the subterranean pool.

Hatchery. The dragon has lovingly arranged the three small chambers in the top left of the map, farthest from the pools, as a hatchery. Visitors might discover an egg or an emerald dragon wyrmling in one of the chambers.

Preserved Vaults. The dragon has left most of the remaining areas of the vaults as they were when their creators abandoned them, taking great interest in the artifacts and architecture they left behind. Visitors who manage to convince the dragon they are not a threat are treated to a tour of the vaults, with the dragon acting like the curator of a museum.

EMERALD DRAGON TREASURES

Emerald dragons are unusual among gem dragons in their preference for coinage over gemstones when amassing treasure. They are fascinated by the various designs of coinage and often strive to collect rare mintages. Most emerald dragons can precisely enumerate the names, amounts, and denominations of every bit of currency in their hoards.

Emerald dragons also prize cultural artifacts, especially relics with historical significance. They place great importance on an item's provenance, which can make it difficult to gauge how they might value any particular object. Despite remaining unmoved by the loss of a gold scepter deemed to be a replica, an emerald dragon might become enraged at the theft of a clay mug known to have been used by a legendary dwarf warlord while on campaign.

EMERALD DRAGON ART OBJECTS

d10 Object

- 1 A traveling cloak worn by an elf apostate named Huwella Starshine to the trial where she was convicted and executed
- 2 A nonmagical crystal ball used by Firendelbip, a deep gnome seer who predicted the overthrow of a thousand-year-old fomorian empire
- 3 Spurs worn by the famous human cavalier Roganvald, who challenged the dragon Arathimax the Red (Roganvald's armor now lies in Arathimax's hoard)
- 4 The ornate badge of office of the lich Zakir, nine-time governor of the city of Durn
- 5 A gravy ladle belonging to Lara Rurpledeep, a famed halfling gourmand
- 6 A sextant used by the renowned dwarf explorer Thavrik Rustbeard
- 7 A jeweled hairnet worn by the cloud giant Ultania, who slew her own mother to claim her throne
- 8 A phoenix-shaped brooch passed down to each of the forty-seven recorded incarnations of Gaz, a githzerai monk
- 9 A trophy cup engraved with a pumpkin, awarded each year at the harvest festival of Riksdell before that settlement fell to a plague
- 10 Rusty chains used to bind the orc master thief Korjus before she escaped and conquered half the lands of the south

FAERIE DRAGONS

Say what you will about faerie dragons,
but they know their pastries. Eclairs!
Macarons! Cuppie cakes! Mmm, now I've
gone and made myself hungry.
—Fizban

Use the tables and other information in this section to craft unique encounters with faerie dragons.

CREATING A FAERIE DRAGON

Use the Faerie Dragon Personality Traits and Faerie Dragon Ideals tables to inspire your portrayal of distinctive faerie dragon characters.

FAERIE DRAGON PERSONALITY TRAITS

d8 Trait

- 1 Some people say I have a short attention span, and that I'm easily distractable, but they don't ... oh wow, is that a lute?
- 2 I do *not* constantly steal food. If you can't keep track of your rations, that's really a personal failing.
- 3 I'm much smarter than I look, and if you can't say the same, this is going to be a short conversation.
- 4 Elf, dwarf, horse—you non-dragons all look the same to me. No offense.
- 5 When I narrate what I'm doing in song, it makes everything feel more epic, don't you think?
- 6 The world is a product of my imagination. The fact that you think you exist when I'm not thinking about you is adorable.
- 7 I'm quick to make friends and love winning over grumpy and stoic types. If they don't yet appreciate my help, that just means they need more of it!
- 8 I like to earn people's trust, then lead them into dangerous situations and make off with their treasure while they're distracted.

FAERIE DRAGON IDEALS

d6 Ideal

- 1 **Benevolence.** Jokes are one thing, but I won't abide cruelty. My mischief brings joy to the downtrodden and ridicule to oppressors. (Good)
- 2 **Variety.** How can anyone stand to do the same things over and over? I take any opportunity to shake things up by trying something new. (Chaotic)

d6 Ideal

- 3 **Fun.** What's the point of living if you're not going to enjoy yourself? (Any)
- 4 **Humor.** My jokes make life more interesting for everyone. Or at least for me. (Any)
- 5 **Energy.** Boredom is worse than death. I'm not much for plans, but you can always count on me to make *something* happen! (Chaotic)
- 6 **Selfishness.** Other creatures exist for my amusement. If tormenting them were wrong, why would I enjoy it so much? (Evil)

FAERIE DRAGON ADVENTURES

The Faerie Dragon Adventure Hooks table offers suggestions for stories and adventures involving faerie dragons.

FAERIE DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A faerie dragon has noticed raiders tracking a defenseless caravan and is eager to warn someone who can help.
- 2 A faerie dragon seeks revenge on the monsters that killed the dragon's ranger companion.
- 3 A faerie dragon needs help ending a curse that has begun corrupting local plants and animals in the dragon's forest.
- 4 A faerie dragon has been harassing local miners who are disturbing the dragon's territory.
- 5 A faerie dragon has discovered the entrance to an ancient ruin and is eager to tag along while an adventuring party explores it.
- 6 A faerie dragon has stolen a dangerous magic item from a wizard's workshop, without any idea of what it actually does.
- 7 A faerie dragon has stumbled upon the recently dead corpse of a centaur messenger bearing a crucial warning for the centaur's community.
- 8 A faerie dragon has been magically compelled to work as an invisible assassin and is desperate for someone to break the compulsion.

CONNECTED CREATURES

As is suggested by their name and nature, faerie dragons tend to prefer the company of Fey, as well as wild animals and any chaotic creatures who can appreciate faerie dragons' madcap sense of humor. At the same time, faerie dragons' limited attention spans often leave them starved for novelty, and nearly any creature can attract their interest—at least temporarily.

FAERIE DRAGON CONNECTIONS

d10 Connected Creatures

- 1 An entrepreneurial gnome uses a faerie dragon's Euphoria Breath to open a novel relaxation spa; the dragon appreciates the steady stream of treats and baubles they receive in exchange for their labor.
- 2 A faerie dragon is in love with a member of a pixie royal court and is constantly searching for some grand deed capable of impressing their beloved.
- 3 A faerie dragon uses magic to aid in the rambling revels of a band of satyrs.
- 4 A faerie dragon and a quasit are sworn enemies, and their invisible battles and the elaborate traps they lay for each other cause havoc in the area where they both live.
- 5 A mercenary band keeps a faerie dragon captive in a cage, forcing the dragon to act as a jester.
- 6 A faerie dragon nests in the branches of a tree that recently received the benefit of a druid's *awaken* spell and promises to teach the awakened tree in exchange for shelter and companionship.
- 7 A faerie dragon rules a pack of blink dogs, leading them on a grand quest against evil that the dragon is making up along the way.
- 8 A green dragon wyrmling has recruited a faerie dragon as a spy, though the faerie dragon's bizarre means of carrying out orders leaves the green dragon wondering if it's worth the effort.
- 9 A faerie dragon constantly tries to impress a gruff dwarf priest by proselytizing to everyone they meet as they travel together, but the dragon's interpretation of their "shared faith" is extremely eccentric.
- 10 A faerie dragon has intimidated a gang of goblins and now forces the goblins to follow an increasingly bizarre set of rules.

FAERIE DRAGON LAIRS

Faerie dragons go where the fun is. For many, this means dwelling near portals to the Feywild, enjoying that realm's unpredictable magic and boisterous revels. Yet it can just as easily mean residing among other peoples—stealing baubles from shrines, nesting in cluttered attics, or following explorers and other intriguing individuals on their travels. For as much as they love their homes and hoards, faerie dragons abandon both without a second thought if adventure beckons.

Faerie dragon lairs are as varied and eccentric as their owners. Some resemble simple animal nests, hidden away in secret crevices or woven of twigs and trash in the forks of ancient trees. Faerie dragons may also draw on the trappings of civilization,

perhaps stealing a child's dollhouse for use as a manor or convincing pixies to construct them a silken bower. The most elaborate faerie dragon lairs are modeled off those of larger dragons, featuring multiple chambers and cunning traps.

FAERIE DRAGON LAIR FEATURES

An example complex faerie dragon lair is built around several hollowed-out chambers inside a large dead tree. The tree is decorated with the dragon's lesser treasures, its limbs draped with scrolls and scarves and set with glittering glass. You could use part of the underground portion of the copper dragon's lair (map 5.6) to represent such a lair, with the scale reduced to 2½ feet per square, the hollow spaces tucked inside a massive tree trunk, and the passages running inside major branches rather than underground. A typical lair has the following features:

Trapped Entrance. Just inside the knothole that acts as the lair's main entrance, the dragon has hidden a stolen hunting trap.

Audience Chamber. The passage opens up into the audience chamber, where the dragon lounges on a pillow and entertains diminutive Fey guests (or, in lieu of Fey, a family of very confused squirrels).

Hoard and Larder. Beyond the audience chamber are separate hollows for the dragon's hoard ("shinies") and larder ("nibbles").

Sleeping Chamber. The innermost cavity of the lair is the sleeping chamber, which the dragon has fastidiously lined with fragments of mirrored glass. The dragon preens and holds long, complimentary conversations with myriad admiring reflections here.

Escape Tunnel. From the sleeping chamber, a concealed escape tunnel leads out through a hollow root before emerging in a thick briar patch.

LAIR ACTIONS

As they are presented in the *Monster Manual*, faerie dragons don't have access to lair actions while in their lairs. At your discretion, a green or older faerie dragon can take one of the following lair actions on initiative count 20 (losing initiative ties):

Chaotic Aura. The faerie dragon creates misdirecting currents of air and magic around itself. Until initiative count 20 on the next round, whenever a ranged attack roll misses the dragon, reroll the attack against a random creature within 30 feet of the dragon that doesn't have total cover against the attack.

Grasping Plants. The faerie dragon causes roots and vines to temporarily grow around it; until initiative count 20 on the next round, the ground within 20 feet of the dragon is difficult terrain.



REGIONAL EFFECTS

The region containing a faerie dragon's lair can be transformed by its presence, creating one or more of the following effects:

Compulsory Offering. The first time a creature comes within 1 mile of the faerie dragon's lair, the creature must succeed on a DC 15 Wisdom saving throw or feel an overwhelming compulsion to leave an offering worth at least 5 gp stashed in an out-of-the-way place. The dragon immediately senses the location of this gift. A creature can be affected only once by this compulsion.

Malleable Time. Time is fluid within 1 mile of the faerie dragon's lair, flowing somewhere between half and twice its normal speed.

Mischief Afoot. Sapient creatures that spend a year within 5 miles of the faerie dragon's lair feel the persistent urge to play pranks on others.

If the faerie dragon dies, these effects fade over the course of 1d10 days.

FAERIE DRAGON TREASURES

Faerie dragons covet treasure as much as their larger draconic kin, but they are significantly less

discerning. Faerie dragons' hoards are thus often a mix of genuine wealth and intriguing trash, with the dragons paying more attention to the wild stories they concoct around each item than the items' actual monetary value. These tiny egomaniacs can often be bribed with cheap but sufficiently respectful tributes of food and shiny trinkets, though their tendency to "borrow" any random object that catches their eye means a faerie dragon nest might also contain items of surprising value—often without the dragon realizing it.

FAERIE DRAGON ART OBJECTS

d8 Object

- 1 A fist-sized puzzle box that the dragon hasn't been able to open, and that holds a tiny clay tablet marked with a mysterious string of numbers
- 2 An illustrated tome titled *Hrgold's Bestiary*, which falls open to an oft-read entry on faerie dragons
- 3 A majestic military jacket featuring a dazzling array of medals and five different secret pockets
- 4 A gold-rimmed monocle sized for a cyclops, complete with a gold chain
- 5 A gilded pseudodragon skull that the faerie dragon likes to wear as a mask while pretending to be a different dragon called "Regnus the Unspeakable"
- 6 A cask of wine stamped with the seal of a noble's private collection
- 7 A framed painting of a red dragon destroying an army, with a hole chewed through the dragon's face so the faerie dragon can stick their head through it
- 8 A tiny scale model of a castle that opens like a dollhouse to reveal the chambers and secret passages within

NATHAIR SGIATHACH

Sometimes incorrectly assumed to be a god by non-dragons, Nathair Sgiathach (pronounced "nah-HAIR skee-HOKH") is the most famous of faerie dragon folk heroes. Like other faerie dragons, Nathair adores jokes—even those made at the dragon's expense—which makes Nathair particularly popular among their pixie, sprite, and other Fey associates. Though Nathair's magical powers are far greater than those of most faerie dragons (thanks in part to highly developed dragonsight), Nathair still prefers to resolve conflict with harmless pranks and absurdities, such as making an enemy's buttocks glow red and appear to sing folk tunes. When necessary, however, Nathair doesn't shy away from fighting to defend their beloved faerie folk. As such, some Fey teach their children to call Nathair Sgiathach's name in times of trouble, on the chance that the faerie dragon might be lurking invisibly nearby, as well as to put out ceremonial offerings of the faerie dragon's favorite food: apple pie.

GOLD DRAGONS

Modrons have an inexplicable habit of mistaking gold dragons for their leader, Primus. The dragons don't mind, and the modrons don't seem to mind. So why do I find this so offensive?

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with gold dragons.

CREATING A GOLD DRAGON

Use the Gold Dragon Personality Traits and Gold Dragon Ideals tables to inspire your portrayal of distinctive gold dragon characters, and use the Gold Dragon Spellcasting table to help select spells for a spellcasting dragon.

GOLD DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I prefer to parley before combat. If villains can be reformed without violence, all the better.
- 2 Shorter-lived species often have difficulty perceiving the full scope of time's tapestry and lack the patience for my appropriately thorough explanations.
- 3 Others might find me cold and dispassionate, but such is the price of perspective. Few creatures enjoy confronting the relative smallness of their lives.
- 4 Disguises allow me to bestow small kindnesses and experience the simple pleasures of companionship without constantly being petitioned. I'm proud of my acting ability and never break character.
- 5 The future is writ large in the patterns of history. I enjoy conversing with others who think critically about history and society.
- 6 I enjoy gifts but find attempts to hire or bribe me deeply offensive.
- 7 My reclusiveness is a filter. If someone lacks the motivation to overcome my barriers, then their matter is unworthy of my attention.
- 8 On a long enough timescale, all actions are meaningless. So why should I deny myself anything?

GOLD DRAGON IDEALS

d6 Ideal

- 1 **Foresight.** Righteous action requires carefully weighing potential consequences to ensure the cure is not worse than the disease. (Lawful)
- 2 **Restraint.** I cannot right every wrong. I encourage others to solve their own problems, and I save my strength for tribulations only I can address. (Any)
- 3 **Stewardship.** I do not serve individuals, but rather history. By acting strategically, I tip the ultimate balance toward justice and virtue. (Good)
- 4 **Objectivity.** I remain impartial in my judgments and refuse to let personal feelings get in the way of what's fair or necessary. (Lawful)
- 5 **Isolation.** Every interaction has ramifications that stretch on into infinity. I curate my impact on the world by remaining aloof and self-reliant. (Any)
- 6 **Sovereignty.** Other creatures lack my wisdom and must be controlled to prevent wrongdoing. (Evil)

GOLD DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	17	<i>bless, cure wounds, slow, suggestion, zone of truth</i>
Adult	21	<i>bless, commune, cure wounds, geas,* slow, suggestion, zone of truth</i>
Ancient	24	<i>bless, commune,* cure wounds, geas,* plane shift (+16 to hit), slow, suggestion, word of recall, zone of truth</i>

*This spell's casting time is longer than 1 action.

GOLD DRAGON ADVENTURES

The Gold Dragon Adventure Hooks table offers suggestions for stories and adventures involving gold dragons.

GOLD DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 When two cities stand on the brink of war, someone needs to make the arduous journey to convince a gold dragon to arbitrate the dispute.
- 2 A scholar has learned a secret so dangerous that a gold dragon is set on magically wiping the scholar's mind. The dragon is recruiting trackers to locate the scholar, while the scholar tries to hire bodyguards.
- 3 A gold dragon seeks to vanquish evil by conquering and uniting all nations under a totalitarian government that will enforce the dragon's benevolent laws.
- 4 A gold dragon has been attacking travelers in an effort to drive them away from the dragon's territory, which holds a deadly artifact at its center.

d8 Adventure Hook

- 5 A gold dragon has decided to burn a plague-infected city to the ground, sacrificing the residents to limit the contagion's spread.
- 6 A gold dragon needs agents to infiltrate a magical prison complex and liberate the dragon's monk companion, who has been unjustly sentenced.
- 7 A gold dragon demands reparations from a city whose rulers sent adventurers to steal from the dragon's hoard.
- 8 A gold dragon requires a team of specialists to help break into the infamous Lamentation Vault and acquire the world-shaking prophecy held within.

CONNECTED CREATURES

Gold dragons tend to hold themselves apart from the worlds they watch over, favoring isolation and trusting only a few close allies and guardians. When they do walk among other creatures, they prefer to do so in disguise, relishing the opportunity to see the world through different eyes.

GOLD DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A gold dragon wyrmling bonded with a xorn over their shared love of gems and seeks to help the creature back to the Elemental Plane of Earth.
- 2 A gold dragon wyrmling yearns to imitate a couatl mentor and is searching for a magical location worth guarding.
- 3 A gold dragon wyrmling is venerated by a tribe of lizardfolk—much to the consternation of the priest who used to rule the tribe.
- 4 A band of centaurs makes pilgrimages to a gold dragon wyrmling's lair, bringing gifts of gems and knowledge.
- 5 A gold dragon wyrmling is fascinated by modrons' clockwork determinism and has tracked down and befriended a rogue pentadrone.
- 6 A gold dragon wyrmling has befriended a group of githzerai monks and visits them regularly to conduct elaborate thought experiments.

YOUNG GOLD DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young gold dragon enjoys the company of treants, who share the dragon's long view of history and methodical conversational style.
- 2 A young gold dragon lives in a cluster of stone spires and has secured the service of the galeb duhr who watch over the site.

d6 Connected Creatures

- 3 An arcanaloth has secured a contract requiring a young gold dragon to serve the Fiend once every five years. It can't make the dragon do evil acts, but the jobs often have unforeseen consequences.
- 4 A young gold dragon maintains a lair in a flying cloud giant citadel, winning the continued right to dwell there in repeated gambling games.
- 5 A young gold dragon and an archmage are uneasy companions, bound to defend each other by the dying wish of a heroic warrior they both loved.
- 6 After a young gold dragon freed a djinni from servitude, the djinni installed a portal linking the dragon's lair to the djinni's citadel on the Elemental Plane of Air.

ADULT GOLD DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult gold dragon has sworn to destroy the balor who killed the dragon's mate.
- 2 An adult gold dragon feels responsible for a paladin's fall from grace and sends minions across the world in search of the paladin—now a death knight—so they both might be redeemed.
- 3 An adult green dragon and an adult gold dragon skirmish over control of the vine-choked ruins of a floating mausoleum and its library of talking skulls.
- 4 An adult gold dragon enjoys playing strategy games with an androsphinx, one of the few creatures able to successfully bluff the dragon.
- 5 An adult gold dragon living in a desert temple helps some elf oracles interpret visions bestowed by an artifact called the *Siren's Lens*.
- 6 An imprisoned mummy lord has convinced its adult gold dragon jailer that the mummy's plans for domination will be for the best in the long run.
- 7 An adult gold dragon crafted an iron golem to defend the dragon's lair and talks to it as if it were a person.
- 8 An adult gold dragon hunts the adult blue dracolich who stole the legendary *Crown of Endings* from the gold dragon's hoard.

ANCIENT GOLD DRAGON CONNECTIONS

d4 Connected Creatures

- 1 A solar who admires an ancient gold dragon campaigns to recruit the dragon into the service of the solar's god.
- 2 An ancient gold dragon is infatuated with an oblivious empyrean, drawn in by the empyrean's carefree nature and larger-than-life emotions.



d4 Connected Creatures

- 3 An ancient gold dragon and a lich have vied to bend history to their respective wills. The two have reluctantly come to understand and empathize with each other.
- 4 An ancient gold dragon takes little interest in the day-to-day governance of a powerful empire. But the dragon expects to be obeyed completely when deigning to address the populace.

GOLD DRAGON LAIRS

Despite their affection for people and their diverse cultures, gold dragons typically make their lairs in hidden places far from civilization, where only the most desperate and dedicated can find them. Many live in the ruins of vanished cultures, appreciating the beautiful inevitability of entropy and the reminder of how easily progress can be lost without careful tending. Crumbling shrines, towers reclaimed by the wilderness, and fallen fortresses all appeal to a gold dragon's sense of history—though they can be equally enraptured by picturesque natural settings. A gold dragon lair almost always involves water, be it a river, a lake, or an ocean shore.

GOLD DRAGON LAIR FEATURES

The gold dragon lair shown in map 5.9 occupies a misty river gorge and has the following features:

Waterfall Cave. A rushing river cascades over the cliff in a scintillating waterfall, concealing the entrance to the dragon's cavern complex. Past this thundering curtain, a cave opens into the grand hall.

Grand Hall. Six glowing crystalline columns support the ceiling of this cave. The columns' colors

TAMARAND

As the King of Justice, Tamarand is the nominal ruler of gold dragons throughout Faerûn. Other gold dragons seek out his wisdom before embarking on their own quests, to ensure they aren't overlooking any hidden consequences.

Tamarand is thoughtful, decisive, and surprisingly friendly toward non-dragons. He has strong bonds with the storm giants of the Galena Mountains and is a dedicated scholar of Humanoid cultures, having seen firsthand just how powerful such creatures can be when properly organized. After narrowly escaping assassination by dragon hunters in his former lair near Bloodstone Pass, Tamarand currently resides in the Vaasan wilderness and keeps his exact location a closely guarded secret.

reflect the dragon's mood, and they can animate to defend the lair.

Gallery. A passageway running left from the grand hall is lined with busts of allies and enemies from the dragon's past. This area contains the *water mirror*, a magical glass case filled by seepage from the river above, which the dragon uses to scry across both distance and time.

Sleeping Chamber. At the end of the gallery passage, the dragon's sleeping chamber opens up, its walls lined with shelves holding books and useful magic items.

Treasury Hall. Armored doors within the sleeping chamber lead to the dragon's treasury hall, which features an 80-foot sheer drop into a viewing gallery.

Hoard and Vault. A chamber on the right side of the treasury hall holds the dragon's hoard, which serves to distract would-be thieves from a store of dangerous and corrupting artifacts hidden in a secret vault opposite the hoard chamber.

Pantry. A rough chamber off the right side of the great hall acts as the dragon's pantry, holding racks of pearls and other gems.

Apartments. In the top right corner of the map, a worked-stone alcove leads to Humanoid-scale apartments to accommodate the dragon's most honored comrades, as well as the dragon in Humanoid form.

Pavilions. Outside the lair, weathered pavilions climb the cliffs overlooking the waterfall's plunge pool, offering a convenient place for the dragon to meet visitors. Beyond the pavilions, an elegant pathway winds through self-manicuring gardens before ending abruptly in trackless wilderness.

ADDITIONAL LAIR ACTION

At your discretion, a legendary (adult or ancient) gold dragon can use the following additional lair action while in its lair:

Beguiling Glow. Warm light fills a 30-foot-radius sphere centered on the dragon; each creature in that area must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

REGIONAL EFFECTS

Any of these effects might appear in the area around a gold dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Beneficent Trail. Within 10 miles of the dragon's lair, small runes in the shape of a gold dragon appear to creatures in great need, marking a subtle trail leading to the dragon's lair.

Emanation of Justice. Creatures that spend a year within 6 miles of the dragon's lair value fairness and justice over their personal feelings.

Liar's Revelation. Within 6 miles of the dragon's lair, any creature attempting to tell a deliberate lie must succeed on a DC 15 Charisma saving throw or find itself accidentally revealing the truth it was attempting to conceal. The first time a creature fails this saving throw, it is immune to this effect for 24 hours.

GOLD DRAGON TREASURES

Gold dragons consider gems and pearls culinary delicacies, and they often have a section of their hoard that's as much pantry as treasury. Beyond such consumables, they prefer items they can learn from, whether rare historical or metaphysical texts, mysterious relics and curios, or puzzles and prophecies offering hints at the future.

Gold dragons also collect trophies marking important events and successes in their lives. But unlike many other dragons, they are just as likely to prize mementos of their defeats and mistakes, believing that such reminders are inherently instructive. Like bronze dragons, gold dragons often guard particularly dangerous artifacts as a form of public service, and thus prize clever magical or mundane defenses to keep their lairs safe and hidden.

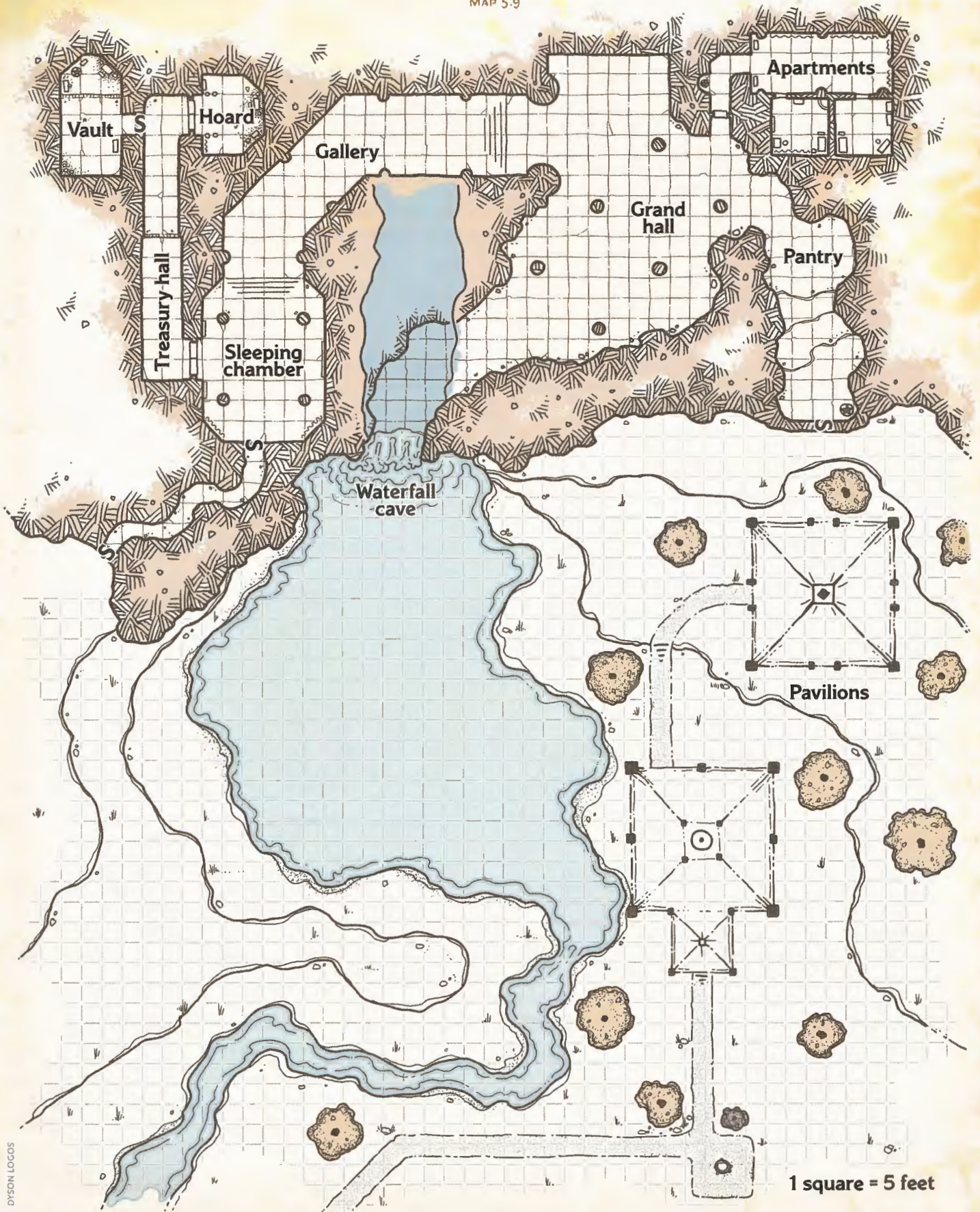
GOLD DRAGON ART OBJECTS

d10 Object

- 1 A fine tapestry depicting the intermingled family trees of several royal bloodlines going back multiple generations—and containing surprising revelations
- 2 An orrery showing the world's place in the solar system—with one gemstone planet too many
- 3 A scroll covered with surrealist imagery, entitled *Voyage through the Land of Dreams*
- 4 A black dragon skull with a crack down the middle and gems fixed in its eye sockets; a plaque along the bottom reads, "So too shall ye be"
- 5 A metal wheel with various holy symbols affixed to its edges; thin arms at the center of the wheel are made to hold a spherical object that is missing
- 6 A series of nesting metal cylinders, each inscribed with a different proverb or paradox; the central cylinder contains a single gold dragon scale
- 7 An elaborate atlas bound in wyvern hide, with several remote regions circled and labeled in code
- 8 A clever clockwork music box that, when cranked, recites a prophecy in Modron
- 9 An elaborately decorated tea set, each of its cups themed after a different plane of existence
- 10 An elaborate calendar clock with one face burned and cracked and two others that are counting down to unspecified future events, including one less than a month away

GOLD DRAGON LAIR

MAP 5-9



DIYSON LOGOS

GREEN DRAGONS

In some ways the green dragon is the most "dragon" of dragons. Pity that Tiamat gets credit for them.

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with green dragons.

CREATING A GREEN DRAGON

Use the Green Dragon Personality Traits and Green Dragon Ideals tables to inspire your portrayal of distinctive green dragon characters, and use the Green Dragon Spellcasting table to help select spells for a spellcasting dragon.

GREEN DRAGON PERSONALITY TRAITS

d8 Trait

- 1 You're either with me or you're against me. Just kidding—you're lunch either way!
- 2 I hate how much people think they matter in a world that was old before their kind even learned the idea of names.
- 3 The more the merrier as far as I'm concerned: more to control, more to torture, more to feast upon when I'm finally bored.
- 4 Bipedal life is too ugly and ignorant to merit even a scrap of compassion.
- 5 I like seeing life through the eyes of a lesser being—before forcing that creature to gouge their eyes out.
- 6 The wilds are mine and mine alone, and anyone who thinks they can enter my territory had best hope I have other distractions that day.
- 7 I allow others to dwell in my forest—if they act as my eyes, ears, and occasional playthings in return.
- 8 I harbor no animosity toward anyone. Let me grow ancient with my forest, and I'll leave you in peace.

GREEN DRAGON IDEALS

d6 Ideal

- 1 **Isolation.** Territories can be properly established only when all parties respect the borders of their neighbors. (Lawful)
- 2 **Control.** All lesser beings should bare their throats to their betters. (Evil)

d6 Ideal

- 3 **Respect.** Fear is amusing, but reverence is delicious. (Any)
- 4 **Intrigue.** The world is so much more entertaining when no one trusts anyone. (Evil)
- 5 **Imagination.** Nothing is more gauche than repeating the same activities day after day. (Any)
- 6 **Tolerance.** The impermanence of intelligent life is bittersweet and should be honored as such. (Good)

GREEN DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	13	<i>invisibility, speak with animals</i>
Adult	16	<i>invisibility, plant growth, speak with animals</i>
Ancient	19	<i>invisibility, mass suggestion, plant growth, speak with animals</i>

GREEN DRAGON ADVENTURES

The Green Dragon Adventure Hooks table offers suggestions for stories and adventures involving green dragons.

GREEN DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A green dragon is terrorizing a forest settlement, murdering and eating someone each night before depositing the grisly remains in the village square.
- 2 Trolls are attacking trade caravans, stealing and killing whatever they can—all to placate a green dragon living in their territory.
- 3 A cult is capturing travelers to feed a newly hatched pair of green dragons.
- 4 A convicted murderer begs for clemency, claiming to have been under the control of a green dragon while on a killing spree.
- 5 The misty forest at the border of a coastal realm is beginning to grow alarmingly, and sages suspect it might be the work of a green dragon.
- 6 A green dragon stirs from a long underground slumber to discover that a city has been built where the dragon's forest lair once stood.
- 7 Hill giant raiders promise to stop their pillaging in exchange for a clutch of green dragon wyrmlings to raise.
- 8 A green dragon stalks a well-known trade route, interrogating all passersby on what they know about a dead gold dragon's lost hoard.

CONNECTED CREATURES

Green dragons see other living beings as objects to subjugate, torment, or eat. Solitary by nature, they seldom tolerate the presence of other creatures unless their presence serves a purpose.

GREEN DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A green dragon wyrmling is the centerpiece of a traveling circus but might not be a prisoner after all.
- 2 A green dragon wyrmling was raised by a cluster of pseudodragons, whom the wyrmling now protects.
- 3 Hobgoblin raiders have captured several green dragon wyrmlings, hoping to use them as the vanguards of their war parties.
- 4 A green dragon wyrmling exacerbates the chaotic tendencies of a group of satyrs, driving them to greater acts of mischief with the promise of rich rewards.
- 5 A green dragon wyrmling tricks a village of lizardfolk into believing the dragon is an incarnation of a lizardfolk god.
- 6 An ancient couatl attempts to shape the moral outlook of a green dragon wyrmling, so the dragon might inherit the duty of guarding the couatl's treasures.

YOUNG GREEN DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young green dragon and a treant vie for influence over a woodland region.
- 2 A young green dragon forces a group of dryads to collect treasures for the dragon's hoard, threatening to destroy their trees if they refuse.
- 3 An infestation of twig blights has taken over the lair of a young green dragon, and the dragon will do anything to reclaim it.
- 4 Green hags compete to gain an alliance with a young green dragon, turning a village into a staging ground for their games of deceit.
- 5 A young green dragon directs a conclave of yuan-ti under the command of a yuan-ti abomination, ordering the serpentfolk to search the forgotten tunnels of a city for the ancient treasures buried there.
- 6 An oni and a young green dragon work together to terrorize a village, taking a victim every night and leaving the rest too frightened to flee.

ADULT GREEN DRAGON CONNECTIONS

d8 Connected Creatures

- 1 A ruler controlled by an adult green dragon plunders the realm's populace to fill the dragon's hoard.
- 2 Several adult green dragons fight to claim a treasure hoard hidden under a woodland city.
- 3 An adult green dragon is bound to the service of a guardian naga and baits other creatures to kill the dragon's naga captor.
- 4 Giant apes raised from birth by an adult green dragon now serve as the dragon's hunting party.
- 5 Mind-controlled clerics lead unsuspecting worshippers to the lair of an adult green dragon.
- 6 An adult green dragon works to corrupt a young gold dragon trapped in the green dragon's woods.
- 7 Wood elves flagellate themselves to earn the favor of a god suddenly turned cruel, not knowing they've been misled by an adult green dragon.
- 8 An adult green dragon turns treants against the druids who once guarded the treants' grove.

ANCIENT GREEN DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient green dragon returns to the same sylvan forest every year to feed upon a herd of unicorns.
- 2 An ancient green dragon prevents would-be rescuers from reaching a cursed realm whose people are magically asleep and hidden behind a forest of thorns.
- 3 A once-peaceful land has become warlike, thanks to the ancient green dragon controlling its elf monarchs.
- 4 An ancient green dragon is the guardian of a lich's phylactery and extorts favors from the lich.

GREEN DRAGON LAIRS

Green dragons prefer making their lairs in verdant places—jungles, bayous, pine forests, or anywhere with abundant vegetation that they can shape according to their desires. An older green dragon might indulge in horticulture, cultivating the local flora as befits their individual aesthetic. However, most green dragons are content to either excavate beneath trees and nestle among the roots or make lairs inside trees large enough to be hollowed out without compromising their structure.

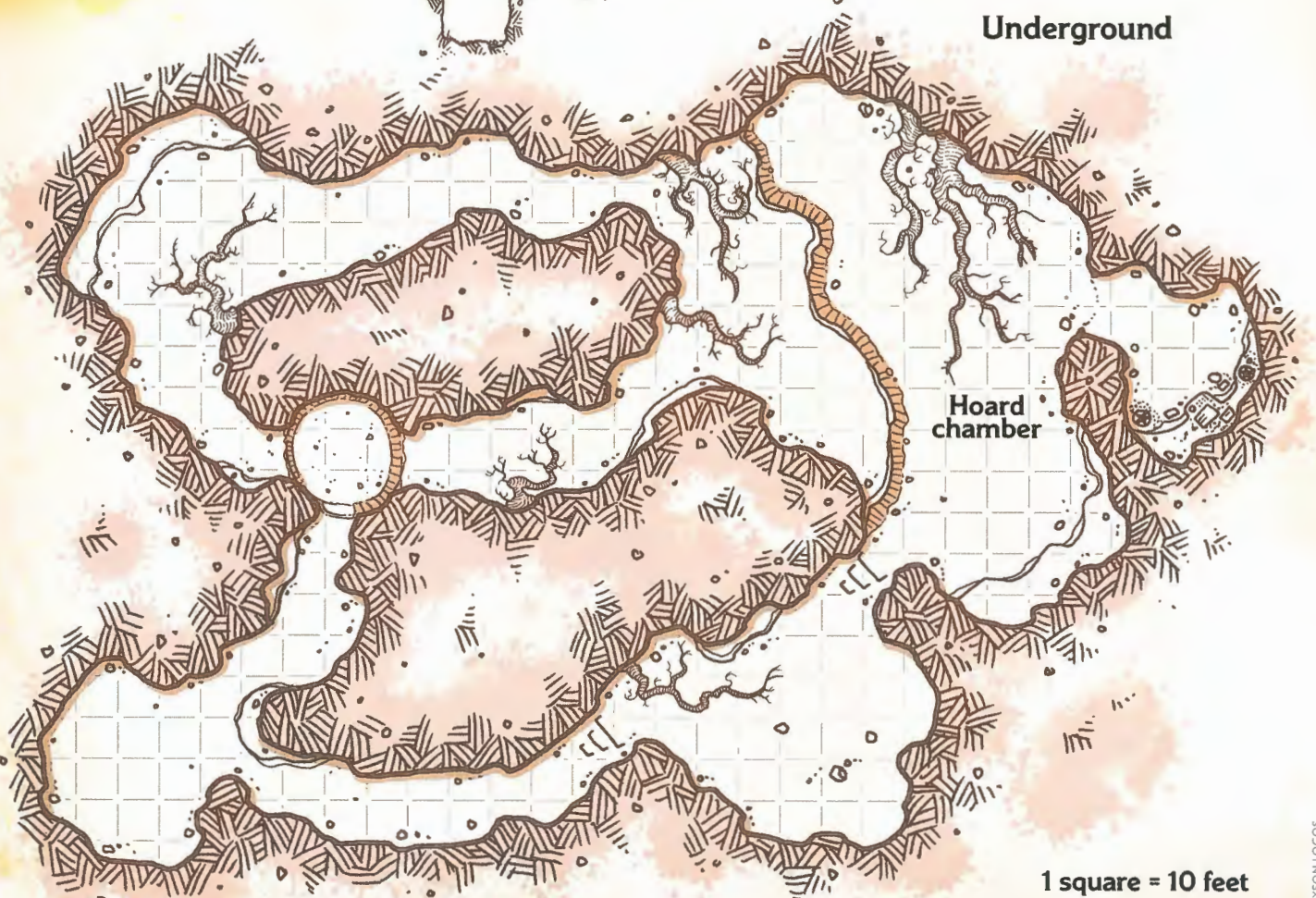
Green dragons take great interest in woodland settlements when seeking lair sites. Though they are fully capable of modifying forests to their own liking, they find it easier and vastly more entertaining to take something belonging to smaller and weaker beings.

GREEN DRAGON LAIR

MAP 5.10



Side view



Underground

Hoard chamber

1 square = 10 feet

GREEN DRAGON LAIR FEATURES

The green dragon lair shown in map 5.10 was an enormous banyan tree once sacred to the wood elves who lived around it. The original host tree around which the banyan tree grew is now dead and has rotted away, leaving a large columnar shaft within the trunk of the banyan that the dragon has expanded into a subterranean lair. The banyan continues to grow and to swallow up other nearby trees.

The lair has the following features:

Canopy. The green dragon has teased the banyan's sprawling canopy into a bowl-like shape within which the dragon can comfortably lounge. Threaded through the branches are bones from the dragon's meals—some messily clustered among the leaves, and others deliberately arranged to create macabre dioramas for the dragon's amusement. Such grisly scenes can also be seen scattered throughout the lair as reminders of the dragon's power, and as distractions and warnings for would-be interlopers.

Underground. The hollow center of the tree gives access to the dragon's lair below, nestled among the banyan's sprawling roots. Three tunnels branch off from the vertical shaft at different levels—none of them at the very bottom. This means a creature that falls to the bottom must find a way to ascend at least as far as the lowest tunnel.

Hoard Chamber. All three passages eventually converge in the large chamber at the right side of the map, where most of the dragon's hoard is kept.

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) green dragon can use one or both of the following additional lair actions while in its lair:

Creepier Vines. The dragon can use the vines and roots within its lair to animate up to three Humanoid corpses, which become **zombies** (see their entry in the *Monster Manual*). The zombies take their turn immediately after this lair action. Each one reverts to an inanimate corpse after 1 minute, when the dragon uses this lair action again, or when the zombie is destroyed.

Lashing Root. One large root or branch that is part of the lair makes a melee attack roll against a creature within 10 feet of it. It has a +7 bonus to hit and deals 10 (3d6) bludgeoning damage on a hit. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

Either or both of these effects might appear in the area around a green dragon's lair, in addition to or instead of those described in the *Monster Manual*:

Inviting Whispers. Whispers rustle in the foliage within 1 mile of the dragon's lair. The words are indistinct, but a creature with an Intelligence score of 5 or higher interprets them as an invitation to move deeper into the greenery.

Twisted Messengers. The dragon can cause any Tiny Beast within 1 mile of its lair to act as its mouthpiece. The effect is horrendous, as the creature's throat and mouth temporarily warp into a twisted version of the dragon's own in order to allow the dragon's voice to issue forth.

GREEN DRAGON TREASURES

Green dragons relish gems and jewelry whose palettes reflect their chosen forest environments, favoring viridescent colors and bursts of floral brilliance. Many develop vast collections of emeralds and beryls as a result, punctuated by amber, red rubies, tiger's eyes, bismuth, and the like. They likewise covet finely crafted items and works of art depicting unspoiled nature.



Unlike many of their kin, green dragons use the transformative power of nature to turn those valuables into truly unique treasures. By wrapping and threading treasures with rare vegetation and carefully applying their own skill as gardeners, green dragons meld nature and artifice into new masterpieces. This can lead to complications for would-be treasure hunters, as green dragons take enormous pride in their handiwork—so much so that intruders damaging the delicate arrangements of flower and vine that surround a treasure cache might come under attack before even touching any of the hoard's contents.

GREEN DRAGON ART OBJECTS

d10 Object

- 1 The polished skull of a unicorn, latticed with luminescent blooms
- 2 An elaborate necklace of yuan-ti origin, set with gleaming gems and dripping with strands of pearls
- 3 A harp, its pillar carved to resemble a beautiful elf who weeps loudly and inconsolably
- 4 A marble statue that once showed a knight vanquishing a dragon, but due to strategic damage, now looks like a knight tumbling into massive jaws
- 5 The baby teeth of a Humanoid, preserved in amber furred with a golden fungus that smells like gingerbread
- 6 A giant-sized hunting horn scrimshawed with elaborate patterns, the pewter only slightly tarnished
- 7 A stained glass window still set within a fragment of wall depicting the many deaths of an elf monarch
- 8 A triptych of silver mirrors, set in an ornate brambled iron frame sculpted to depict figures in a grotesque bacchanal
- 9 Quartz terrariums carried on the backs of tourmaline jaguars, overgrown with misshapen cacti
- 10 A string of skulls riddled with too many eye sockets, their jaws replaced by carved gemstones

CYAN BLOODBANE

K'rshinthint!—commonly known as Cyan Bloodbane—is a deeply cunning ancient green dragon with an exacting sense of malice. He is a charismatic creature, but flattery is only one of his many weapons.

During the War of the Lance on the world of Krynn, Cyan Bloodbane used one of the *Orbs of Dragonkind* to poison the mind of the elf king Lorac, causing the land of Silvanesti to become swallowed up in Lorac's nightmares. The green dragon has no particular loyalty to Tiamat or dedication to her cause; his actions are in his own best interests.

MOONSTONE DRAGONS

One can imagine the most preposterous things around a moonstone dragon ... and then look around and realize one was not in fact imagining!

—Fizban

Use the tables and other information in this section to craft unique encounters with moonstone dragons. Moonstone dragon stat blocks appear in chapter 6.

CREATING A MOONSTONE DRAGON

Use the Moonstone Dragon Personality Traits and Moonstone Dragon Ideals tables to inspire your portrayal of distinctive moonstone dragon characters.

MOONSTONE DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I often lose track of whether I'm in the Feywild or on the Material Plane.
- 2 I have been known to throw caution to the wind when in pursuit of new items for my hoard.
- 3 No matter how old I get, I always delight in harmless pranks and tricks.
- 4 I've always been mature for my age, and I can't wait for the day I can retire to my lair to be taken care of by doting fey.
- 5 I look down upon any being who resorts to violence to solve a problem.
- 6 Conversing with others is often difficult because I'm so easily distr ... oh my goodness, is that circlet made of *silver*?
- 7 I find the waking world tedious and mundane and would much rather spend my time asleep, in the realm of dreams.
- 8 I find the whimsy of fey, and whimsy in general, to be exasperating and exhausting.

MOONSTONE DRAGON IDEALS

d6 Ideal

- 1 **Curiosity.** I might never be able to experience everything in the multiverse—but it doesn't hurt to try. (Any)
- 2 **Nonviolence.** Violence need never be the answer in a multiverse of infinite possibilities. (Neutral)

d6 Ideal

- 3 **Whimsy.** Why waste time on boring, ordinary concerns when the world is filled with fantastic and ludicrous wonders? (Chaotic)
- 4 **Beauty.** There is beauty to be found in even the simplest things if you look hard enough. (Good)
- 5 **Inspiration.** Great are history's artists and creators. But greater still are those who inspire them. (Any)
- 6 **Power.** Creatures are at their most vulnerable in their dreams, and I am the master of dreams. (Evil)

MOONSTONE DRAGON ADVENTURES

The Moonstone Dragon Adventure Hooks table offers suggestions for stories and adventures involving moonstone dragons.

MOONSTONE DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A wealthy and well-known artist's muse—a moonstone dragon—has stopped appearing in their dreams. The artist is desperate to hire adventurers to find the dragon.
- 2 A clutch of moonstone dragons has discovered a portal to the Material Plane and is wreaking havoc on nearby villages, pilfering every bit of silver the locals own.
- 3 A moonstone dragon seeks the platinum crown of a Fey prince—and will do anything to get it.
- 4 A gluttonous moonstone dragon is consuming all the moonlight in a small forest, making the darkened path through the woods ideal for banditry.
- 5 A moonstone dragon hosts a storytelling competition in the Feywild, and the winner gets to claim any one item on display in the dragon's lair.
- 6 A moonstone dragon, offended by gifts of gold, is causing nightmares among the local nobility.
- 7 A powerful spellcaster is forcing a captive moonstone dragon to invade the dreams of adventurers, sending parties on quests to assist the spellcaster's nefarious schemes.
- 8 A moonstone dragon that accidentally stumbled through a portal to the Material Plane can't find a way back home to the Feywild.

CONNECTED CREATURES

In the Feywild, moonstone dragons interact mostly with pixies, sprites, and other Fey creatures who revere and serve the dragon. Outside the Feywild, they often prefer to communicate with other creatures through dreams.

MOONSTONE DRAGON WYRMLING

CONNECTIONS

d6 Connected Creatures

- 1 An abandoned moonstone dragon wyrmling is being raised by a family of faerie dragons, who eagerly encourage the wyrmling's mischievous habits.
- 2 A moonstone dragon wyrmling searches for whoever made the dragon's friend—a suit of animated armor able to make witty, if limited, conversation.
- 3 A moonstone dragon wyrmling has convinced a lost white dragon wyrmling that the latter is also a moonstone dragon, cursed by an archfey of winter. The two travel together, causing trouble in the name of lifting the "curse."
- 4 Ettercaps captured a moonstone dragon wyrmling, who has so far avoided becoming dinner by teaching the ettercaps to create wild, impossible sculptures with their webs.
- 5 A moonstone dragon wyrmling torments a group of lost modrons by tricking them into performing chaotic acts.
- 6 A moonstone dragon wyrmling has volunteered to be a spy in a conflict between a group of pixies and a group of quicklings. Both sides believe the wyrmling is working exclusively for them.

YOUNG MOONSTONE DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young moonstone dragon on the cusp of adulthood refuses to settle down and build a lair. To protect the local populace from the dragon's chaotic activities, a minor deity sends a deva to temper the dragon's mischievous spirit.
- 2 A young moonstone dragon fell victim to a fomorian's curse and has elected to stay with the Giant rather than reveal this magical affliction.
- 3 A treant and a young moonstone dragon love to meet and share stories. While the dragon speaks of travels and adventures, the treant tells tales of the tiny moments that make up a forest's life.
- 4 A young moonstone dragon has acquired a powerful magic item belonging to one of the fey courts and is leading the assassin sent to retrieve the item on a chase through the Feywild.
- 5 A young moonstone dragon has joined a pack of blink dogs for a year and a day. The dragon pretends to be a blink dog and refuses to admit otherwise until this time with the pack expires.
- 6 A young moonstone dragon and a night hag repeatedly encounter each other in the dream realm, but they have never met in the flesh.

ADULT MOONSTONE DRAGON CONNECTIONS

d8 Connected Creatures

- 1 A Fey noble has sent an archmage advisor to parley with an adult moonstone dragon whose lair is in the noble's territory, and it isn't going well.
- 2 Fascinated by the dreams of a myconid sovereign, an adult moonstone dragon has befriended the whole myconid colony.
- 3 In the midst of a werewolf invasion, someone suggests that a nearby adult moonstone dragon's hoard could be a good source of silver.
- 4 An adult moonstone dragon's burgeoning hoard attracts the attention of an arcanaloth seeking a powerful Feywild artifact.
- 5 An adult moonstone dragon attempts to help a beholder worried that its dreams will soon give birth to a rival beholder.
- 6 Members of a night hag coven are determined to prevent an adult moonstone dragon from contacting creatures in the dream realm, and the dragon has no idea why.
- 7 An adult moonstone dragon is called upon to discipline a group of moonstone dragon wyrmlings that rampaged through a Fey noble's territory.
- 8 An adult moonstone dragon has amassed a menagerie of *figurines of wondrous power* and activates the items regularly to liven up the lair.

ANCIENT MOONSTONE DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient moonstone dragon and an ancient green dragon vie for supremacy in a primeval forest.
- 2 An ancient moonstone dragon has partnered with an androsphinx to guard a precious treasure, taking the place of the sphinx's slain gynosphinx partner.
- 3 An ancient moonstone dragon is summoned to mediate a centuries-old conflict between fey courts.
- 4 An ancient moonstone dragon's sibling, imprisoned for centuries in the Shadowfell, has finally returned home as a shadow dragon.

MOONSTONE DRAGON LAIRS

Often, a moonstone dragon's lair is not a single location, but rather a collection of personally significant places spread out across multiple planes of existence and connected through portals under the dragon's control. A lair might include a secluded grove on the Material Plane, a well-protected tower in the Feywild, and even a hidden corner of the Ethereal Plane. Moonstone dragons often use lo-

cations in the Feywild as their primary residences, locations on the Material Plane for entertaining guests, and locations on the Ethereal Plane for storage. Occasionally, though, a whimsical moonstone dragon delights in shaking things up, insisting that visitors come to the Border Ethereal for a meeting or sleeping in the middle of a heavily trafficked forest on the Material Plane.

Moonstone dragons navigate their multiplanar lairs by opening portals between planes at will. They sometimes forget to close those portals, allowing the inhabitants of one plane to wander into others.

MOONSTONE DRAGON LAIR FEATURES

You can look to other maps in this chapter as inspiration for the scattered parts of a moonstone dragon's lair. For example, a well maintained and above-water version of the black dragon lair's tower (map 5.2) makes a great Feywild audience chamber, while a vibrant, living version of the green dragon lair's enormous tree (map 5.10) makes for a very comfortable bedchamber in a grove on the Material Plane. And features such as the cloud bridges of the silver dragon lair (map 5.13) can be used for the parts of a moonstone dragon's lair that lie in the Border Ethereal.

MOONSTONE DRAGON TREASURES

Moonstone dragons prefer silver, platinum, and mithral to copper and gold, and white or silvery gems to more colorful ones. Some are simply uninterested in treasures made of what they consider inferior metals, but others actively dislike copper and gold creations and consider them aesthetically offensive. People who mistakenly offer these metals to the wrong moonstone dragon sometimes wake to find all their silver—and memory of the past few days—missing.

In addition to their strong preference for certain metals, many moonstone dragons seek out artworks and relics with unique, whimsical, or absurd designs. The more fanciful an item's form is, the better.

MOONSTONE DRAGON ART OBJECTS

d8 Object

- 1 A statue of a beautiful Fey who appears to be laughing, crying, or scowling, depending on the viewer's mood; the dragon requires all who visit to describe the face and sends away anyone who sees an angry visage
- 2 A string of leaves collected from the rarest trees in the Feywild and then dipped in silver

d8 Object

- 3 A small mithral ball that shows significant scuffing, as the dragon plays with it constantly
- 4 A mobile from which hang six figurines of pixies and sprites; the dragon insists that Fey allies address any questions and concerns to the figurines
- 5 A painting of a beautiful Feywild vista; the dragon studies the painting every day for clues about the vista's whereabouts
- 6 An ornate silver chest that holds a mountain of gold coins; the dragon refuses to open the chest, claiming it can still smell the stink of the "noxious metal"
- 7 A collection of gem-encrusted pitchers, decanters, and goblets; the dragon will not consume faerie nectar unless it is served in one of these items
- 8 A vast bookshelf full of dream journals written by creatures the dragon has befriended over the years; the dragon has each entry illustrated by a different celebrated artist, making the library one of the largest art collections in the world

RED DRAGONS

You might think a red dragon's fire would burn away any hygienic improprieties and leave the dragon's breath smelling fresh as spring flowers. But you'd be wrong.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with red dragons.

CREATING A RED DRAGON

Use the Red Dragon Personality Traits and Red Dragon Ideals tables to inspire your portrayal of distinctive red dragon characters, and use the Red Dragon Spellcasting table to help select spells for a spellcasting dragon.



RED DRAGON PERSONALITY TRAITS

d8 Trait

- 1 The thrill of the hunt and of battle makes my blood burn and stokes the fire in my heart. A pity there are so few foes and so little prey worthy of me.
- 2 The worship of smaller creatures pleases me, though their weakness is pathetic—how can they do other than adore me?
- 3 Nothing is better than to sleep and dream upon my hoard with the warmth of a full belly. Let those who would disturb me beware!
- 4 Ah, if these foolish creatures only knew they were but pawns in the games I play to amuse myself.
- 5 I know that others seek to steal my treasures, my beautiful baubles, won through strength and cunning. But they are mine. Mine!
- 6 All that I survey, I could easily destroy. From time to time, it is important to remind these small creatures of the true extent of my power.
- 7 Although my power and life span are vast, they have merely whetted my appetite for immortality.
- 8 Heroes need foes to test them. Not all teachers can afford to be kind, and some lessons must be harsh.

RED DRAGON IDEALS

d6 Ideal

- 1 **Cruelty.** Pain and fear are the most powerful tools. With them, any creature's will can be broken. (Evil)
- 2 **Might.** Only the strongest survive and prosper, so I must be the strongest of all. (Any)
- 3 **Greed.** If I desire a thing, then it must be mine and mine alone. (Evil)
- 4 **Respect.** All that I have achieved must be acknowledged and treated with the utmost respect. (Any)
- 5 **No Limits.** I do whatever I please, whenever it pleases me to do so. (Chaotic)
- 6 **Responsibility.** Fire destroys, but it can also temper when it is applied carefully—if the material tested is strong enough. (Lawful)

RED DRAGON SPELLCASTING

Age	Spell	
	Save DC	Spells Known
Young	16	<i>bane, heat metal, hypnotic pattern, suggestion</i>
Adult	19	<i>bane, dominate person, heat metal, hypnotic pattern, suggestion</i>
Ancient	21	<i>bane, dominate person, heat metal, hypnotic pattern, power word stun, suggestion</i>

RED DRAGON ADVENTURES

The Red Dragon Adventure Hooks table offers suggestions for stories and adventures involving red dragons.

RED DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A red dragon has spent years hunting a stolen treasure, which has fallen into the hands of adventurers who have no idea where it came from.
- 2 A red dragon's fiery breath is the only means of completing an important magic item or of destroying a baleful artifact.
- 3 A red dragon is the cause of raging wildfires, making the hunt for the dragon even more dangerous.
- 4 A red dragon is unusually willing to entertain a peace envoy representing the various peoples dwelling in the valley below the dragon's mountain lair.
- 5 A dwarf wants to recover a family heirloom rumored to be in the hoard of a red dragon.
- 6 Evil cultists plan to meet with a red dragon and persuade it to become a dracolich.
- 7 A red dragon has been held in an enchanted slumber for generations, but signs suggest the enchantment is beginning to fail.
- 8 A region has survived for generations by annually tithing victims and treasures to a red dragon.

CONNECTED CREATURES

Red dragons treat other creatures as potential servants or pawns, valuable only as long as they fulfill the dragon's needs. Many red dragons terrorize creatures into serving them—and sometimes into worshiping them as well. Others build up shadowy networks of manipulation and control, so many of their servants have no idea who the true ruler is.

RED DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A fire giant lord has captured a red dragon wyrmling and is looking to train the willful creature as a pet.
- 2 A red dragon wyrmling adopted a nest of fire snakes, which have now grown into salamanders who protect the wyrmling.
- 3 A band of kobolds was driven out of its warren by a red dragon wyrmling; they now raid to survive—and to gather offerings to propitiate "the winged god."
- 4 A tiefling child has secretly hidden and raised a red dragon wyrmling from an egg. The wyrmling is bonded to the child, but dangerous to anyone else.

d6 Connected Creatures

- 5 A bound fire elemental serves as the guardian of an orphaned red dragon wyrmling.
- 6 A band of hobgoblins is thrown into chaos when a red dragon wyrmling supports a coup by an ambitious war leader, in exchange for tribute.

YOUNG RED DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A specter is bound as the guardian of a young red dragon's treasure hoard.
- 2 A young red dragon's new lair spawns magma mephits and smoke mephits, which escape into the surrounding countryside and cause mischief.
- 3 A young red dragon serves as the guardian of a githyanki creche, hoping to eventually earn the allegiance of the young githyanki raised there.
- 4 Ogres and ettins cowed by a young red dragon wander the foothills near the dragon's lair, helping to drive away intruders.
- 5 A colony of mind flayers has captured and controlled a young red dragon, which now guards the passages to the illithids' underground lair.
- 6 A parent of a young red dragon has become a dracolich, and the dragon wishes to see the Undead abomination destroyed.

ADULT RED DRAGON CONNECTIONS

d8 Connected Creatures

- 1 A flock of gargoyles dwell near an adult red dragon's lair, serving as lookouts and guardians.
- 2 Azer artisans are bound in service to an adult red dragon, for whom they make sculptures and art objects from precious metals and gems.
- 3 An adult red dragon rules over a hidden valley filled with dinosaurs.
- 4 A shadow demon serves as an adult red dragon's spy and messenger.
- 5 Cultists worshiping an adult red dragon act as the dragon's agents throughout the region.
- 6 A mysterious masked knight relentlessly hunting an adult red dragon is, in fact, the dragon's half-dragon offspring bent on vengeance.
- 7 An adult red dragon owes a debt of service to an elderly druid, enforced by a magical oath.
- 8 An adult red dragon has seized an outpost of an efreeti pasha's domain as a lair, and the noble genie wants to evict the intruder.

ANCIENT RED DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient red dragon controls a vast intelligence network that has infiltrated nearly every nation.
- 2 An ancient red dragon warlord has united a number of formerly squabbling nations, creating a massive army ready to conquer the known world.
- 3 A cult in service to an ancient red dragon is gathering resources to summon a consort of Tiamat, so the cult's master can defeat the consort in single combat and claim a place at Tiamat's side.
- 4 A balor demon hopes an ancient red dragon's dragonsight can help the demon coordinate a multidimensional play for power in the Abyss.

RED DRAGON LAIRS

Red dragons lair in mountain badlands and high, isolated peaks and hills, preferring warm caverns in the rocky depths beneath those landscapes. Lairs with natural geothermal or lava vents are highly sought after, as these features create an environment ideally suited to the dragons' taste.

Minions often attend red dragons in their lairs. These servants keep the place swept clean of refuse and watch out for intruders, while providing the imperious dragon with subjects to bully and command. Some minions worship the dragon and serve willingly, but others would escape if they could.

RED DRAGON LAIR FEATURES

The red dragon lair shown in map 5.11 is inside the caldera of an active volcano. Azers dug out and expanded the lava tunnels within the volcano's peak, just above the level of the caldera's lava pools. Although the azers are long since gone, their construction—and much of their lost wealth—now serves the dragon's needs. That construction also provides a network of tunnels too small for the dragon to use, but where other creatures can make their lairs.

The lair has the following features:

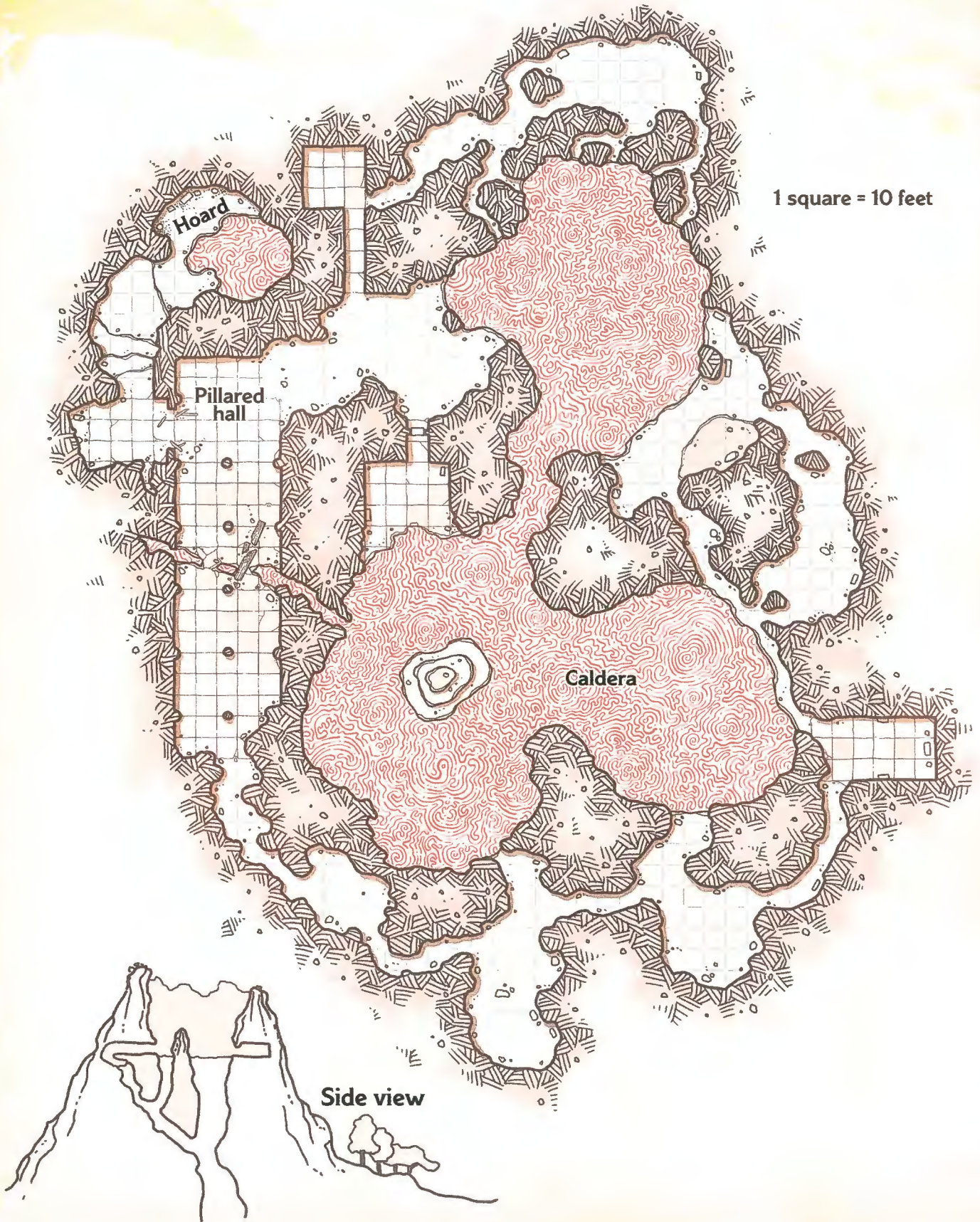
Caldera. The steep sides of the caldera drop away from the edge of the cone, making a 60-foot descent to the lava below. The rough rock of the caldera is not overly difficult to climb, but the area grows increasingly hot as creatures descend.

Pillared Hall. The dragon sleeps in the large hall on the left edge of the map, where a row of crumbling pillars supports the ceiling and a narrow channel of lava keeps the hall hot.

Hoard. A side tunnel off the pillared hall descends 30 feet down a steep lava tube to a ledge above a pool of magma. Here the dragon has piled a hoard that gleams in the dull red light.

RED DRAGON LAIR

MAP 5.11



ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) red dragon can use one or both of the following additional lair actions while in its lair:

Noxious Smoke. A cloud of thick, dark smoke fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured. A creature other than the dragon that starts its turn in the cloud or enters it for the first time on its turn must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its turn. The cloud lasts until initiative count 20 on the next round.

Searing Heat. Searing heat spreads out in a 15-foot-radius sphere centered on a point the dragon can see within 120 feet of it. Any creature that enters the affected area or starts its turn there must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The heat lasts until initiative count 20 on the next round.

REGIONAL EFFECTS

Any of these effects might appear in the area around a red dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Desertification. Precipitation is almost nonexistent within 6 miles of the dragon's lair, making the land parched and arid and most plant life withered and brown.

Fiery Senses. The dragon can hear up to 30 feet through any open flame within 1 mile of the dragon's lair.

Ominous Flames. Open flames within 6 miles of the dragon's lair are tinged dark red, hiss and crackle constantly, and throw off embers and showers of sparks.

RED DRAGON TREASURES

Red dragons love gold above all other precious metals and are entranced by its gleam, its luster, and the sound of its chime. They amass gold coins and objects to form the bulk of their hoards, along with red and fiery gemstones such as rubies and fire opals. Red dragons favor items made of metal and stone, which can survive the test of time. Many such items in an ancient red dragon's hoard might be hundreds or thousands of years old. They tend to eschew treasures that burn, such as leather, paper, and cloth items.

For a red dragon, every treasure is a mark of pride and a personal trophy. Like a proud hunter, a red dragon relishes telling the tale of acquiring each individual relic or coin, glorifying the dragon's own deeds.

RED DRAGON ART OBJECTS

d12 Object

- 1 A hammered metal brazier elaborately etched and set with polished obsidian, which sits atop a stand holding rare incense blends
- 2 A beautifully inlaid mosaic map of the region within a 100-mile radius of the dragon's lair
- 3 A life-sized basalt statue of a fierce knight, weapon raised to strike, which might be the preserved form of an actual knight turned to stone
- 4 The blackened skull of a young dragon that has been etched with designs and decorated with gems
- 5 A tiered fountain filled with liquid gold that is cool to the touch, but immediately hardens if removed from the fountain
- 6 A statue of the red dragon with gemstones for eyes
- 7 A detailed, life-sized elf skull cast in precious metal
- 8 A game board and a complete set of pieces, all carved and inlaid with precious and semiprecious stones (the dragon is fond of playing the game but has few worthy opponents)
- 9 A fist-sized gemstone carved into a likeness of the dragon's head
- 10 A set of precious metal tablets containing ancient lore
- 11 A beautifully wrought crown set with fiery gemstones, possibly the legacy of a lost empire
- 12 A beautiful polished sphere of rainbow obsidian, set on a wrought-gold stand

ASHARDALON

The terrible red dragon Ashardalon is spoken of in legends across the multiverse for his terrible rampages, which turned lush grasslands into ashen plains and caused mighty citadels to be swallowed up in the earth. As he awakened his dragonsight, he recruited a balor demon named Ammet, the Eater of Souls, to help him drain the power of his echoes on other worlds. When he was struck a mortal blow to the heart, he replaced the injured organ with the balor. This transplant has lent a fiendish cast to his features, and his eyes glow with demonic flame. A secretive cult of Ashardalon's followers and spawn serves him on the Material Plane, furthering the dragon's schemes to attain godhood.

SAPPHIRE DRAGONS

A sapphire dragon's flight once inspired a courting dance in a certain kingdom that shall remain nameless. Embarrassingly, it is still performed to this day.

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with sapphire dragons. Sapphire dragon stat blocks appear in chapter 6.

CREATING A SAPPHIRE DRAGON

Use the Sapphire Dragon Personality Traits and Sapphire Dragon Ideals tables to inspire your portrayal of distinctive sapphire dragon characters.

SAPPHIRE DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I often fixate on specific historical battles or wars and won't rest until my hoard contains that conflict's most significant artifacts.
- 2 I am constantly aware of a call from beyond this world. I must prepare to answer that call by amassing powerful arms and armor.
- 3 I secretly look forward to adventurers trying to infiltrate my lair. How else could I try out new defenses?
- 4 Give me a storied helmet or scimitar over a pile of gold any day.
- 5 No creature can outsmart my defenses—if they do, they obviously cheated.
- 6 Any creature that can hold their own against me must teach me how—whether they want to or not.
- 7 I cannot resist a game of dragonchess—which, I will have you know, my ancestors probably invented.
- 8 The sight of blood makes me queasy.

SAPPHIRE DRAGON IDEALS

d6 Ideal

- 1 **Solitude.** A stranger is just an intruder I haven't dealt with yet. (Neutral)
- 2 **Preservation.** Most creatures cannot be trusted to properly safeguard historically significant artifacts. I can. (Lawful)

d6 Ideal

- 3 **Knowledge.** The stories surrounding every piece in my collection are as important as the treasures themselves. (Any)
- 4 **Order.** An organized hoard makes me happy—and you don't want to see me unhappy. (Lawful)
- 5 **Preparation.** Justice and righteousness do not guarantee victory. Planning and tactics do. (Lawful)
- 6 **Companionship.** Sure, my hoard brings me great joy. But the real treasures are the guests who stop by to see it. (Good)

SAPPHIRE DRAGON ADVENTURES

The Sapphire Dragon Adventure Hooks table offers suggestions for stories and adventures involving sapphire dragons.

SAPPHIRE DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 Posing as an avatar of an evil earth elemental-god, a sapphire dragon serves as general to a fanatical cult—and claims the spoils of the cult's victories.
- 2 A sapphire dragon is bound by an ancient pact to advise a monarchy on matters of defense—until someone bests the dragon's security measures.
- 3 A sapphire dragon seeks adventurers to lead into battle against the mind flayers that usurped the dragon's lair.
- 4 Powerful infernal creatures have opened a portal in the middle of a city square. The key to closing the portal is a mythical holy weapon that happens to be the pride and joy of a sapphire dragon's hoard.
- 5 A sapphire dragon threatens to sink a town into the Underdark unless the authorities find and turn over a thief who stole from the dragon.
- 6 A village is beset by swarms of giant spiders drawn to the area when a sapphire dragon took up residence nearby. Ridding the village of the spiders means tampering with the dragon's food supply.
- 7 A sapphire dragon invites warriors to vie for the honor of studying military tactics under the dragon. The front-runner is an infamous bandit leader who will undoubtedly terrorize the area if they win.
- 8 A sapphire dragon's lair is so well protected that its inner defenses have never been tested. The dragon spreads rumors of the treasures within to attract adventurers who can put the traps to the test.

CONNECTED CREATURES

Sapphire dragons are generally solitary creatures. On the rare occasion that one forms nonhostile relationships with other beings, it is almost always to bolster the defenses of the dragon's lair and hoard.

SAPPHIRE DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 After being robbed by gnomes who had pledged to protect the hoard, a sapphire dragon wyrmling installs new guardians that have no interest in material riches: gelatinous cubes and ochre jellies.
- 2 A band of minotaurs in service to Baphomet has captured a sapphire dragon wyrmling to learn from the wyrmling's strategies.
- 3 Two sapphire dragon wyrmlings vie for the same territory. Their primary battle tactic involves luring grells into each other's lairs.
- 4 A group of Lolth-worshiping drow warriors were sent to kill a sapphire dragon wyrmling who has been making meals of their goddess's holy spiders.
- 5 A sapphire dragon wyrmling is on the verge of starvation after incorrectly identifying a nearby phase spider nest as an easy food source.
- 6 A sapphire dragon wyrmling's hoard contains a cursed item, which has attracted specters and wraiths to the area around the dragon's lair.

YOUNG SAPPHIRE DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young sapphire dragon practices martial skills by regularly using a *horn of Valhalla* to summon berserker spirits to fight.
- 2 A young sapphire dragon has found a collection of long-forgotten clay golems and is trying to teach them military tactics.
- 3 A druid summoned galeb duhr to guard a young sapphire dragon's hoard in exchange for the dragon controlling the giant spider population, but the galeb duhr are causing trouble for local miners.
- 4 Two Lolth cultists seek a magical relic that attracts giant spiders, but the relic's resting place has become a young sapphire dragon's feeding ground.
- 5 A young sapphire dragon and a hobgoblin warlord have become friends. The hobgoblin visits regularly to trade war stories and tactics with the dragon.
- 6 A kuo-toa archpriest believes a young sapphire dragon is a god named Sliploopdreegoo, and calls on other kuo-toa to worship the dragon.

ADULT SAPPHIRE DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult sapphire dragon lives adjacent to active purple worm tunnels, hoping the threat of the worm will deter treasure hunters.
- 2 An adult sapphire dragon employs a dao to help shape and defend the dragon's lair, and the dao maintains a portal to the Elemental Plane of Earth there.
- 3 An adult sapphire dragon regularly confers with a plane-hopping archmage regarding the dragon's on-going dreams of other worlds and other lives.
- 4 A drow priestess of Lolth and several yochlol demons have been ordered by their goddess to deal with the adult sapphire dragon who has been hunting her holy spiders.
- 5 A forgetful and nearsighted adult sapphire dragon believes a blue dragon wyrmling is actually the sapphire wyrmling who left home months before.
- 6 An adult sapphire dragon and a squadron of githyanki have joined forces to locate and destroy a mind flayer colony.
- 7 A group of stone giants believes a young sapphire dragon to be an emissary of their god, Skoraeus Stonebones. The dragon considers the notion ridiculous but loves having an audience who will listen to lectures on military history without complaint.
- 8 An adult sapphire dragon and an aboleth psychically face off for control of an area of the Underdark. The constant bombardment of psychic forces has begun to affect the local fauna in strange ways.

ANCIENT SAPPHIRE DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient sapphire dragon has called a conclave of ancient gem dragons to discuss how they might reunite and restore Sardior, the Ruby Dragon.
- 2 A horde of revenants led by a death knight has one goal—destroying the ancient sapphire dragon who defeated their army in battle centuries ago.
- 3 An ancient sapphire dragon guards the phylactery of a lich who helped the dragon establish a lair centuries before becoming Undead.
- 4 Lolth the Spider Queen has declared war on an ancient sapphire dragon who has annexed the heart of her cult's Underdark territory.

SAPPHIRE DRAGON LAIRS

Sapphire dragons make their lairs in enormous caverns and complex tunnel systems. As they grow older, they continually renovate their lairs, using their tunneling abilities and command over stone.

Sapphire dragons eventually create dizzying honeycombs of hidden passages, deceptively thin walls, and secret chambers that allow them to traverse the entire lair without ever being seen by intruders. The best-defended sapphire dragon lairs have no easily accessible entrances or exits at all, and trespassers who do find their way inside must then contend with a maze of corridors, dead ends, and steep inclines.

SAPPHIRE DRAGON LAIR FEATURES

The sapphire dragon lair shown in map 5.12 is a series of natural tunnels and chambers the dragon has adapted to serve as a lair. The lair has few natural entrances, so whole sections are inaccessible without excavation or magic, as the dragon can simply open doorways in walls whenever necessary.

The lair has the following features:

Disguised Entrances. An otherwise unremarkable cave (shown at the top of the map) provides the main access to the lair by way of two sections of relatively thin crystal walls. The dragon can use a lair action to open or close passages through these walls throughout the lair.

Cobweb-Choked Tunnels. Adventurers who manage to access the other side of the cave's crystal walls discover a network of dark, cobweb-choked tunnels extending deep into the earth, set with natural steps and shelves throughout. The dragon spends little time in this part of the lair, visiting only when the spiders there need tending—or when the dragon needs a snack.

Underground River. A river flows along the right and bottom edges of the map, providing the dragon with fresh water and an alternative entrance. Originating on the surface, the river descends through narrow tunnels that eventually lead to the Underdark.

BLEUCORUNDUM

Bleucorundum is an ancient sapphire dragon with an equally ancient hatred of beholders and their kin. After losing both parents to beholder attacks, he fled to the Lake of Steam in southern Faerûn. There, he discovered the resting place of a martial order known as the Knights of the Crescent Moon, who had fought beholders in an ancient war. Bleucorundum found the knights held in stasis, awaiting the day they would be called upon to fight their ancient enemies again, and he vowed to guard them until they awaken. He styles himself the Sapphire Sentinel, self-appointed guardian of the Sleeping Legion. But his vigil is lonely, and his servitor gargoyles provide little companionship.

Hoard Caverns. The bulk of the lair, filling most of the lower half of the map, comprises chambers the dragon uses to host guests and visitors. These caverns hold the bulk of the dragon's hoard, particularly art objects that are impressive but not irreplaceable.

Sleeping Chamber. At the heart of the lair, protected behind more thin crystal walls, the largest cavern serves as the dragon's sleeping chamber. A raised section studded with sapphire crystals offers a vantage from which the dragon can keep an eye on the chamber's access points. The dragon's most valuable treasures are stored here and in adjoining caves, and the walls of this central chamber are covered in art depicting various battles—many of which the dragon took part in.

SAPPHIRE DRAGON TREASURES

Sapphire dragons covet items of martial significance above other treasure. Weapons and armor from epic conflicts are usually the centerpieces of a sapphire dragon's hoard, set alongside military histories, treatises on warfare, and battle mementos, as well as trophies from the dragon's own conquests of subterranean foes such as illithids and aboleths.

Sapphire dragons meticulously catalogue their hoards. Each dragon has a unique organizational system; some are straightforward, but some only the dragon can fully comprehend (weapons categorized by which armies they were used against, armor ordered by the ancestry of its last wearer, and so forth). Regardless of the system, a sapphire dragon takes pride in knowing exactly where any given item is and can recite a detailed history of that item while guiding curious guests to (or away from) it.

SAPPHIRE DRAGON ART OBJECTS

d6 Object

- 1 A battle standard showing the coat of arms of an ancient realm the dragon failed to protect
- 2 A dragonchess set with the white knights replaced by the symbols of a war god; the board is set up for the start of a new game, and the dragon has been waiting decades for the god to make the first move
- 3 A large tapestry depicting a bloody battle between two realms of the surface world; the dragon claims it is the tiny dragon embroidered in one corner
- 4 A music box that plays a haunting song; the dragon claims the music is very popular on another world
- 5 A necklace made from discarded sapphire dragon horn tips and tail barbs; the dragon refuses to say whether the pieces were donated willingly
- 6 A perfectly polished mirror that the dragon spends hours staring into, hoping to catch glimpses into other worlds

SAPPHIRE DRAGON LAIR

MAP 5.12



DYSON LOGOS

1 square = 10 feet

SHADOW DRAGONS

In order to see a shadow, one must look in the opposite direction of the light. The same can be said for a shadow dragon.

—Fizban

Use the tables and other information in this section to craft unique encounters with shadow dragons.

CREATING A SHADOW DRAGON

Use the Shadow Dragon Personality Traits and Shadow Dragon Ideals tables to inspire your portrayal of distinctive shadow dragon characters.

If you use the variant rule in the *Monster Manual* for making a dragon a spellcaster, shadow dragons typically have the spellcasting ability of their original forms. Over time, some shadow dragons might replace one or more of their innate spells with spells more appropriate to their tenebrous nature, such as *darkness*, *fog cloud*, *misty step*, or *nondetection*.

SHADOW DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I am a creature of endless consumption, always looking for the next thing to possess or devour.
- 2 I am rarely satisfied with what I have. I envy others' lives and belongings.
- 3 I'm constantly calculating my next move. If I'm not at least one step ahead of foes, I'm a step behind.
- 4 I loathe my existence, and the only thing that pleases me is sharing my misery.
- 5 It isn't that I'm unsympathetic to others' needs; I just don't let sympathy get in the way.
- 6 Everything is a transaction. I don't do anything before I know what's in it for me.
- 7 It's nearly impossible for me to conceal my contempt for others.
- 8 I truly regret the things I have done and will do whatever I can to atone.

SHADOW DRAGON IDEALS

d6 Ideal

- 1 **Merciless.** Life doesn't offer second chances, and neither do I. (Lawful)
- 2 **Hedonism.** The multiverse is painful enough. Seek pleasure wherever you can find it. (Chaotic)

d6 Ideal

- 3 **Cruelty.** The only release for my pain is to visit it upon others. (Evil)
- 4 **Aspiration.** I will one day find an escape from this condemnation. (Any)
- 5 **Self-Serving.** The petty concerns of other creatures are of no concern to me. I have enough to occupy my attention. (Neutral)
- 6 **Compassion.** My existence is misery, and no one else should have to suffer such torment. (Good)

SHADOW DRAGON ADVENTURES

The Shadow Dragon Adventure Hooks table offers suggestions for stories and adventures involving shadow dragons.

SHADOW DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A shadow dragon hunts the descendants of the miners who, centuries ago, uncovered the Shadowfell portal that caused the dragon's corruption.
- 2 A magical catastrophe has transported a town into the Underdark. The only path back to the surface goes directly through a shadow dragon's lair.
- 3 A young woman seeks heroes to retrieve a family heirloom stolen from her. The woman is actually a night hag, the heirloom is her *heartstone*, and the thief is a shadow dragon in Humanoid guise.
- 4 As war brews in a Material Plane world, a shrewd shadow dragon exploits a convergence with the Shadowfell to establish a cross-planar arms trade.
- 5 A hundred years ago, a savvy ruler bargained with a dragon to ensure the safety of the populace. The treaty is about to expire and must be renegotiated, but in the intervening century, the dragon has fallen to shadow.
- 6 A group of shadar-kai (elves native to the Shadowfell) arrive at a city's gates, seeking refuge. They are fleeing the despotic rule of a shadow dragon—but fail to mention that the dragon pursues them.
- 7 A shadow dragon has seized control of a city's criminal underworld. Those who want to depose the dragon face an army of assassins and Undead shadows.
- 8 Night after night, innocent folk are drained of their life's energy and rise as shadows. A shadow dragon living in the area is suspected of the foul murders, but the real culprit is something else.

CONNECTED CREATURES

Shadow dragons often attempt to blunt their despair by dragging others into their gloomy lives with them. These are generally short-lived relationships, though, as most shadow dragons can scarcely bear the bleakness of their own existence.

SHADOW DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A bard befriends a shadow dragon wyrmling and teaches the dragon about the Shadowfell.
- 2 A group of wicked duergar has discovered that dragon eggs hatched in a certain part of the Underdark produce shadow dragon wyrmlings. They believe (wrongly) that they can raise these wyrmlings to serve them.
- 3 A shadow dragon wyrmling is training a colony of darkmantles to guard the lair the creatures all share.
- 4 A shadow dragon wyrmling and a shadow demon have become unlikely companions as they compare and contrast their parallel evolutions.
- 5 Two shadow dragon wyrmlings of different dragon kinds blame each other for their transformation.
- 6 A family of deep gnomes adopts a shadow dragon wyrmling, hoping to show the dragon a noble path through gloom and despair.

YOUNG SHADOW DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young shadow dragon demands tribute from a group of myconids in exchange for shielding the myconids from other creatures of the Underdark.
- 2 A young shadow dragon kidnaps a cleric to help stave off despair. The cleric is torn between attempting escape or trying to earn their freedom by helping the dragon.
- 3 A coterie of dragon cultists has fallen under the sway of a young shadow dragon, and their obeisance borders on fanaticism.
- 4 A young shadow dragon shares a lair with a cloaker; the cloaker leaves the dragon alone but hunts other creatures in the lair.
- 5 A young shadow dragon is attended by the shadows formed from the dragon's breath, even though the dragon despises these Undead.
- 6 A young shadow dragon has been summoned from the Shadowfell and forced to stand guard over a wizard's sanctum.

ADULT SHADOW DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult red dragon continues to serve as the steed for a githyanki knight even after transforming into a shadow dragon.
- 2 An adult shadow dragon and an evil lich vie for control of a crumbling empire, whose thousand-year history chronicles their struggle.
- 3 An adult shadow dragon and a death knight are both hunted by adventurers. In their previous lives, the two were sworn enemies, but now they join together against their common foes.
- 4 An adult shadow dragon and a beholder share a precarious bond, allied against an ancient sapphire dragon neither can defeat alone.
- 5 An adult shadow dragon is gathering a fomorian army for some mysterious purpose.
- 6 A recently transformed adult shadow dragon uses the new power of shadow to terrorize the adult silver dragon who has been a rival for centuries.
- 7 An adult shadow dragon hired a vampire to convert the dragon's lizardfolk servants to immortal Undead minions, but the dragon now vies with the vampire for the Undead lizardfolk's loyalty.
- 8 Two mated adult metallic dragons try to rebuild their lives after one becomes a shadow dragon.

ANCIENT SHADOW DRAGON CONNECTIONS

d4 Connected Creatures

- 1 A warlock hopes to make a pact with an ancient shadow dragon by way of an eldritch ritual. If the ritual succeeds, the dragon will be elevated to a status akin to that of a Great Old One.
- 2 An ancient shadow dragon is harried by a solar. Once the two were friends, and the solar hopes to cleanse the shadow from the dragon.
- 3 Hidden away in an ancient shadow dragon's lair lurks a demilich, its jeweled skull almost indistinguishable from the dragon's other grim baubles.
- 4 An ancient shadow dragon courts Tiamat, enacting the Dragon Queen's every demand in hopes of gaining her affection—and becoming her first shadow dragon consort.

SHADOW DRAGON LAIRS

When dragons become aware of the Shadowfell's malign influence seeping into their territories, most scoop up their hoards and abandon any compromised lairs. But some are stubborn, prideful, or bitter enough to stay, even in the face of inevitable corruption. More often, a dragon is unknowingly

swept up by the Shadowfell while asleep, awakening after a years-long rest to find that both dragon and lair have changed. In these cases, a shadow dragon's lair undergoes the same transformation as the dragon, becoming a shadowy, melancholic version of the original site.

Shadow dragons that are born on the Shadowfell or seek out new lairs after their transformations establish lairs according to the preferences of their kind, though they find comfort only in the most gloomy and cheerless of places. Reconciling these sometimes-contrasting urges can lead to some very unusual lair choices.

As an example, consider the red dragon lair in map 5.11 as the lair of a red shadow dragon. In this case, the once-active volcano has now lapsed into dormancy. Its lava flows have cooled into a blackened, alien landscape. Ash coats the slopes of the caldera, picked up by the weird swirling winds common to this region and drawn into the atmosphere. Clouds of ash periodically cast the surrounding lands into deep shadow, before the fine grit once again falls to the ground in a hazy gray blizzard. The shadow dragon prowls the region during these hazes, rendered all but invisible by the eddies of ash.

In the heart of the lair, even the brightest light is muted, and creatures find their eyes playing tricks on them as details and distance are distorted. The shadow dragon rarely leaves this place except to hunt and is attended by dozens of shadows.

ADDITIONAL LAIR ACTION

Shadow dragons have access to the lair actions usable by untransformed dragons of the same kind. The effects of these actions might be cosmetically altered, seeming darker, gloomier, and more subdued. They might also deal necrotic damage instead of other damage types. At your discretion, a legendary (adult or ancient) shadow dragon can use the following additional lair action while in its lair:

Banish Light. Any nonmagical source of illumination within a 60-foot-radius sphere centered on the dragon is snuffed out, and any spell that creates light within that same area is dispelled.

REGIONAL EFFECTS

When a shadow dragon establishes a lair on the Material Plane, the region around the lair takes on some of the characteristics of the Shadowfell, creating one or more of the following effects:

Brooding Despair. Creatures within 1 mile of the dragon's lair that have an Intelligence score of 5 or higher feel forlorn and hopeless.

Dying Light. Light is diminished within 6 miles of the dragon's lair, lightly obscuring the land in gloomy shadows.

Gloomy Portals. Some caves, caverns, pits, and other places of deep gloom within 1 mile of the dragon's lair form portals to the Shadowfell, allowing creatures from that plane to dwell nearby.

SHADOW DRAGON TREASURES

Shadow dragons retain the preferences of their original form when it comes to treasure. With each passing year, though, the more lustrous objects in their hoards begin to instill a sort of revulsion in the shadow dragons, much as sunlight does. Gleaming coins and shiny baubles sicken and anger them, and they blunt and tarnish these items to make them easier to look on. Ebony, onyx, and similar dark-hued valuables bring shadow dragons no particular joy, but they aren't as inherently repellent as silver, platinum, and diamonds.

Beauty fills shadow dragons with contempt, and that is true of the treasures they collect as well. Though they cannot abandon their hoards, shadow dragons hide them away even from their own sight. The most resplendent items are always the best hidden, and a shadow dragon's lair contains a great many secret caches. An ancient shadow dragon might have a hundred or more such repositories secreted about their territory, making stealing from a shadow dragon both difficult and dangerous.

SHADOW DRAGON ART OBJECTS

d10 Object

- 1 An ornate scepter marred by soot and grime
- 2 A priceless painting badly in need of restoration
- 3 A lump of melted precious metal that was once a splendid necklace and holds gemstones inside it
- 4 A series of fine charcoal drawings depicting the royal lineage of a prominent drow house
- 5 A seemingly plain gray tapestry; close inspection reveals a tableau in shades of dove, ash, and slate
- 6 A pair of stonework gargoyles rendered in a grotesquely baroque and terrifying style
- 7 A pile of loose sheet music representing the lost dirges of a famous shadar-kai bard
- 8 An exquisitely crafted mirror that drains all color from the reflections of those who look into it
- 9 A ventriloquist's dummy made to resemble the vampire Strahd von Zarovich
- 10 A peculiar dragonchess set entirely crafted from onyx, making it extremely difficult to tell one side's pieces from the other

SILVER DRAGONS

Silver dragons are the best of the best kinds of dragons. They just get it, you know?

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with silver dragons.

CREATING A SILVER DRAGON

Use the Silver Dragon Personality Traits and Silver Dragon Ideals tables to inspire your portrayal of distinctive silver dragon characters, and use the Silver Dragon Spellcasting table to help select spells for a spellcasting dragon.

SILVER DRAGON PERSONALITY TRAITS

d8 Trait

- 1 People are so wonderfully varied, and I do so love experiencing life with them.
- 2 I'm an epicurean, and I live to eat all the delightful foods people concoct.
- 3 It's my duty as a member of an elder species to protect and guide other peoples.
- 4 I like coming up with new disguises to use among small folk. It makes me feel clever!
- 5 Violence is the provenance of uncouth beings, and I will do my best to avoid its use.
- 6 I don't understand why anyone would fight when they could talk instead and build on this ecosystem of wondrous cultures and fascinating traditions.
- 7 I owe the short-lived mortals I become friends with the responsibility of watching over their progeny.
- 8 People must earn my respect—and they're failing badly.

SILVER DRAGON IDEALS

d6 Ideal

- 1 **Sensualism.** I savor the world and consume its myriad delights with appropriate gratitude. (Any)
- 2 **Altruism.** We are surrounded by a malignant and unfeeling cosmos. Ultimately, all we have is each other. (Good)
- 3 **Camaraderie.** The true treasure is the friends we make along the way. (Good)
- 4 **Leadership.** These younger species will do great things—but need some subtle support. (Good)

d6 Ideal

- 5 **Guile.** All the world is a stage, and it is both my purpose and my pleasure to give an excellent performance. (Any)
- 6 **Ownership.** This town, these families, this world—I've spent centuries watching over them, and they belong to me. (Evil)

SILVER DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	16	<i>beacon of hope, calm emotions, hold person, zone of truth</i>
Adult	18	<i>beacon of hope, calm emotions, hold person, polymorph, zone of truth</i>
Ancient	21	<i>beacon of hope, calm emotions, hold person, polymorph, teleport, zone of truth</i>

SILVER DRAGON ADVENTURES

The Silver Dragon Adventure Hooks table offers suggestions for stories and adventures involving silver dragons.

SILVER DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 For centuries, a silver dragon has posed as a sage dwelling on a mountaintop. Now it's time to retire this persona without alarming the people who have grown reliant on the sage's advice.
- 2 An adventurer's funeral takes a surprising turn when a silver dragon arrives to pay respects.
- 3 A disgraced knight tries to escape the attention of the silver dragon whose kindness the knight once took advantage of.
- 4 As a city comes under siege, a silver dragon must decide between solitude and saving the place where the dragon has lived so many lives.
- 5 In memory of a long friendship with a late sovereign, a silver dragon vows to assist the sovereign's newly crowned child.
- 6 Portraits have been vanishing from a silver dragon's hoard, and the people depicted in the portraits have begun committing crimes.
- 7 An enraged silver dragon causes a blizzard in an oft-traveled mountain route and will not stop until stolen treasures are returned.
- 8 A silver dragon is kidnapping children from a village, and no one knows why.

CONNECTED CREATURES

Silver dragons enjoy the companionship of intelligent people, particularly when those folk have no idea as to the dragon's true identity. Silver dragons associate with just about any creatures, though, as long as they're confident those creatures have good intentions—or could be convinced to change their ways.

SILVER DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A silver dragon wyrmling is raised by giant eagles who have lost their own clutch of eggs.
- 2 A silver dragon wyrmling becomes the mascot and would-be protector of a group of refugee aarakocra.
- 3 A silver dragon wyrmling practices precocious shape-shifting abilities among a colony of kobolds.
- 4 A hell hound watches over a silver dragon wyrmling in the name of its master—a lich hoping to corrupt the dragon when the dragon is older.
- 5 A silver dragon wyrmling besieges a pack of pseudodragons, intent on teaching them poetry.
- 6 Ogres keep a young silver dragon wyrmling as a pet, and the dragon has become dedicated to changing the ogres' nefarious ways.

YOUNG SILVER DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young silver dragon allows a stone giant to take refuge in the dragon's lair.
- 2 A young silver dragon in Humanoid form tries to keep an unsuspecting royal heir away from an attractive stranger the dragon knows to be a succubus or incubus in disguise.
- 3 A herd of hippogriffs has taken over a young silver dragon's lair, and the dragon seeks to get rid of the interlopers without violence.
- 4 Two silver dragons compete to see who is better at playing the part of a young noble.
- 5 A young silver dragon rules over a group of yuan-ti, claiming to be an ancient yuan-ti leader reborn.
- 6 A young silver dragon performs nightly to entertain a village of cloud giants, hoping to earn their help in securing a new lair.

ADULT SILVER DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult silver dragon watches over a flock of rare goats, but a group of storm giants covet their wool.
- 2 An adult silver dragon and a vampire write books of philosophy arguing with each other's works.

d8 Connected Creatures

- 3 An adult red dragon killed a group of adventurers that an adult silver dragon had befriended, and the silver dragon now seeks revenge.
- 4 In making a new lair, an adult silver dragon destroyed the home of some galeb duhr, and the dragon now seeks help to restore the site for them.
- 5 A number of adult silver dragons all pretend to be painters and vie for the commission to paint the ceiling of a huge cathedral.
- 6 An adult silver dragon leads a group of warriors, changing identities every generation.
- 7 Having lost their own offspring, two adult silver dragons raise a clutch of wyverns.
- 8 A solitary adult silver dragon domesticates rocs as an amusement.

ANCIENT SILVER DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient silver dragon helps a group of spellcasters keep the tarrasque asleep.
- 2 An ancient silver dragon is secretly the age-old blacksmith who creates magical weapons for a kingdom's heroes.
- 3 Bound by an oath, an ancient silver dragon rules a dead city in place of its original monarchs.
- 4 An ancient silver dragon has become the figurehead and protector of a clan of frost giants.

SILVER DRAGON LAIRS

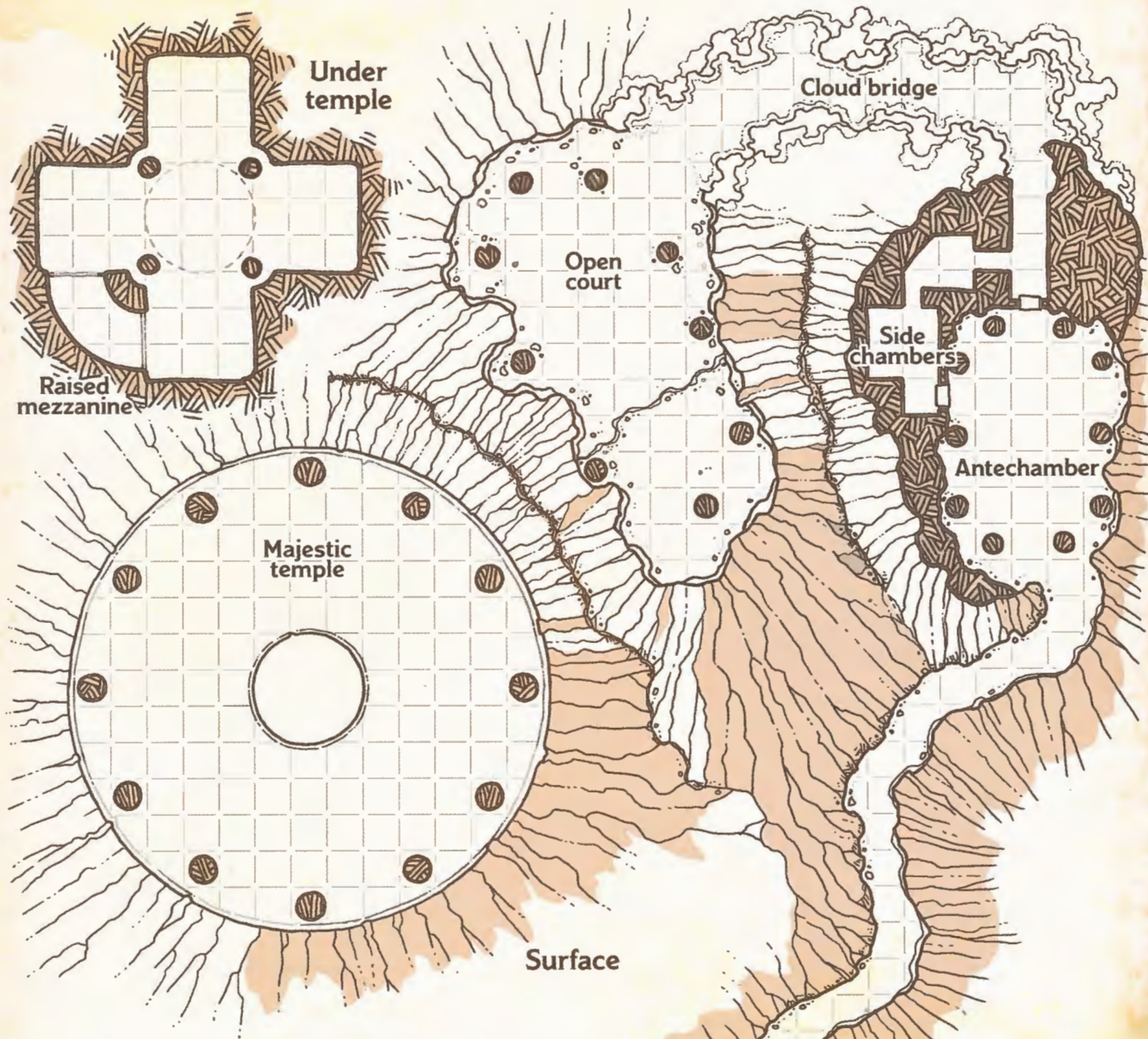
Silver dragons make their lairs on mountaintops and in the clouds. Often, this has less to do with concerns such as security and privacy, and more to do with meeting or exceeding expectations. If humans, elves, and dwarves expect dragons to be found in such lofty environs, that's what they'll get.

This inclination toward using high-altitude locales as sites for lairs isn't without complications, though. Silver dragons often end up in competition with other dragons, notably red dragons, for control of such places. And even after establishing their lairs, silver dragons often need to fight to protect their dominion.

The lair of a silver dragon is always an impressive sight. Young dragons make their homes in icy cliffs, excavating space for themselves within the mountainside. Older silver dragons sometimes decorate their cliff-side habitats with ruins carefully collected from other places in the world. Depending on the dragon, a lair can be a multi-tiered affair, with its highest levels extending fully into the sky.

SILVER DRAGON LAIR

MAP 5.13



1 square = 5 feet

SILVER DRAGON LAIR FEATURES

The silver dragon lair shown in map 5.13 is composed of three connected sections—an antechamber, an open court, and a majestic temple. The lair has the following features:

Antechamber. The antechamber was once an ancient throne room or mountain shrine, but time has eroded any clues as to its original builders. Its walls are hung with velvet tapestries featuring heroic figures performing a variety of glorious acts.

Side Chambers. A few small private side chambers allow the dragon (usually in Humanoid guise) to meet with visitors.

Cloud Bridge. From the antechamber, visitors travel upward along a path of clouds. The impressive route is not as dangerous as its lack of railings and the literal airiness of each footstep might suggest.

Open Court. Past the cloud bridge is an enormous expanse of smooth stone ringed with broken pillars, where the silver dragon hosts visitors in grand style. Though this court is often surrounded by clouds, the dragon can clear them away with a moment's thought, revealing a breathtaking view of the surrounding region.

Majestic Temple. The final section of the lair is a grand domed temple set with a plethora of comfortable furnishings. Here and there, souvenirs from the silver dragon's long life are positioned with great care.

Under Temple. A broad shaft in the temple opens into a treasury chamber below, where the dragon's hoard is arranged in gleaming splendor.

ADDITIONAL LAIR ACTION

At your discretion, a legendary (adult or ancient) silver dragon can use the following additional lair action while in its lair:

Icy Grip. A sudden, supernatural chill fills the lair near the dragon. Each creature of the dragon's choice that it can see within 120 feet of it must succeed on a DC 15 Constitution saving throw

D'ARGENT

Like so many silver dragons, D'argent takes considerable interest in the matters of mortals on her home world of Krynn. The ancient dragon rarely openly participates in heroics, preferring to help in more surreptitious ways. She has been known to join in the conflicts of mortals in disguise, either as a brave human knight or as a fierce elf healer with gleaming silver hair, named Silvara.

Though she is happy to remain in the background, D'argent's seeming placidity hides a brilliant intellect, and she has exposed the machinations of many chromatic dragons on Krynn. She is a romantic at heart, and it is said that she has fallen deeply for mortals more than once.

or be restrained until initiative count 20 on the next round. Creatures that have resistance to cold damage have advantage on the saving throw; creatures that have immunity to cold damage succeed automatically.

SILVER DRAGON TREASURES

More than anything else, silver dragons covet mementos from the people they interact with. Whether these are sentimental gifts worthless to anyone except their recipient or medals from a grateful monarch, silver dragons want them all. As such, many silver dragons have eclectic hoards brimming with trinkets and equipment from their own travels: from epaulets to hats, weapons to hunting horns, and even entire longships preserved with magic. Many also maintain a collection of portraits they've had commissioned over centuries to chronicle the ongoing changes in the art world. In some cases, these portraits are a dragon's most prized possessions.

Beyond such keepsakes, silver dragons prefer treasures that complement their natural coloration. Diamonds are much coveted, but also turquoise, malachite, and sapphires, all of pelagic hues like something plucked from the deep ocean. Some silver dragons also collect ornamental weapons or ingenious examples of technology.

SILVER DRAGON ART OBJECTS

d10 Object

- 1 A group portrait of nobles set in a faded mahogany frame, one corner of which is etched with signatures
- 2 An ancient shortsword with a pommel in the shape of a goblin's face, its blade notched with heavy use
- 3 The shattered helm of a dwarf monarch, mended with brazed gold
- 4 A full suit of ancient armor, its breastplate scrimshawed with draconic faces
- 5 A pearl-handled switchblade, its blade eaten away by salt water and its handle emblazoned with a crest
- 6 An elaborate elven crown made to resemble a dragon's head
- 7 A triptych of tapestries depicting the end of a war, the restoration work that followed, and the sunset flight of a silver dragon leaving the renewed realm
- 8 A cape studded with gemstones and featuring epaulets of egret feathers, set on the shoulders of a battered tailor's mannequin
- 9 A dramatic portrait of a human noble rendered mostly as shadow and glinting light that reveals the dragon-shaped pendant the figure wears
- 10 A series of detailed obsidian sculptures depicting a human transitioning from childhood to old age

TOPAZ DRAGONS

A topaz dragon named Blivstertail once complained to me that he hated water because it talked too much, whatever that means.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with topaz dragons. Topaz dragon stat blocks appear in chapter 6.

CREATING A TOPAZ DRAGON

Use the Topaz Dragon Personality Traits and Topaz Dragon Ideals tables to inspire your portrayal of distinctive topaz dragon characters.

TOPAZ DRAGON PERSONALITY TRAITS

d8 Trait

- 1 I seek no company other than my own, for no one else can compete with me.
- 2 If my offspring can't care for themselves, I'm not sure they're worthy of my attention.
- 3 The sea is beautiful and I love gazing upon it, but I abhor being wet.
- 4 Why should I risk damaging my splendid physique when I can fight with the power of my mind?
- 5 I am predictable only in my unpredictability.
- 6 It takes true artistry to maintain a warm, desert-like dwelling under the water.
- 7 I soothe myself to sleep by imagining the perfect insults for bronze dragons; while I wait to meet one, I hone them on other creatures.
- 8 I secretly enjoy conversing with lesser beings, although I usually do so only to find their weaknesses.

TOPAZ DRAGON IDEALS

d6 Ideal

- 1 **Solitude.** My own company obviates the need for others in my life, whether they are dragons or lesser creatures. (Any)
- 2 **Change.** Consistency is stagnation. (Chaotic)
- 3 **Mental Superiority.** I hone my mental powers so I can confuse, control, or kill any who annoy me. (Evil)
- 4 **Territoriality.** Any creature that comes into my territory has forfeited its right to be upset by anything I do to it. (Evil)

d6 Ideal

- 5 **Wonder.** Though I don't wish to spend time in it, my soul sings at the sight of the vast beauty of the ocean. (Good)
- 6 **Code of Combat.** I despise most other dragons, but I meet them face to face without resorting to the base trickery I use on lesser creatures. (Lawful)

TOPAZ DRAGON ADVENTURES

The Topaz Dragon Adventure Hooks table offers suggestions for stories and adventures involving topaz dragons.

TOPAZ DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A pirate ship is found floating on the open sea, the bodies of the crew completely desiccated. The only clue to what happened is a single topaz dragon scale on the deck.
- 2 A topaz dragon has claimed a stretch of coastline and ordered the residents of a seaside town to vacate the area or suffer the dragon's wrath.
- 3 A fishery that specializes in a type of eel favored by a local topaz dragon is "haunted," and shipments of the eel vanish every time the ghost appears.
- 4 Legends claim that a gauntlet imbued with divine power rests in a temple beneath the waves. Unfortunately, that temple is now the lair of an especially tricky topaz dragon.
- 5 A topaz dragon is injured and stranded far from the sea, but the dragon is too proud to ask for help getting home.
- 6 A topaz dragon is building a tableau of desiccated creatures and has grown obsessed with catching one treasure hunter who escaped the dragon's clutches.
- 7 A topaz dragon has developed a taste for merfolk, and the merfolk community near the dragon's lair is desperate for help.
- 8 A topaz dragon is intent on destroying the homes of all intelligent creatures in the dragon's territory, and desperate locals seek to find out what's behind the dragon's wrath.

CONNECTED CREATURES

Topaz dragons rarely tolerate any company but their own, and they are usually indifferent at best even toward their own kind. Moreover, their unpredictability means that even if a creature proves itself useful to a topaz dragon, it shouldn't count on being safe from the dragon the next time they meet. Topaz dragons rarely go out of their way to

fight other creatures, however, with the exception of bronze dragons, for whom they bear an inexplicably intense hatred.

TOPAZ DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 Moved by pity, a giant eagle continues bringing food to an abandoned topaz dragon wyrmling, despite the wyrmling's attempts to eat the eagle.
- 2 A pseudodragon who is fanatical about the kinship of all dragonkind is trying to win a topaz dragon wyrmling's friendship.
- 3 A topaz dragon wyrmling has developed a taste for crab meat and persistently hunts a giant crab that always manages to evade the wyrmling. (The crab might have been the recipient of a druid's *awaken* spell.)
- 4 A mated pair of griffons found a topaz dragon egg, and they care for it as if it were their own.
- 5 A sea hag is on the hunt for a topaz dragon wyrmling, to be used as a component in a fell ritual.
- 6 A pirate crew keeps a curmudgeonly topaz dragon wyrmling as a beloved mascot.

YOUNG TOPAZ DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young topaz dragon engages in repeated aerial battles with a young gnosphinx to determine territory. Both of them are secretly starting to enjoy the bouts.
- 2 A young topaz dragon found and ate a dead sahuagin on the beach, unwittingly incurring the wrath of the sahuagin's community.
- 3 A flock of harpies enjoy taunting a young topaz dragon who has moved into their territory. The dragon adds a feather to a necklace for each harpy slain.
- 4 A curious water elemental supplies a young topaz dragon with aquatic delicacies so as to learn more about the dragon.
- 5 A young topaz dragon continually attempts to steal eggs from a roc nest, despite having nearly been killed by the roc parents multiple times.
- 6 A clan of winged kobolds consider a young topaz dragon their monarch, despite the dragon's complete lack of interest and growing annoyance toward them.

ADULT TOPAZ DRAGON CONNECTIONS

d8 Connected Creatures

- 1 An adult topaz dragon vies with a storm giant over territory. The giant keeps live seafood in a tide pool, and the dragon keeps drying out the pool in an effort to drive the giant away.
- 2 An adult topaz dragon and an adult bronze dragon are finding their centuries-old enmity turning into a more romantic passion.
- 3 A djinni hopes to convince a topaz dragon to tolerate the djinni's presence by driving off a clan of cyclopes harassing the dragon.
- 4 Reunited after years apart, an adult topaz dragon parent and young dragon child realize they enjoy hunting together.
- 5 A tempestuous marid continually floods the carefully dried-out lair of a topaz dragon.
- 6 A sahuagin baron attempts to gain the support of other sahuagin for driving away a topaz dragon attempting to claim the sea devils' territory.
- 7 A pirate captain tells stories of an adult topaz dragon's legendary hoard while attempting to gather a crew to raid the dragon's lair.
- 8 A ship wrecks near an adult topaz dragon's lair. The dragon claims what's left of the cargo and tries to ransom the survivors (including the dragonborn ship captain) back to the city they came from.

ANCIENT TOPAZ DRAGON CONNECTIONS

d4 Connected Creatures

- 1 An ancient topaz dragon has decided to set local ogre and bandit clans against one another, hoping they wipe each other out.
- 2 An adult bronze dragon has ignored the petitions of townsfolk to deal with an ancient topaz dragon killing livestock and farmers alike. But now the topaz dragon has killed the bronze dragon's child.
- 3 An ancient topaz dragon's lair contains a portal to the Elemental Chaos.
- 4 An ancient bronze dragon and an ancient topaz dragon are locked in an ongoing conflict that threatens shipping and caravans around a major city.

TOPAZ DRAGON LAIRS

Topaz dragons are happiest by the sea. They spend most of their time basking in the sun and have no desire to get wet, beyond enjoying a bit of sea spray in the air. But they love being able to see the water, so they build their lairs on the heights of seaside cliffs or near perfect sunbathing beaches where they can best accomplish this.

TOPAZ DRAGON LAIR

MAP 5.14

1 square = 10 feet



Their preference for lair sites frequently brings topaz dragons into conflict with other creatures, since they resent having to share their chosen scenic locations with anything that isn't food. They often abandon lairs to seek new vistas, so the interiors of their lairs often feel less finished than those of other dragons. Topaz dragons decorate their lairs with mirrors to make them look bigger and brighter, as well as fabric and objects in golden shades that complement their scales. They obsessively organize their hoards but almost never show them to anyone else.

TOPAZ DRAGON LAIR FEATURES

The topaz dragon lair shown in map 5.14 is situated among the rocky cliffs and beaches of a rugged coastline. The lair is set in a cavern complex near the top of the cliffs, 50 feet above the sandy beaches, outcroppings, and islands below. It has the following features:

Outcropping. A flat outcropping with sheer limestone sides, mostly bare, offers a comfortable spot where the dragon can bask in the sunlight and watch the waves below.

Entry Tunnel. A long tunnel leads from the outcropping to the heart of the lair.

Decorated Caverns. The walls of the lair are mostly still in their natural state but are hung with the dragon's collection of nautical paintings, mirrors, and sun-colored tapestries. Numerous gold-and-glass hanging lanterns are suspended from the ceiling, giving the place a warm, cozy glow. (The lanterns might be magical or maintained by minions.) The floors are covered with plush sand-colored carpets.

Hoard Chamber. A small chamber in the upper left corner of the map contains the dragon's hoard. The area is decorated in a similar fashion to the main chamber, and its collected jewels and gold are painstakingly organized and tucked into chests stacked on gold-chased shelves.

Clifftop Path. A second exit from the cave allows the dragon quick access to the lair and leads to a narrow path bordered on the right by a sheer 50-foot drop and on the left by a cliff wall just as steep and devoid of hand- or footholds. The dragon has

ASTILABOR

Like many great wyrms, the topaz Astilabor is often mistakenly identified as a dragon god—in this case, the god of greed. In many ways, she is an archetype for all dragonkind, embodying the desire to acquire and hoard wealth. Her desire is born not of greed, though, but rather from her study of the Material Plane, its magic, and dragons' interconnection with both. Dragons on many worlds acknowledge Astilabor as they establish new lairs to host their hoards, linking them to the magic of the surrounding region.

festooned this path with tripwire alarms and minor booby traps.

Islands. Three small islands jut from the water below the outcropping. The largest features cliffs that rise steeply to a plateau 40 feet above sea level. The dragon sometimes basks here as well and takes many meals atop the plateau.

TOPAZ DRAGON TREASURES

Topaz dragons despise anything made of bronze but love to hoard gold, as well as yellow and orange gems that coordinate with their scales. They also favor treasures with a nautical theme; images of the sun; and mirrors, which they use to gaze at their own reflections and to redirect sunlight into their caves.

Topaz dragons like to keep their lairs well lit and can spend endless hours watching the play of light upon their treasures. They sometimes obsessively arrange their hoards by minute gradations in color and set up mirrors around a hoard chamber to make the mass of treasure appear bigger. But whatever pride topaz dragons take in their hoard, they have little desire to show it off, so even those rare creatures who maintain cordial relationships with a topaz dragon are unlikely to ever see the dragon's treasures.

TOPAZ DRAGON ART OBJECTS

d8 Object

- 1 An ornate statue of a sea serpent that plays ocean sounds when its gemstone eyes are pressed
- 2 A set of seven levered brass mirrors that can be adjusted to direct light in different directions
- 3 A stained glass window depicting a golden city whose buildings are decorated with statues of dragons and other winged creatures
- 4 A gold scrying bowl that shows random, constantly shifting views of the Elemental Chaos
- 5 A 10-foot-tall statue of the dragon, carved out of a single massive yellow crystal (the dragon thinks it's flattering, except for the tail)
- 6 A large, shallow dish filled with water on which floats a set of delicate wooden ships; speaking different command words creates waves and whirlpools in the bowl
- 7 A large spherical gold chandelier that gives off sunlight and is surrounded by an intricate and interlocking set of glass bands engraved in an unknown language
- 8 A set of topaz-inlaid gold claw rings engraved with the names of bronze dragons the topaz dragon has killed

WHITE DRAGONS

I enjoy an animated debate ... just not with a white dragon. Impossible and ignorant, all of them. The air must be different in their arctic latitudes.

—Fizban

Use the tables, map, and other information in this section to craft unique encounters with white dragons.

CREATING A WHITE DRAGON

Use the White Dragon Personality Traits and White Dragon Ideals tables to inspire your portrayal of distinctive white dragon characters, and use the White Dragon Spellcasting table to help select spells for a spellcasting dragon.

WHITE DRAGON PERSONALITY TRAITS

d8 Trait

- 1 Talkative people are usually the most dangerous. I like to eat them first.
- 2 I brood over past encounters with foes and sometimes mistake newcomers for my ancient enemies.
- 3 I can recall many tidbits of lore picked up over the centuries but have no sense of their import.
- 4 I don't like the taste of warm blood and always rinse my mouth out with snow after a fight.
- 5 Whenever I encounter a new type of creature, I try to lure it back to my lair so I can add it to my collection of frozen trophies.
- 6 I have named the wind that blows through my lair and speak to it often. It is my sole companion.
- 7 I meet any challenge to my territory with aggression, even if I can't win outright.
- 8 I feel protective of smaller, weaker creatures that are tormented by larger monsters.

WHITE DRAGON IDEALS

d6 Ideal

- 1 **Rapacity.** When a creature has the misfortune of crossing my path, I ask myself two questions: Am I hungry now? And if not, will I be hungry later? (Any)
- 2 **Survival.** This world is harsh and unforgiving, and so am I. I do whatever it takes to survive. (Any)
- 3 **Dominance.** I delight in making others tremble, knowing that I could kill them at any time. (Evil)
- 4 **Isolation.** All creatures are either prey or rivals. What do you mean by "company?" (Any)

d6 Ideal

- 5 **Vengeance.** Every scar upon my scales, every treasure beyond my reach, is a slight that must be answered. (Evil)
- 6 **Service.** I used to live as a beast, before learning what is possible when creatures put aside their petty needs in service of a greater goal. (Lawful)

WHITE DRAGON SPELLCASTING

Age	Spell Save DC	Spells Known
Young	12	<i>gust of wind</i>
Adult	14	<i>gust of wind</i>
Ancient	16	<i>gust of wind, ice storm</i>

WHITE DRAGON ADVENTURES

The White Dragon Adventure Hooks table offers suggestions for stories and adventures involving white dragons.

WHITE DRAGON ADVENTURE HOOKS

d8 Adventure Hook

- 1 A white dragon has been starving out a fortified settlement by decimating the local caribou herds.
- 2 The words of a ritual to propitiate a vengeful spirit are tattooed on the flesh of a frost giant druid—who is entombed in the ice of a white dragon's lair.
- 3 Aarakocra have become a nuisance in the lowlands ever since they were driven out of their mountain aerie by the arrival of a white dragon.
- 4 An item stolen from a white dragon's hoard has been passed down to an adventurer as a family heirloom—and the dragon is coming to get it back.
- 5 After driving away a white dragon, a group of adventurers discovered a mighty demon trapped in the ice in the dragon's lair. Now the ice is melting and the demon will soon awaken—so the dragon must be lured back.
- 6 A white dragon has been raiding distant farmlands, procuring gifts of food for a mate with a taste for unusual cuisine.
- 7 A white dragon has been exacting vengeance on a rival silver dragon by killing off the silver dragon's Humanoid companions.
- 8 A frost giant wants to subdue a white dragon, hoping to overthrow the current frost giant jarl with the dragon's aid. In exchange for assistance from adventurers, the giant promises peace between the giant clan and nearby settlements.

CONNECTED CREATURES

Savage and territorial by nature, white dragons seldom set out to make alliances, though some come to understand the utility of doing so as they age. More often, white dragons encountered in the company of other creatures have been forced into an uneasy accommodation or a resentful servitude because they lack the power to dominate those companions outright.

WHITE DRAGON WYRMING CONNECTIONS

d6 Connected Creatures

- 1 A pair of ice mephits delight in chasing townsfolk into a white dragon wyrmling's lair to be eaten.
- 2 A brooding griffon found a dragon egg and cared for it along with her own brood. Though the white dragon wyrmling ate the griffon's other hatchlings, the griffon treats the wyrmling as her offspring and protects the creature fiercely.
- 3 A clan of warriors has adopted a white dragon wyrmling as the clan's sacred guardian and brings the wyrmling captured foes as offerings.
- 4 Yetis keep a white dragon wyrmling chained near the entrance of their lair to discourage scavengers.
- 5 A well-meaning druid is trying to rear a white dragon wyrmling as a guardian of nature, training the dragon to hunt only Monstrosities. But the wyrmling keeps attacking other creatures.
- 6 A band of ogres keeps a white dragon wyrmling caged near their larder, as they have discovered that the dragon's cold breath keeps their meat fresh.

YOUNG WHITE DRAGON CONNECTIONS

d6 Connected Creatures

- 1 A young white dragon and a young remorhaz are vying for control of the same territory, and their altercations endanger the other creatures in the area.
- 2 A young white dragon has gained control of an invisible stalker and sends it out to steal treasure.
- 3 A young white dragon allows a clan of deep gnomes to mine the dragon's mountain home in exchange for a healthy portion of the gemstones they extract.
- 4 A frost giant hunter has raised a young white dragon since the dragon hatched, and the two are now inseparable.
- 5 A young white dragon is pestered by a flameskull bound to guard a magic item the dragon recently acquired.
- 6 A young white dragon has been stalking a herd of mammoths for days, trying to pick off the herd's newborn calves.

ADULT WHITE DRAGON CONNECTIONS

d8 Connected Creatures

- 1 A pirate captain uses the pervasive fog near an adult white dragon's lair to elude capture and propitiates the dragon with a share of the crew's booty.
- 2 A djinni has pledged to serve an adult white dragon for a year and a day in exchange for sparing the genie's previous master's life.
- 3 An arcanaloth has been trying to tease information out of an adult white dragon, hoping the dragon can lead it to a lost font of magical power.
- 4 An adult white dragon, captured by devils decades ago, now serves as a mount for an ice devil.
- 5 A beholder manipulates an adult white dragon into eliminating its enemies by inventing ways in which these foes have supposedly offended the dragon.
- 6 A storm giant and an adult white dragon are engaged in a deadly game of cat-and-mouse, leaving a trail of destruction behind them.
- 7 An adult white dragon periodically brings a mouthful of gems to the ancient crystal dragon who raised them, and who is now too old and tired to seek out new mineral veins for sustenance.
- 8 A clan of winged kobolds treat the air currents and ice slides of an adult white dragon's lair as an obstacle course. The dragon enjoys devising increasingly hazardous routes for the kobolds to tackle.

ANCIENT WHITE DRAGON CONNECTIONS

d4 Connected Creatures

- 1 A death knight and an ancient white dragon swap tales of old foes and unanswered grievances, nursing the hunger for vengeance that sustains them.
- 2 An ancient white dragon makes intermittent assaults against a mated pair of adult silver dragons who lair nearby.
- 3 An ancient white dragon guards a lich's phylactery, keeping it sealed in a tomb of ice. The lich visits periodically, bearing fabulous treasures as payment.
- 4 A community of orcs believe an ancient white dragon to be the reincarnation of a legendary leader. They've been venerating the dragon so long that the dragon now believes the story and speaks proudly in Orc about the orcs' triumphs.

WHITE DRAGON LAIRS

A white dragon's lair is a place of freezing temperatures and profound solitude. Forgotten mountain holds, inaccessible chasms, and frozen caverns buried deep beneath glacial ice are typical of the places white dragons seek out to make their homes.

White dragons enjoy the mournful sound of the wind and frequently choose lairs with long, winding tunnels down which icy gusts can travel. They seldom work to improve their lairs, but when they do, it is often to channel wind currents to create effects the dragon finds pleasing. The labyrinthine tunnels and the mirror-like icy surfaces in a white dragon's lair confound would-be thieves and might foil their escape.

WHITE DRAGON LAIR FEATURES

The white dragon lair shown in map 5.15 is a natural stone grotto set in a cliff side capped by a glacial ice sheet. It has the following features:

Cave Entrance. The entrance is a cave that opens into the cliff's rocky base. When the dragon goes out hunting, a wall of ice blocks the cave's entrance. But while in residence, the dragon leaves the cave mouth open to let the lair "breathe."

Frozen Stream. The cave's interior is a twisting stone tunnel carved out by a subterranean stream, now frozen over by the dragon's presence. The stream spills down in stages over low, frozen cascades, creating an icy stairway.

Dining Hall. A small chamber adjoining the stream just inside the cave's entrance is the dragon's dining hall; it contains the horrid remnants of recent meals.

Rocky Grotto. Past the topmost cascade is the grotto floor, a rocky cavern dimly lit by blue light filtering through the icy vault high above. The largest of the dragon's frozen trophies are scattered about the grotto.

Low Cavern. Beyond the grotto, the stream leads to a low-ceilinged cavern the dragon used as a sleeping place when smaller; it might now serve as a home for the dragon's minions.

Upper Cavern. High above the grotto floor is a large cave where the dragon rests and stores the bulk of the dragon's hoard. The cave opens onto a narrow stone shelf that juts out from the grotto's walls and nearly encircles it. The shelf is stable but icy, and there is no obvious means of reaching it except for flying or scaling the sheer rock walls.

Icy Dome. Above the shelf is a frozen dome riddled with icicles. The ice here is just thin enough for the dragon to burst through to the open air if a quick escape is necessary.

ADDITIONAL LAIR ACTIONS

At your discretion, a legendary (adult or ancient) white dragon can use one or both of the following additional lair actions while in its lair:

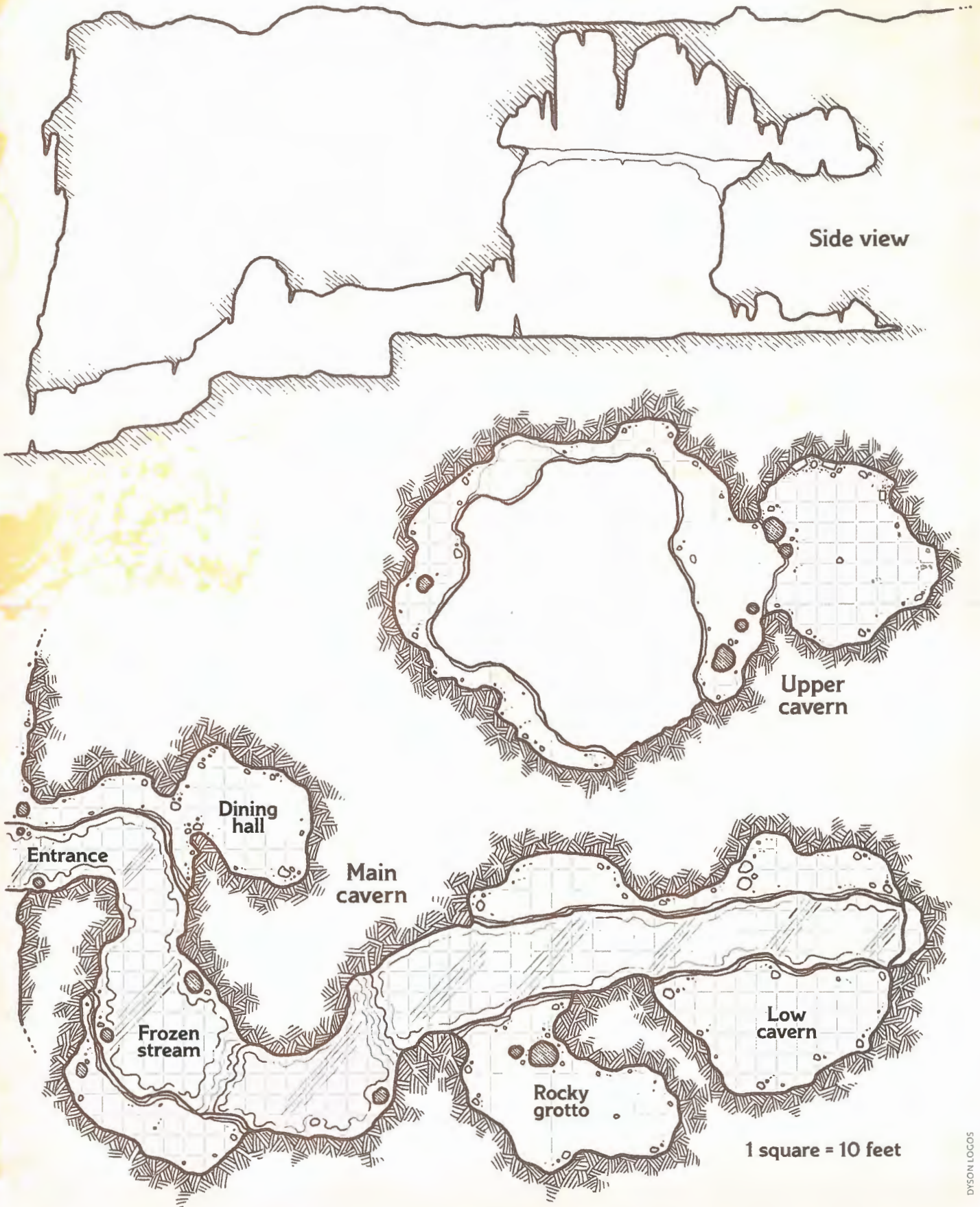
Blinding Sleet. Driving sleet falls in a 40-foot-high, 20-foot-radius cylinder centered on a point the dragon can see within 120 feet of it. Each creature in that area must succeed on a DC 15 Constitution saving throw or be blinded until initiative count 20 on the next round.

Whirling Wind. A strong wind blows in a 30-foot-radius sphere centered on the dragon (see the *Dungeon Master's Guide* for rules on strong wind). The dragon's flying is not affected by this wind, which lasts until the next time the dragon uses a lair action or until the dragon dies.



WHITE DRAGON LAIR

MAP 5.15



REGIONAL EFFECTS

Any of these effects might appear in the area around a white dragon's lair, in addition to or instead of the effects described in the *Monster Manual*:

Biting Chill. Extreme cold envelops the land within 6 miles of the dragon's lair (see the *Dungeon Master's Guide* for rules on extreme cold). If the climate in the area already features extreme cold, the cold is numbing, giving creatures in the area without immunity or resistance to cold damage disadvantage on Strength and Dexterity checks.

Mirror Ice. The icy surfaces in the dragon's lair reflect light like mirrors, giving creatures in the lair other than the dragon disadvantage on Dexterity (Stealth) checks made to hide. In addition, at each intersection or branching passage, any creature other than the dragon has a 50 percent chance of going in a different direction from the direction it intends.

WHITE DRAGON TREASURES

White dragons favor gems and precious metals that mirror the cold sparkle of ice. The floors of their lairs are often scattered with diamonds, moonstones, and quartz, as well as with silver and platinum coins, creating the impression of a river of stars when light spills across it. Though white dragons still value gold and copper, they usually bury such metals in pits filled with rock or snow to keep their yellow gleam from spoiling the look of their lair.

RIME

Rime is a prisoner to her past. This now-ancient white dragon was raised in captivity, bred as a mount for an ancient knightly order. Mithral plates were magically fused to her skull and breastbone, bearing an enchantment binding her to the service of her rider. And though that rider and their order have been dead for centuries, the magic of the mithral plates still binds Rime to the place of her rider's demise. Only in the winter, when her powers are at their peak, can she range out from the ruined citadel that has become her lair to terrorize surrounding lands.

Rime's past experience makes her suspicious of all Humanoids, and she frequently vents her wrath on them without provocation. However, she suffers the presence of the cultists who have taken up residence in her lair, since they bring her food during the long months when she cannot hunt. Rime also seeks a way to rid herself of her mithral shackles and will warily engage in conversation with spellcasters who might help her. Failing that, her plan is to continue to amass treasure during her winter raids until she is powerful enough to break her bonds completely.

The greater part of a white dragon's hoard consists of trophies taken from defeated foes. Although these trophies include items such as mighty weapons or ornate regalia that are valuable treasures in their own right, they can just as easily be worthless junk. A white dragon hoards trophies not for their material value, but as testaments to the dragon's dominance. An ancient white dragon's lair is a literal memory palace and a maze of rime-encrusted treasures that recount the story of the dragon's many victories.

WHITE DRAGON ART OBJECTS

d12 Object

- 1 A war horn carved to resemble a dragon's head with a wide-open maw, which the dragon calls "Little Toot"
- 2 A statue depicting an elf paladin with the face turned upward; the body has been defaced by the dragon's claws
- 3 A mammoth tusk engraved with images depicting the history of a nomadic tribe; the dragon uses the tusk to mark the spot where it has buried its pile of gold
- 4 A giant-sized cloak decorated with silver braiding that the dragon uses as a nest lining for its egg
- 5 A wooden throne heaped with furs; any visitors must sit on the throne while the dragon recounts the grisly death of the seat's previous owner
- 6 A huge wooden door carved and painted to depict a monarch enthroned with sword and scepter; the dragon occasionally raps the door with its knuckles, pauses, and then chortles, "Nobody home"
- 7 A frost giant jarl's crown with broken horns; the dragon enjoys perching the crown on an icy stalagmite and then knocking it off with its tail
- 8 The prow of a ship carved to look like a pouncing lion; the dragon occasionally roars at the lion
- 9 A gilded shield emblazoned with the holy symbol of a forgotten god; the dragon enjoys flicking the shield with a claw to hear the sound it makes
- 10 A ceremonial anvil of dwarven make; gazing at the anvil, the dragon fondly recounts, "Seven at one blow!"
- 11 A long, embroidered linen tapestry showing the history of an ancient realm's civil war; the dragon "reads" the tapestry when it has trouble sleeping.
- 12 A bell engraved with images of an angelic host, still attached to its splintered belfry; the dragon tolls the bell with its tail, growling the name of one of its defeated foes with each ring



A RAMPAGING BLUE GREATWYRM THREATENS A WORLD'S EXISTENCE, AND BAHAMUT STANDS ALONGSIDE THE WORLD'S GREATEST HEROES.



CHAPTER 6

BESTIARY

ACROSS THE WORLDS OF THE MATERIAL Plane and beyond, draconic creatures appear in myriad varieties. This chapter introduces the family of gem dragons, cousins to the chromatic and metallic dragons presented in the *Monster Manual*. It also includes additional creatures of the Dragon type and creatures often associated with dragons or found in their lairs.

These monsters are arranged in alphabetical order. For guidance on how to use a creature's stat block, consult the introduction of the *Monster Manual*.

AMETHYST DRAGONS

Amethyst dragons, the mightiest of the gem dragons, study and psionically manipulate the fundamental principles of the multiverse, from the force of gravity to the emanations of the Outer Planes. Their innate psionics give them a measure of control over how physical laws affect them. They defy gravity with flight that doesn't rely solely upon their great wings, and gravitational force empowers both their devastating breath weapon and the exploding amethyst crystals they spit at their foes.

ROYAL PURPLE

When first hatched, an amethyst dragon has scales of dull, opaque purple. As the dragon grows, their scales, horns, and wing membranes become more vibrant and translucent. When the dragon is fully mature, their scales resemble rich purple amethyst crystals, refracting light to take on an inner glow. Their pupils fade with age, making the eyes of an ancient dragon resemble glowing white or pale lavender orbs. Crystalline horns reminiscent of amethyst chunks hover behind their heads, held there by telekinetic force and shifting with their moods.

COSMOLOGICAL STUDY

Many amethyst dragons are fascinated by the existence of other worlds in the Material Plane, and especially the way individual dragons manifest unique echoes across those worlds. They also prize understanding of the cosmic forces that emanate from the Outer Planes, studying the opposing tides of good and evil, chaos and order, so they can offer counsel to those with the wisdom to accept it.

Amethyst dragons pay particular attention to intrusions of the Far Realm into the Material Plane. They loathe the corruption that accompanies such intrusions into the world, making them fierce opponents of the Far Realm and any creatures warped by its touch. Strangely, though, they are intrigued by and fond of flumphs. These Aberrations, which oppose the depredations of mind flayers and other wicked Aberrations, remind amethyst dragons that allies can be found in the strangest places.

HOARDED ARCANA

In addition to material wealth, amethyst dragons delight in collecting knowledge and magic dealing with the nature of the planes of existence, cosmic forces, and distant worlds. They prize treasures drawn from different worlds of the Material Plane, especially magic items and artworks that highlight the unique nature of different worlds. Magic items that allow teleportation or travel between planes, spellbooks filled with similar magic, and treatises examining the nature of the multiverse form the centerpiece of an amethyst dragon's hoard.

AN AMETHYST DRAGON'S LAIR

Amethyst dragons make their lairs in caves next to or under secluded pools and lakes, preferring caverns with at least one entrance submerged underwater. They prize locations with a combination of open space, connecting tunnels, and dead ends to make the most of their natural and magical mobility, using flight and teleportation to navigate obstacles in their lairs.

The challenge rating of a legendary amethyst dragon increases by 1 when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Beguiling Whisper. The dragon telepathically whispers to one creature within range of the dragon's telepathy. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to the creature.

Imprisoning Force. The dragon casts the *forcecage* spell, using its spell save DC and requiring no spell components. The spell ends early if the dragon uses this lair action again or dies.

Spatial Projection. The dragon chooses a space it can fit into within the lair. It exists in its own space and the chosen space simultaneously until initiative count 20 on the next round. Whenever it moves or takes an action, it chooses which version of itself is moving or acting. If an effect or attack can target both of the dragon's spaces at the same time, the dragon is affected only once.

REGIONAL EFFECTS

The region surrounding a legendary amethyst dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Background Check. Once per day, the dragon can cast the *legend lore* spell, requiring no spell

components, naming any person, place, or object within 1 mile of the lair as the spell's subject.

Crystal Profusion. Amethyst crystals and geodes form along muddy shores and lake beds within 6 miles of the lair.

Thriving Wildlife. Fish and other aquatic Beasts reproduce rapidly and thrive in bodies of water within 6 miles of the lair. Foraging in these waters yields twice the usual amount of food.

Watery Sight. Water within 6 miles of the lair is a conduit for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any body of water in that region.

If the dragon dies, the populations of aquatic life near the lair return to normal levels over the course of 1d10 days. The existing abundance of amethysts remains, but new crystals and geodes form at a normal rate.

ANCIENT AMETHYST DRAGON

Gargantuan Dragon (Gem), Typically Neutral

Armor Class 20 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	27 (+8)	26 (+8)	19 (+4)	23 (+6)

Saving Throws Dex +9, Con +15, Wis +11, Cha +13

Skills Arcana +22, Perception +18, Persuasion +13, Stealth +9

Damage Resistances force, psychic

Condition Immunities frightened, prone

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic, telepathy 120 ft.

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Amphibious. The dragon can breathe both air and water.

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 13 (3d8) force damage.

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

Singularity Breath (Recharge 5–6). The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 90-foot cone. Each creature in that area must make a DC 23 Strength saving throw. On a failed save, the

creature takes 63 (14d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

1/day each: *blink*, *control water*, *dispel magic*, *freedom of movement*, *globe of invulnerability*, *plane shift*, *protection from evil and good*, *sending*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Explosive Crystal (Costs 3 Actions). The dragon spits an amethyst that explodes at a point it can see within 60 feet of it. Each creature within a 20-foot-radius sphere centered on that point must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) force damage and be knocked prone.

ADULT AMETHYST DRAGON

Huge Dragon (Gem), Typically Neutral

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	25 (+7)	20 (+5)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +12, Wis +8, Cha +10

Skills Arcana +15, Perception +13, Persuasion +10, Stealth +7

Damage Resistances force, psychic

Condition Immunities frightened, prone

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

Languages Common, Draconic, telepathy 120 ft.

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Amphibious. The dragon can breathe both air and water.

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Singularity Breath (Recharge 5–6). The dragon creates a shining bead of gravitational force in its mouth, then releases

the energy in a 60-foot cone. Each creature in that area must make a DC 20 Strength saving throw. On a failed save, the creature takes 45 (10d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18):

1/day each: *blink, control water, dispel magic, protection from evil and good, sending*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Explosive Crystal (Costs 3 Actions). The dragon spits an amethyst that explodes at a point it can see within 60 feet of it. Each creature within a 20-foot-radius sphere centered on that point must succeed on a DC 20 Dexterity saving throw or take 13 (3d8) force damage and be knocked prone.

YOUNG AMETHYST DRAGON

Large Dragon (Gem), Typically Neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +9, Wis +6, Cha +8

Skills Arcana +12, Perception +10, Persuasion +8, Stealth +5

Damage Resistances force, psychic

Condition Immunities frightened, prone

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe both air and water.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) force damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Singularity Breath (Recharge 5–6). The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 30-foot cone. Each creature in that area must make a DC 17 Strength saving throw. On a failed save, the creature takes 36 (8d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):

1/day each: *blink, dispel magic, protection from evil and good, sending*



Which came first, the gem or the dragon? Not a riddle, actually—it was the dragon.

—Fizban

AMETHYST DRAGON WYRMLING

Medium Dragon (Gem), Typically Neutral

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Dex +2, Con +5, Wis +3, Cha +5

Skills Arcana +7, Perception +5, Persuasion +5, Stealth +2

Damage Resistances force, psychic

Condition Immunities frightened, prone

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Draconic, telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Amphibious. The dragon can breathe both air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) piercing damage plus 4 (1d8) force damage.

Singularity Breath (Recharge 5–6). The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 15-foot cone. Each creature in that area must make a DC 13 Strength saving throw. On a failed save, the creature takes 22 (5d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

1/day each: *protection from evil and good*, *Tenser's floating disk*, *unseen servant*



ANIMATED BREATH

A chromatic dragon's breath weapon is a manifestation of the energy that suffuses the dragon. With sufficient practice, dragons can learn to draw on magic from the Elemental Planes to shape their breath weapons into bipedal form, creating Elemental creatures called animated breaths. Chromatic dragons often use these creatures as guardians for their hoards or send them out to gather treasure from the territory around their lairs.

An animated breath is a bipedal creature formed from the same energy as the breath weapon of the dragon that created it. A red dragon's creation strongly resembles a fire elemental, while a black

dragon's is similar to a water elemental, but viscous and foul-looking. A green dragon's animated poison breath looks like billowing clouds of green gas, while a white dragon's animated cold breath looks like a walking ice sculpture with frigid air whirling around it. A blue dragon's animated lightning breath is a constantly shifting form of crackling lightning, and it can suddenly vanish from one place to reappear in another, striking like a bolt from the blue.

ANIMATED BREATH

Large Elemental, Typically Neutral Evil

Armor Class 15 (natural armor) or 17 (Cold form only)

Hit Points 95 (10d10 + 40)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances damage of the type matching the animated breath's form (acid, cold, fire, lightning, or poison)

Condition Immunities exhaustion, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Chromatic Form. When created, the animated breath takes one of five forms, matching its creator's breath weapon: Acid, Cold, Fire, Lightning, or Poison. This form determines the creature's AC, damage resistance, traits, and attacks.

Fire Aura (Fire Form Only). At the start of each of the animated breath'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 animated breath or hits it with a melee attack takes 3 (1d6) fire damage.

Putrid Aura (Acid and Poison Forms Only). A creature that starts its turn within 5 feet of the animated breath must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. A creature that touches the animated breath or hits it with a melee attack takes 3 (1d6) acid damage.

ACTIONS

Multiattack. The animated breath makes two Slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 11 (2d10) damage of a type determined by the animated breath's form: acid, cold, fire, lightning, or poison.

BONUS ACTIONS

Lightning Burst (Lightning Form Only). The animated breath magically teleports to an unoccupied space it can see within 30 feet of it. Each creature within 5 feet of the animated breath after it teleports takes 3 (1d6) lightning damage.



ASPECT OF BAHAMUT

Known as the Platinum Dragon, Bahamut is the patron and progenitor of metallic dragons. Since fleeing the First World, he has made his home in the Seven Heavens of Mount Celestia and is often numbered among the gods of that plane. Adventurers and dragons alike pray to Bahamut to uphold honor and justice, or when they need courage to face a great threat. In the most dire situations, a powerful follower of Bahamut who makes a tremendous sacrifice—a vast hoard or even the follower's own life—might convince the god to send aid to the world in the form of a divine aspect. This aspect is a physical manifestation of the Platinum Dragon, carrying his memories and will—and a significant portion of his formidable strength.

Bahamut's aspect displays the full glory of the Platinum Dragon, towering over even ancient

dragons. Covered in platinum scales, his physical features combine various elements of the five kinds of metallic dragons—according to some scholars, combining them in different ways with each manifestation of the aspect. But Bahamut is also fond of traveling the Material Plane in disguise, so his aspect might appear as a wizened old sage, a young monk, or a songbird. In any form, Bahamut's aspect is often accompanied by seven ancient gold dragons who favor disguising themselves as canaries.

In combat, Bahamut's enemies experience the full force of his justice, while his allies enjoy the full benefit of his mercy. His breath can wreak monumental destruction and work miraculous healing, and few things in the mortal world can cause him lasting harm.

Objectively speaking, of all the dragons, Bahamut has made the best decisions. He is also the most handsome. And his hoard is gigantic-est.

-Fizban

ASPECT OF BAHAMUT

Gargantuan Dragon (Metallic), Lawful Good

Armor Class 23 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	29 (+9)	25 (+7)	28 (+9)	30 (+10)

Saving Throws Con +18, Int +16, Wis +18, Cha +19

Skills Insight +18, Perception +18, Persuasion +19

Damage Immunities acid, cold, fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, frightened, paralyzed, stunned

Senses truesight 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Platinum Brilliance (Recharges after a Short or Long Rest). If the aspect would be reduced to 0 hit points, his current hit point total instead resets to 500 hit points, he recharges his Breath Weapon, and he regains any expended uses of Legendary Resistance. Additionally, the aspect can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 155,000 XP (310,000 XP total) for defeating the aspect of Bahamut after his Platinum Brilliance activates.

Legendary Resistance (5/Day). If the aspect fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes one Bite attack, one Claw attack, and one Tail attack.

Bite. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. **Hit:** 23 (2d12 + 10) piercing damage plus 22 (4d10) force damage.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. **Hit:** 21 (2d10 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The aspect can have only one creature grappled this way at a time.

Tail. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. **Hit:** 23 (2d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The aspect uses one of the following breath weapons:

Exalting Breath. The aspect exhales the restoring winds of Mount Celestia in a 300-foot cone. Each creature in that area of the aspect's choice regains 71 (13d10) hit points, and each creature in that area of the aspect's choice that has been dead for no longer than 1 hour is restored to life with all its hit points.

Platinum Breath. The aspect exhales radiant platinum flames in a 300-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 66 (12d10) radiant damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Change Shape. The aspect magically transforms into any Humanoid or Beast, while retaining his game statistics (other than his size). This transformation ends if the aspect is reduced to 0 hit points or if he uses a bonus action to end it.

LEGENDARY ACTIONS

The aspect 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 aspect regains spent legendary actions at the start of his turn.

Attack. The aspect makes one Claw or Tail attack.

Furious Bite (Costs 2 Actions). The aspect makes one Bite attack. If the attack hits a creature, the target must succeed on a DC 27 Wisdom saving throw or become frightened of the aspect until the end of the target's next turn.

MYTHIC ACTIONS

If the aspect's Platinum Brilliance trait has activated in the last hour, he can use the options below as legendary actions.

Celestial Shield (Costs 2 Actions). The aspect manifests seven spectral ancient gold dragons around himself that protect him; he gains 77 temporary hit points until the start of his next turn.

Celestial Lances (Costs 3 Actions). The aspect conjures four enormous lances of magical force that plummet to the ground at four different points he can see within 150 feet of him and then disappear. Each creature in a 20-foot-radius, 100-foot-high cylinder centered on each point must succeed on a DC 27 Dexterity saving throw or take 24 (7d6) force damage. A creature in the area of more than one lance is affected only once.

ASPECT OF TIAMAT

The five-headed progenitor of chromatic dragons, Tiamat embodies the vices of evil dragons. Since the destruction of the First World, she has dwelled in the Nine Hells—some say by choice. But others claim that she is imprisoned there to punish her for the evils she perpetrated when the gods sought to colonize the First World with their followers.

Mortals who hunger for power and wealth often swear fealty to Tiamat in pursuit of those goals. Many of her followers have attempted to break her out of Avernus—and failed—but even while she remains in the Nine Hells, Tiamat can send her aspect

to manifest in the Material Plane. A follower with enough power and anger, and with a hoard worthy of ancient dragons, can sacrifice it all to unleash the wrath of the dragon queen on a world.

The aspect of Tiamat has the body of a titanic dragon with five heads, each the shape and hue of a different chromatic dragon. Each head might speak separately and have different mannerisms, but they are all Tiamat. Once unleashed, the aspect of Tiamat rampages across the world, acquiring any treasure she can find and destroying any creature that dares to cross her path.

ASPECT OF TIAMAT

Gargantuan Dragon (Chromatic), Chaotic Evil

Armor Class 23 (natural armor)

Hit Points 574 (28d20 + 280)

Speed 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	21 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +11, Con +19, Wis +14, Cha +17

Skills Intimidation +26, Perception +23

Damage Immunities acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses truesight 120 ft., passive Perception 33

Languages Common, Draconic, Infernal

Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Chromatic Wrath (Recharges after a Short or Long Rest). If the aspect would be reduced to 0 hit points, her current hit point total instead resets to 500 hit points, she recharges her Chromatic Flames, and she regains any expended uses of Legendary Resistance. Additionally, the aspect can now use the options in the “Mythic Actions” section for 1 hour. Award a party an additional 155,000 XP (310,000 XP total) for defeating the aspect of Tiamat after her Chromatic Wrath activates.

Legendary Resistance (5/Day). If the aspect fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The aspect makes one Bite attack, one Claw attack, and one Tail attack.

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 23 (2d12 + 10) piercing damage plus 19 (3d12) force damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and

is restrained until this grapple ends. The aspect can have only one creature grappled this way at a time.

Tail. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Chromatic Flames (Recharge 5–6). The aspect exhales multi-colored flames in a 300-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 71 (11d12) damage of a type of the aspect’s choosing: acid, cold, fire, lightning, or poison. On a successful save, the creature takes half as much damage.

LEGENDARY ACTIONS

The aspect 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 aspect regains spent legendary actions at the start of her turn.

Attack. The aspect makes one Claw or Tail attack.

Furious Bite (Costs 2 Actions). The aspect makes one Bite attack. If the attack hits a creature, the target must succeed on a DC 27 Wisdom saving throw or become frightened of the aspect until the end of its next turn.

MYTHIC ACTIONS

If the aspect’s Chromatic Wrath trait has activated in the last hour, she can use the options below as legendary actions.

Hurl Through Avernus (Costs 2 Actions). The aspect targets a creature she is grappling. The creature must succeed on a DC 25 Charisma saving throw or take 44 (8d10) psychic damage and be banished to Avernus (the first layer of the Nine Hells). At the start of the aspect’s next turn, the creature reappears in an unoccupied space within 10 feet of the aspect.

Chromatic Flare (Costs 3 Actions). The aspect flares with elemental energy. Each creature of the aspect’s choice in a 60-foot-radius sphere centered on her must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 39 (6d12) damage of a type chosen by the aspect: acid, cold, fire, lightning, or poison. On a successful save, the creature takes half as much damage.



CHROMATIC GREATWYRM

The most ancient chromatic dragons, who have survived over twelve hundred years of mortal life and acquired vast hoards worth millions of gold pieces, can achieve a form of apotheosis, reaching a level of power approaching that of Tiamat's mighty aspect. The competitive avarice of dragonkind and the interference of adventurers prevent most dragons from attaining this level of power. But a chromatic dragon who can outwit all rivals and overcome all potential thieves can rise to become one of the mightiest of dragons.

Often a chromatic greatwyrms ascension involves fusing the power of a single dragon's echoes across different worlds of the Material Plane. The

black greatwyrms Chronopsis, for example, is said to have stalked multiple worlds and devoured many of his echoes before withdrawing to a planar lair in the Outlands. The red greatwyrms Ashardalon worked with a balor to ritually drain the power of his echoes, then infused their power into himself by implanting the balor where his heart had been.

In both size and power, chromatic greatwyrms exceed even ancient dragons. The energy of their breath weapons courses over their bodies and glows under their scales, and elemental forces rage around them when they exert their wrath. They no longer need to eat or drink, as their vast hoards magically sustain them. And their power can raze a city to the ground, destroying buildings and defenders alike.

CHROMATIC GREATWYRM

Gargantuan Dragon (Chromatic), Typically Chaotic Evil

Armor Class 22 (natural armor)

Hit Points 533 (26d20 + 260)

Speed 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	21 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +10, Con +18, Wis +13, Cha +16

Skills Intimidation +16, Perception +21, Stealth +10

Damage Immunities acid (black), cold (white), fire (red), lightning (blue), or poison (green)

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 31

Languages Common, Draconic

Challenge 27 (105,000 XP)

Proficiency Bonus +8

Chromatic Awakening (Recharges after a Short or Long Rest).

If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 425 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrms can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 105,000 XP (210,000 XP total) for defeating the greatwyrms after its Chromatic Awakening activates.

Legendary Resistance (4/Day). If the greatwyrms fails a saving throw, it can choose to succeed instead.

Unusual Nature. The greatwyrms doesn't require food or drink.

ACTIONS

Multiattack. The greatwyrms makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 13 (2d12) force damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is

restrained until this grapple ends. The greatwyrms can have only one creature grappled this way at a time.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The greatwyrms exhales a blast of energy in a 300-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw. On a failed save, the creature takes 78 (12d12) damage of a type determined by the greatwyrms's kind: acid (black), cold (white), fire (red), lightning (blue), or poison (green). On a successful save, the creature takes half as much damage.

LEGENDARY ACTIONS

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

Attack. The greatwyrms makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). The greatwyrms beats its wings. Each creature within 30 feet of it must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The greatwyrms can then fly up to half its flying speed.

Arcane Spear (Costs 3 Actions). The greatwyrms creates four spears of magical force. Each spear hits a creature of the greatwyrms's choice it can see within 120 feet of it, dealing 12 (1d8 + 8) force damage to its target, then disappears.

MYTHIC ACTIONS

If the greatwyrms's Chromatic Awakening trait has activated in the last hour, it can use the options below as legendary actions.

Bite. The greatwyrms makes one Bite attack.

Chromatic Flare (Costs 2 Actions). The greatwyrms flares with elemental energy. Each creature in a 60-foot-radius sphere centered on the greatwyrms must succeed on a DC 26 Dexterity saving throw or take 22 (5d8) damage of a type determined by the greatwyrms's kind: acid (black), cold (white), fire (red), lightning (blue), or poison (green).



A RED GREATWYRM'S CATAclySMIC BREATH LAYS WASTE TO A TOWN.

CRYSTAL DRAGONS

Shimmering with radiant energy and brimming with life, crystal dragons enjoy an innate psionic connection to the Positive Plane that suffuses their bodies as well as their personalities with light. Though they prefer to live in desolate, frigid regions, many of them are among the friendliest of dragon-kind, nurturing and optimistic.

INNER GLOW

When they hatch, crystal dragons have dull gray scales, with a few white or clear crystalline points, allowing the wyrmlings to blend in to rocky terrain in the face of danger. As they age, their scales turn snow white, then slowly fade to transparency. The oldest crystal dragons have scales of perfect clarity that bend and refract light, sometimes making them difficult to see clearly.

The radiant energy of the Positive Plane shimmers in crystal dragons' scales. It glows like starlight between their bodies and the spines and horns that hover close to their heads and backs. These horns shift with the dragon's mood: bristling with anger, lying back with fear or suspicion, and rippling in side-to-side waves with amusement or joy.

VISIONS IN STARLIGHT

Many crystal dragons study the stars, recording their observations of the night sky and tracking the signs written in starlight. They read these signs as omens, giving them glimpses of what is to come, and they eagerly examine the potential futures of any creatures who come to them in peace.

Crystal dragons' connection to the radiant forces of the Positive Plane fosters a nurturing, optimistic attitude in most of these dragons. They sometimes adopt the abandoned eggs or hatchlings of other dragons; many a white wyrmling has been raised in the caring environment of a crystal dragon's lair. But they fiercely oppose destructive forces in their home territories, which sometimes leads nearby frost giants and white dragons to put aside their mutual enmity to hunt them.

GLITTERING HOARDS

For their treasure hoards, crystal dragons prize diamonds and baubles that refract light, collections of prophecy, works on astronomy, and star charts. When it comes to magical treasure, they seek items and spells that predict the future, create or manipulate light, or channel positive energy for healing and nurturing.

A CRYSTAL DRAGON'S LAIR

Crystal dragons dwell in cold regions, where they construct ice and snow structures reminiscent of castles but open to the sky. Glittering crystals scattered about their lairs glow with gathered starlight, and caves or tunnels beneath the ice and snow provide protected areas for their hoards. They use their burrowing ability to dig blinds and secret passages throughout their lairs, allowing them to move easily—and potentially unnoticed.

The challenge rating of a legendary crystal dragon increases by 1 when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Beguiling Whisper. The dragon telepathically whispers to one creature within range of the dragon's telepathy. The creature must succeed on a DC

15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to the creature.

Ice Passage. The dragon can open a passage through a wall of ice or snow that is up to 5 feet thick, creating an opening up to 30 feet wide and high.

Starlight's Gleam. The dragon chooses a point it can see in the lair. Gleaming starlight radiates from that point to fill a 10-foot-radius sphere with dim light. Each creature other than the dragon in that area when the light appears must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) radiant damage and be outlined in the glow. Attack rolls made against an outlined creature have advantage, and the creature can't hide or benefit from being invisible. The starlight and the glow around any creature fades on initiative count 20 on the next round.

ANCIENT CRYSTAL DRAGON

Gargantuan Dragon (Gem), Typically Chaotic Neutral

Armor Class 20 (natural armor)

Hit Points 222 (12d20 + 96)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	26 (+8)	20 (+5)	16 (+3)	21 (+5)

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

Skills Perception +15, Stealth +13, Survival +9

Damage Resistances cold, radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic, telepathy 120 ft.

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Scintillating Breath (Recharge 5–6). The dragon exhales a burst of brilliant radiance in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 49 (11d8)

radiant damage on a failed save, or half as much damage on a successful one. The dragon then gains 25 temporary hit points by absorbing a portion of the radiant energy.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *dancing lights, guidance*

1/day each: *command, divination, greater restoration, hypnotic pattern, invisibility*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Starlight Strike (Costs 3 Actions). The dragon releases a searing beam of starlight at a creature that it can see within 60 feet of it. The target must succeed on a DC 19 Dexterity saving throw or take 38 (11d6) radiant damage.

REGIONAL EFFECTS

The region surrounding a legendary crystal dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Clear Skies. The skies above a crystal dragon's lair remain clear and free of precipitation unless magically altered. Winds blow lightly, posing little threat to those approaching the lair, and visibility is the best possible for the time of day.

Crystal Profusion. Plentiful quartz crystals form in natural stone within 6 miles of the lair, particularly in places where natural light can shine on the crystals.

Icy Sight. Ice and quartz within 6 miles of the lair become conduits for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any ice or quartz crystals in that region.

Positive Energy. Any creature that finishes a long rest within 6 miles of the lair regains two additional spent Hit Dice.

I had a crystal dragon read my fortune once. A lot of codswallop and poppycocks, to be sure, except for the part where he said I'd forget what he told me! That was impressively accurate.

-Fizban

Thriving Wildlife. Animal populations flourish within 6 miles of the lair. Ability checks made to forage for food by hunting, fishing, or trapping in that area are made with advantage.

If the dragon dies, the animal population near the lair returns to normal levels over the course of 1d10 days. The increased Hit Die recovery ends immediately. The existing abundance of quartz crystals remains, but new crystals form at a normal rate.

ADULT CRYSTAL DRAGON

Huge Dragon (Gem), Typically Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 172 (15d12 + 75)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +9, Wis +6, Cha +8

Skills Perception +10, Stealth +9, Survival +6

Damage Resistances cold, radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, telepathy 120 ft.

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Scintillating Breath (Recharge 5–6). The dragon exhales a burst of brilliant radiance in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 40 (9d8)

radiant damage on a failed save, or half as much damage on a successful one. The dragon then gains 15 temporary hit points by absorbing a portion of the radiant energy.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *dancing lights, guidance*

1/day each: *command, divination, hypnotic pattern, lesser restoration*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Starlight Strike (Costs 3 Actions). The dragon releases a searing beam of starlight at a creature that it can see within 60 feet of it. The target must succeed on a DC 17 Dexterity saving throw or take 31 (9d6) radiant damage.



YOUNG CRYSTAL DRAGON

Large Dragon (Gem), Typically Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Dex +4, Con +7, Wis +5, Cha +6

Skills Perception +8, Stealth +7, Survival +5

Damage Resistances cold, radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, telepathy 120 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 4 (1d8) radiant damage.

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

Scintillating Breath (Recharge 5–6). The dragon exhales a burst of brilliant radiance in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a successful one. The dragon then gains 10 temporary hit points by absorbing a portion of the radiant energy.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *dancing lights*, *guidance*

1/day each: *hypnotic pattern*, *lesser restoration*

CRYSTAL DRAGON WYRMLING

Medium Dragon (Gem), Typically Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 15 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +3, Con +4, Wis +3, Cha +4

Skills Perception +5, Stealth +5, Survival +3

Damage Resistances cold, radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic, telepathy 120 ft.

Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) radiant damage.

Scintillating Breath (Recharge 5–6). The dragon exhales a burst of brilliant radiance in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one. The dragon then gains 5 temporary hit points by absorbing a portion of the radiant energy.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability:

At will: *dancing lights*, *guidance*

DEEP DRAGONS

Making their lairs in the depths of the Underdark, deep dragons are nightmarish cousins of chromatic dragons. The warped magical energy of their subterranean realm gives them the ability to exhale magical spores that instill fear and scar the mind.

Deep dragons' black-and-gray hide is smooth like a salamander's, and their eyes are pale. As they age, their spore breath causes fungi to bloom across their skin, especially around the head and neck. Their wings are attached to their front legs and can fold in close to the body, allowing deep dragons to easily maneuver through relatively narrow tunnels.

Deep dragons often hoard secrets, delighting in knowledge of far-off lands. Many seek out new insights and tricks that they can use against other denizens of the Underdark, preferring social manipulation and crafty dealmaking to exerting them-

selves in combat. Deep dragons look down on any creature that isn't useful to them, though they are willing to bargain for knowledge they lack.

A DEEP DRAGON'S LAIR

Deep dragons make their lairs in well-hidden caves or sunless beaches in the Underdark, and these sites are often inaccessible without the ability to fly or dive underwater. They fill their lairs with secret passages and hiding places that allow them to escape or ambush visitors if the need arises. A well-cultivated lair abounds with Underdark fungi and plants, with the floor, walls, and ceiling covered in carpets of mold and moss, or featuring larger mushrooms and plants in neatly organized displays.

The challenge rating of a legendary deep dragon increases by 1 when it's encountered in its lair.

ANCIENT DEEP DRAGON

Gargantuan Dragon, Typically Neutral Evil

Armor Class 20 (natural armor)

Hit Points 201 (13d20 + 65)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	19 (+4)	18 (+4)	21 (+5)

Saving Throws Dex +9, Con +11, Wis +10, Cha +11

Skills Perception +10, Persuasion +17, Stealth +15

Damage Resistances poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 300 ft., passive Perception 20

Languages Common, Draconic, Undercommon

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 11 (2d10) poison 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:* 10 (1d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Nightmare Breath (Recharge 5–6). The dragon exhales a cloud of spores in a 90-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 49 (9d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Commanding Spores. The dragon releases spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 19 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, or the target can't take a reaction, it takes 11 (2d10) psychic damage.

Tail. The dragon makes one Tail attack.

Spore Salvo (Costs 2 Actions). The dragon releases poisonous spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 19 Constitution saving throw or take 28 (8d6) poison damage and become poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Deep Torpor. The dragon casts the *slow* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16 for an adult dragon or DC 19 for an ancient dragon). The spell ends early if the dragon uses this lair action again or if the dragon dies.

Mossy Sludge. The dragon conjures sludge-like moss that briefly covers surfaces in the lair. The ceiling, floor, and walls of the lair become difficult terrain until initiative count 20 on the next round.

Toxic Spores. The dragon fills a 20-foot cube it can see within 120 feet of itself with toxic spores. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and be poisoned until the end of its next turn.

REGIONAL EFFECTS

The region surrounding a legendary deep dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Preservation of Knowledge. Books, letters, and any other physical forms of writing within 6 miles of the dragon's lair become magically charged and can't be damaged by nonmagical means.

Restless Sleep. When a creature finishes a long rest within 6 miles of the lair, the creature must first succeed on a DC 10 Constitution saving throw or be unable to reduce its level of exhaustion. Creatures immune to the poisoned condition are immune to this effect.

Verdant Growth. Vegetation and fungi within 6 miles of the dragon's lair grow faster and cover a greater area than they normally would. Foraging in this area yields twice the usual amount of food.

If the dragon dies, these effects fade over the course of 1d10 days.

ADULT DEEP DRAGON

Huge Dragon, Typically Neutral Evil

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +6, Con +8, Wis +7, Cha +8

Skills Perception +7, Persuasion +12, Stealth +10

Damage Resistances poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 ft., darkvision 150 ft., passive Perception 17

Languages Common, Draconic, Undercommon

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) poison damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Nightmare Breath (Recharge 5–6). The dragon exhales a cloud of spores in a 60-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 33 (6d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Commanding Spores. The dragon releases spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, or the target can't take a reaction, it takes 5 (1d10) psychic damage.

Tail. The dragon makes one Tail attack.

Spore Salvo (Costs 2 Actions). The dragon releases poisonous spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 Constitution saving throw or take 17 (5d6) poison damage and become poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



The ultimate paradox: some deep dragons are actually very shallow.
-Fizban



YOUNG DEEP DRAGON

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +5, Cha +6

Skills Perception +5, Persuasion +6, Stealth +7

Damage Resistances poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 150 ft.,

passive Perception 15

Languages Common, Draconic, Undercommon

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) poison damage.

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

Nightmare Breath (Recharge 5–6). The dragon exhales a cloud of spores in a 30-foot cone. Each creature in that area must make a DC 14 Wisdom saving throw. On a failed save, the creature takes 22 (4d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEEP DRAGON WYRMLING

Medium Dragon, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +3, Cha +3

Skills Perception +3, Persuasion +3, Stealth +4

Damage Resistances poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses blindsight 10 ft., darkvision 90 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) piercing damage.

Nightmare Breath (Recharge 5–6). The dragon exhales a cloud of spores in a 15-foot cone. Each creature in that area must make a DC 11 Wisdom saving throw. On a failed save, the creature takes 5 (1d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



I once spent months trying to teach a dracohydra to perform a sixteen-bar, five-part harmony. The singing didn't take, but the image of all its heads wearing the little hats and mustaches I gave them still tickles me to this day.

-Fizban

DRACOHYDRA

The dracohydra is the result of arcane experimentation dedicated to recreating Tiamat's power. Amalgamating the magic of chromatic dragons with the blood of a hydra resulted in a many-headed draconic monster with wings and multiple snakelike tails. The dracohydra's breath weapon is a multicolored mass of energy that contains the essence of a chromatic dragon's elemental power.

These gluttonous creatures' appearance heralds disaster for any region they settle in, as they feed relentlessly—with each head demanding a feast of its own. If left alone, they hunt the local fauna almost to extinction, then move on to threatening the folk of nearby settlements.

A dracohydra can sometimes be found in the service of the spellcaster who created it, kept obedient by the rituals of their creation.

DRACOHYDRA

Huge Monstrosity, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 218 (19d12 + 95)
Speed 30 ft., swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages understands Draconic but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Multiple Heads. The dracohydra has five heads. While it has more than one head, the dracohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the dracohydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the dracohydra dies.

At the end of its turn, the dracohydra grows two heads for

each of its heads that died since its last turn, unless it has taken radiant damage since its last turn. The dracohydra regains 10 hit points for each head regrown this way.

Reactive Heads. For each head the dracohydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the dracohydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The dracohydra makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) damage of a type chosen by the dracohydra: acid, cold, fire, lightning, or poison.

Prismatic Breath (Recharge 4–6). The dracohydra's heads exhale a single breath of multicolored energy in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 33 (6d10) damage of a type chosen by the dracohydra: acid, cold, fire, lightning, or poison. On a successful save, the creature takes half as much damage.

THIS DRACONIAN DREADNOUGHT WAS MADE FROM A SILVER DRAGON'S EGG.



DRACONIANS

Draconians are bipedal monsters born from dragon eggs that have been corrupted or warped by powerful magic. Most often, this corruption is a deliberate act, the work of an aspiring tyrant seeking to transform stolen eggs into a draconian army. A single corrupted egg yields several draconians of the same kind. A draconian might be taken for a dragonborn at first glance, though most kinds of draconians have wings.

When draconians die, they do not go quietly. Instead, their lifeless bodies unleash a last act of magical violence.

DRACONIAN DREADNOUGHT

Large Monstrosity, Any Alignment

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +6, Wis +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Death Throes. When the draconian is reduced to 0 hit points, it bursts into flames and is reduced to ashes. Each creature in a 10-foot-radius sphere centered on the draconian must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) fire damage.

ACTIONS

Multiattack. The draconian makes two Serrated Sword attacks and one Tail attack.

Serrated Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

REACTIONS

Shape Theft. After the draconian kills a Medium or smaller Humanoid, the draconian can magically transform itself to look and feel like that creature while retaining its game statistics (other than its size). This transformation lasts until the draconian dies or uses an action to end it.

DRACONIAN DREADNOUGHT

The largest of the draconians are the dreadnoughts, who are born from the eggs of silver, blue, or sapphire dragons. They fly on mighty wings over the battlefield to wherever the fighting is the thickest. Their magical ability to change their appearance to mimic those they've slain allows them to sow confusion and despair among their enemies. When dreadnoughts are killed, their bodies burst into flames, scorching everything around them.

On the world of Krynn, draconian dreadnoughts formed from silver dragon eggs are called sivak draconians.

DRACONIAN FOOT SOLDIER

The most numerous draconians are the foot soldiers, who are born from brass, white, or crystal dragon eggs. They are the smallest of their kind, and their slight wings are incapable of flight—though they do afford the draconians some control when falling. These wings are small enough to be hidden beneath a cloak or robe, so foot soldiers sometimes disguise themselves to get close to enemies before springing an ambush. When draconian foot soldiers die, they unleash clouds of petrifying gas, turning their corpses—and any creatures within the clouds—to stone.

On the world of Krynn, draconian foot soldiers formed from brass dragon eggs are called baaz draconians.

THIS DRACONIAN FOOT SOLDIER WAS MADE FROM A BRASS DRAGON'S EGG.



DRACONIAN FOOT SOLDIER

Medium Monstrosity, Any Alignment

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Controlled Fall. When the draconian falls and isn't incapacitated, it subtracts up to 100 feet from the fall when calculating the fall's damage.

Death Throes. When the draconian is reduced to 0 hit points, its body turns to stone and releases a petrifying gas. Each creature within 5 feet of the draconian must succeed on a DC 11 Constitution saving throw or be restrained as it begins to turn to stone. The restrained creature must repeat the saving throw at the end of its next turn. On a success, the effect ends; otherwise the creature is petrified for 1 minute. After 1 minute, the body of the draconian crumbles to dust.

ACTIONS

Multiattack. The draconian makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

DRACONIAN INFILTRATOR

Copper, black, and topaz dragon eggs yield these sly and stealthy draconians, who often serve their creators as scouts and spies. They use the paralytic venom of their saliva to coat their weapons, making them formidable assassins as well. Their wings allow them to turn a fall into a rough glide. When draconian infiltrators die, their bodies dissolve into pools of acid.

On the world of Krynn, draconian infiltrators formed from copper dragon eggs are called kapak draconians.

DRACONIAN INFILTRATOR

Medium Monstrosity, Any Alignment

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Dex +5

Skills Perception +3, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2


Death Throes. When the draconian is reduced to 0 hit points, it turns into a puddle of acid and splashes acid on those around it. Each creature within 5 feet of the draconian must succeed on a DC 12 Dexterity saving throw or be covered in acid for 1 minute. A creature can use its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 7 (2d6) acid damage at the start of each of its turns.

Glide. When the draconian falls and isn't incapacitated, it subtracts up to 100 feet from the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

ACTIONS

Multiattack. The draconian makes two Dagger attacks. If both attacks hit the same creature, the target must succeed on a DC 12 Constitution saving throw or become poisoned until the end of the target's next turn. While poisoned in this way, the target is also paralyzed.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.



THIS DRACONIAN MAGE
WAS MADE FROM A
BRONZE DRAGON'S EGG.

THIS DRACONIAN INFILTRATOR
WAS MADE FROM A BLACK DRAGON'S EGG.

DRACONIAN MAGE

Draconians born from the eggs of bronze, green, and emerald dragons have some ability to wield magic. They often lead small groups of draconian foot soldiers, using their magic to snipe across the battlefield or aid their allies' incursions and attacks. They have wings that allow them to glide during a fall.

When draconian mages die, their flesh shrivels away before their bones explode, sending a shower of magical splinters in all directions.

On the world of Krynn, draconian mages formed from bronze dragon eggs are called bozak draconians.

DRACONIAN MASTERMIND

The rarest and most powerful of the draconians are the masterminds—spellcasters and strategists who most often serve as military commanders or as advisors to those who created them. They emerge from gold, red, or amethyst dragon eggs, wingless but possessed of an arsenal of eldritch power. Like their dragon progenitors, masterminds have a breath weapon—a billowing cloud of poisonous gas. They also have formidable claws and teeth they use to rend foes in close combat.

Dying draconian masterminds are a sight to behold, as their magical essence coalesces as a ball of lightning that arcs out at those nearby.

On the world of Krynn, draconian masterminds formed from gold dragon eggs are called aurak draconians.

DRACONIAN MAGE

Medium Monstrosity, Any Alignment

Armor Class 15 (natural armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Int +2, Wis +2, Cha +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Death Throes. When the draconian is reduced to 0 hit points, its scales and flesh immediately shrivel away and its bones explode. Each creature within 10 feet of it must succeed on a DC 10 Dexterity saving throw or take 9 (2d8) force damage.

Glide. When the draconian falls and isn't incapacitated, it subtracts up to 100 feet from the fall when calculating the fall's damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

ACTIONS

Multiattack. The draconian makes two Trident or Necrotic Ray attacks.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Necrotic Ray. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Spellcasting. The draconian casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

1/day each: *enlarge/reduce*, *invisibility*, *stinking cloud*

THIS DRACONIAN MASTERMIND WAS MADE FROM AN AMETHYST DRAGON'S EGG.

DRACONIAN MASTERMIND

Medium Monstrosity, Any Alignment

Armor Class 17 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	15 (+2)	11 (+0)	17 (+3)

Saving Throws Int +5, Wis +3, Cha +6

Skills Perception +3

Condition Immunities charmed

Senses truesight 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Death Throes. When the draconian is reduced to 0 hit points, its magical essence lashes out as a ball of lightning at the closest creature within 30 feet of it before arcing out to up to two other creatures within 15 feet of the first. Each creature must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 9 (2d8) lightning damage and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

ACTIONS

Multiattack. The draconian makes three Rend or Energy Ray attacks.

Rend. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Energy Ray. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 8 (1d10 + 3) force damage.

Noxious Breath (Recharge 5–6). The draconian exhales a 15-foot cone of noxious gas. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, the creature takes 21 (6d6) poison damage and gains 1 level of exhaustion. On a successful save, the creature takes half as much damage, doesn't gain exhaustion, and is immune to all draconians' Noxious Breath for 24 hours.

Spellcasting. The draconian casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *invisibility, mage hand*

2/day each: *dimension door, disguise self, sending*

REACTIONS

Magic Shield (3/Day). When the draconian is hit by an attack roll, it can create an invisible barrier of magical force around itself, granting it a +5 bonus to its AC against that attack and potentially causing the attack to miss.



DRACONIC SHARD

Gem dragons wield psionic power, and when a powerful gem dragon perishes, the force of the dragon's will and mind sometimes refuses to pass on. This essence lingers in the form of a psychic remnant called a draconic shard.

A draconic shard in its true form resembles a shimmering, spectral image of the dragon. More often, though, a shard inhabits an object the gem dragon poured psionic power into—typically a weapon or other item from the dragon's hoard. In this vessel, a draconic shard continues to pursue the interests and struggles that drove the dragon, perhaps even accompanying adventurers in the guise of an intelligent magic item and steering them to fulfill the dragon's designs.

A draconic shard is difficult to destroy. Destroying the shard's spectral form or an object the shard inhabits forces the spirit into the form of a cracked gemstone while the spirit slowly regains strength. Only if that stone is destroyed can the shard be put to rest.

DRAGONIC SHARD

Huge Undead, Typically Neutral

Armor Class 17 (Deflection)
Hit Points 168 (16d12 + 64)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	18 (+4)	22 (+6)	18 (+4)	22 (+6)

Saving Throws Dex +7, Int +12, Wis +10, Cha +12
Skills Arcana +12, History +12, Stealth +7, Perception +16
Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison, psychic
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Deflection. The shard's AC includes its Intelligence modifier.

Incorporeal Movement. The shard can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (1d10) force damage.

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

Rejuvenation. When it drops to 0 hit points, the shard disappears and leaves a Tiny cracked gemstone in its space. The gemstone matches the kind of gem dragon it was in life and has AC 20, 15 hit points, and immunity to all damage except force. Unless the gemstone is destroyed, after 1d20 days, the gemstone dissipates and the shard re-forms, regaining all its hit points and appearing in the place the gemstone once occupied or in the nearest unoccupied space.

Unusual Nature. The shard doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The shard makes two Telekinetic Rend attacks.

Telekinetic Rend. *Melee or Ranged Spell Attack:* +12 to hit, reach 10 ft. or range 120 ft., one target. *Hit:* 15 (2d8 + 6) force damage.

Inhabit Object. The shard disappears as it pours its psychic essence into a Medium or smaller nonsentient object it can see within 30 feet of it, magically possessing it. The object uses the shard's AC, and any damage dealt to the object applies to the shard's hit points. The shard inhabits the object until it uses an action to leave; until it is turned; until it is reduced to 0 hit points; or until an effect that ends possession, such as a *dispel evil and good* spell, is used on it. When it leaves the object, it reappears in the nearest unoccupied space.

While inhabited, the object becomes a magic item if it wasn't already, and a Tiny cracked gemstone matching the kind of gem dragon the shard was in life appears somewhere on the object. The shard can cause the object to fly using the shard's own flying speed, use its senses, speak verbally or telepathically, cast spells, and use its legendary actions.

If a creature wears or carries the inhabited object, the shard can grant the creature the following benefits:



- Each of the creature's attacks deals an extra 1d8 force damage on a hit.
- The creature gains resistance to psychic damage.

Psychic Crush (Recharge 5–6). The shard unleashes a pulse of psychic power. Each creature of the shard's choice in a 60-foot-radius sphere centered on it must make a DC 20 Intelligence saving throw. On a failed save, the creature takes 55 (10d10) psychic damage and is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Spellcasting (Psionics). The shard casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *detect thoughts, invisibility, telekinesis*

LEGENDARY ACTIONS

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

Rend. The shard makes one Telekinetic Rend attack.

Cast a Spell (Costs 2 Actions). The shard uses Spellcasting.

Commanding Thought (Costs 2 Actions). The shard targets a creature it can see within 30 feet of it. The target must succeed on a DC 20 Wisdom saving throw or be charmed until the end of its next turn. While charmed in this way, the target becomes the shard's puppet, acting and moving in accordance with its telepathic commands. While under the shard's control, the target can take only the Attack (shard chooses the target) or Dash action on its turn.



What to say about the dragonblood ooze? I could comment on the bad blood between me and Tiamat. I might observe that its creator originally intended a blood sausage recipe. But perhaps I shall simply say, "You ooze, you lose."
 -Fizban

DRAGONBLOOD OOZE

Large Ooze, Unaligned

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	17 (+3)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +4
Damage Resistances acid, cold, fire, lightning, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14
Languages understands Draconic and the languages of its creator but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. The ooze can replace one Pseudopod attack with its Slime Breath, if available.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage plus 14 (4d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target takes 7 (2d6) acid damage at the start of each of its turns.

Slime Breath (Recharge 6). The ooze expels a spray of its gelatinous mass in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) acid damage and is pulled up to 30 feet straight toward the ooze. On a successful save, the creature takes half as much damage and isn't pulled.

DRAGONBLOOD OOZE

Magic-minded artisans have long incorporated parts of dragons' bodies into magic items, crafting dragon hide into armor and forging weapons from claws and teeth. Alchemists have found beneficial uses for dragon blood, but ill-advised experiments have also given rise to dragonblood oozes.

The congealed blood of a dragon given mobility and hunger, the ooze tries to shape itself into a draconic form. It cannot hold a coherent shape for long and soon collapses into an amorphous heap. Similarly, it tries to manifest a breath weapon but manages only to spew forth part of its own body that it then reels back in.



DRAGONBONE GOLEM

A dragonbone golem is composed of dragon bones linked together with adamantine wire into the form of a dragon, animated by drawing on the bones' inherent magic. Most dragonbone golems are created by powerful dragons from the bones of vanquished rivals. Each bone is etched with intricate glyphs that allow animating power to flow through the golem's form.

Dragonbone golems' resilience and obedience make them excellent lair guardians for their dragon creators, and their supernaturally fearsome presence is a strong deterrent against intrusion.

DRAGONBONE GOLEM

Large Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 161 (19d10 + 57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	3 (-4)	11 (+0)	10 (+0)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Draconic and the languages of its creator but can't speak

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Fear Aura. Each creature of the golem's choice that starts its turn within 20 feet of the golem must make a DC 15 Wisdom saving throw unless the golem is incapacitated. On a failed save, the creature is frightened until the start of its next turn. On a successful save, the creature is immune to this golem's Fear Aura for the next 24 hours.

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

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes one Pinion attack and two Rend attacks.

Pinion. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a Medium or smaller creature, it is pinned beneath the bony pinion and restrained. The golem has two pinions, each of which can restrain one target. If a creature is restrained by one of the pinions, the golem can't attack with it. Any creature restrained by a pinion can free itself at the start of its turn with a successful DC 17 Strength (Athletics) check.

Rend. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 5 (1d10) necrotic damage.

Petrifying Breath (Recharge 5–6). The golem emits a 60-foot cone of petrifying gas from its mouth. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 35 (10d6) poison damage and be restrained as it begins to turn to stone. The restrained target must repeat the saving throw at the end of its next turn. On a successful save, the effect ends on the target. On a failed save, the target is petrified.



DRAGONBORN CHAMPIONS

The connection between dragonborn and their draconic ancestors manifests in a variety of ways. Some dragonborn identify with a particular kind of dragon and attempt to emulate such dragons' attitudes and behavior. Others consider their draconic heritage—chromatic, metallic, or gem—something like a large extended family. But for dragonborn champions, this bond is spiritual as much as biological, and they devote themselves to their divine ancestor. Dragonborn champions advance the cause of their dragon god among draconic creatures and other folk alike.

DRAGONBORN OF BAHAMUT

Often called platinum knights, dragonborn champions of Bahamut might belong to an order that exists to protect the world from evil—and especially from evil dragons. A champion of Bahamut has a distinctive pair of platinum wings and a breath weapon suffused with radiant energy.

DRAGONBORN OF SARDIOR

Sardior is said to have died in the destruction of the First World. But many believe that Sardior's divine essence survives within every gem dragon. This philosophy is central to the teachings of Sardior's dragonborn champions, who wield psionic power in the service of their mysterious cause. Many of these

champions are associated with the Inheritors of the First World (see chapter 3).

Sardior's champions use telekinetic power to move their foes and even carry themselves through the air. Their breath weapon, a blast of heat, is believed to be an echo of long-lost Sardior's breath.

DRAGONBORN OF TIAMAT

Champions of the dragon queen are often called Talons of Tiamat. They work tirelessly to free their master from her imprisonment in Avernus, and Tiamat grants these pawns immense strength and a devastating breath weapon. Champions of Tiamat are sometimes associated with the Cult of the Dragon (described in chapter 3).

DRAGONBORN OF BAHAMUT

Medium Humanoid, Typically Lawful Good

Armor Class 18 (half plate, shield)

Hit Points 93 (11d8 + 44)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Con +7, Int +4, Wis +5, Cha +6

Skills Athletics +7, Perception +5, Persuasion +6

Condition Immunities frightened

Senses passive Perception 15

Languages Common, Draconic

Challenge 8 (3,900 XP)

Proficiency Bonus +3

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

ACTIONS

Multiattack. The dragonborn makes three Longsword attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) radiant damage. The dragonborn can cause the sword to flare with bright light, and the target must succeed on a DC 14 Constitution saving throw or be blinded until the start of the dragonborn's next turn. The sword can flare in this way only once per turn.

Healing Touch (1/Day). The dragonborn touches another creature within 5 feet of it. The target magically regains 40 hit points. In addition, all diseases and poisons affecting the target are removed.

Radiant Breath (Recharge 6). The dragonborn exhales fiery radiance in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one. When the dragonborn uses this action, it can choose up to three creatures in the cone. These creatures take no damage from the radiance and instead regain 22 (4d10) hit points each.



DRAGONBORN OF SARDIOR

Medium Humanoid, Typically Neutral

Armor Class 17 (Mental Defense)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +6, Int +7, Wis +5, Cha +4

Damage Resistances psychic

Skills Arcana +7, History +7, Perception +5

Condition Immunities frightened

Senses passive Perception 15

Languages Common, Draconic

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

Mental Defense. While the dragonborn is wearing no armor, its AC includes its Intelligence modifier.

ACTIONS

Multiattack. The dragonborn makes three Mind Blade attacks.

Mind Blade. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) psychic damage.

Heat Breath (Recharge 6). The dragonborn exhales a wave of intense heat in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. Metal objects in that area glow red-hot until the end of the dragonborn's next turn. Any creature in physical contact with a heated object at the start of its turn must make a DC 14 Constitution saving throw. On a failed save, the creature takes 9 (2d8) fire damage and has disadvantage on attack rolls until the start of its next turn.

Spellcasting (Psionics). The dragonborn casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

1/day each: *Bigby's hand*, *hypnotic pattern*, *telekinesis*

DRAGONBORN OF TIAMAT

Medium Humanoid, Typically Chaotic Evil

Armor Class 18 (plate)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Str +8, Con +7, Wis +4, Cha +6

Skills Athletics +8, Intimidation +6, Perception +4

Condition Immunities frightened

Senses passive Perception 14

Languages Common, Draconic

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

ACTIONS

Multiattack. The dragonborn makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage plus 13 (3d8) necrotic damage.

Necrotic Breath (Recharge 6). The dragonborn exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage and is frightened of the dragonborn for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened. A frightened creature can repeat the saving throw at end of each of its turns, ending the effect on itself on a success.

The best way to identify one of these grafters is if you see someone running around chanting, "Look at me! I'm a dragon! I'm a draaaaaaagon!"
 —Fizban



DRAGONFLESH GRAFTERS

Dragonflesh grafters practice forbidden rituals and risky experiments on themselves, modifying their bodies and minds to emulate the dragons they revere. They collect dragon parts—scales, teeth, skin, flesh, wings, and bones—that they scavenge from around dragon lairs, take from dragon corpses, or buy from merchants and adventurers. They stitch on, implant, or ingest these dragon parts, attempting to incorporate them into their own bodies and absorb the latent magic that lingers in a draconic corpse.

While most would-be grafters wind up hideously scarred or dead, a few survive as wretched horrors. Their minds become twisted by magical malevolence, with only a shadow of their former selves remaining. In the most extreme cases, the resulting abomination holds no remnant of the person it once was and is utterly ruled by a dragon's lust for treasure.

DRAGONFLESH GRAFTER

An ordinary dragonflesh grafter is a hulking fusion of draconic and bipedal characteristics, standing between 8 and 12 feet tall. As its original nature wanes, its draconic powers grow, giving it a thick layer of dragon scale armor that covers the grafted areas of its body. A dragonflesh grafter can belch forth a gout of corrosive acid in a mockery of dragon breath.

As a universal effect of their experimentation, grafters become obsessed with treasure. Their greed compels them to gather any gold or gems they can. After taking this treasure back to their lairs, they gaze for hours on end at their glittering trinkets and golden baubles.

DRAGONFLESH GRAFTER

Large Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Saving Throws Str +5, Con +4

Senses passive Perception 10

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The grafter makes one Claw attack and one Greatclub attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 5 (1d10) poison damage.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Acid Retch (Recharge 5–6). The grafter retches forth a spray of acidic bile in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.



DRAGONFLESH ABOMINATION

A dragonflesh abomination is the final stage of a grafter's transformation—a hulking monster whose corrupted brain is ablaze with desire for treasure. Its abhorrent transformation erases the last vestiges of its previous life. It sprouts a tail and clumsy wings and grows to enormous size, barely retaining a bipedal shape. Its stomach churns with acid, causing noxious fumes to waft from its mouth and providing it with a caustic breath weapon. Its body is in a constant state of growth and change, allowing it to quickly heal from its wounds.

These creatures are most often found in abandoned dragon lairs, temples to Tiamat, or other sites associated with the dragons they love.

DRAGONFLESH ABOMINATION

Huge Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 66 (7d12 + 21)

Speed 30 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Str +7, Con +6

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 11

Languages understands Common and Draconic but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Cloying Miasma. The abomination is surrounded by a noxious stench. At the start of the abomination's turn, any creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the abomination's next turn.

Regeneration. The abomination regains 10 hit points at the start of its turns if it has at least 1 hit point.

ACTIONS

Multiattack. The abomination makes three attacks using Claw, Acidic Spit, or a combination of them. It can replace one of the attacks with a Tail attack.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage plus 5 (1d10) poison damage.

Tail. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 10 (1d12 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Acidic Spit. Ranged Weapon Attack: +5 to hit, range 60 ft., one target. **Hit:** 10 (3d6) acid damage.

Acid Belch (Recharge 5–6). The abomination belches forth a cloud of acidic gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.



DRAGON FOLLOWERS

Dragons boast many minions, students, employees, acolytes, and thralls. Dragon followers are those servitors whose devotion to a dragon approaches fanatical reverence and who receive magical power from the dragon in return.

Dragon followers might serve and revere any kind of dragon, and their behavior and beliefs reflect the ethos of the dragon they follow. Many dragon followers have personal stories of benevolent dragons sharing great knowledge, protecting their towns, or sparing their lives during some foolhardy adventure. Other followers seek to uncover the mysteries of draconic nature and live a life worthy of their dragon's reward, and they dream of a world where dragons can live among them as their rulers.

DRAGON BLESSED

Dragon blessed are the acolytes of dragons, whom they revere as gods. They wield magic to heal and support those who have earned their dragon masters' favor—and scourge those who incur the dragons' wrath. Dragon blessed view their lives and magical abilities as gifts bestowed by their dragon, and they give life energy to save those they deem important to their masters' work.

DRAGON CHOSEN

Dragon chosen are mighty warriors who offer their bodies as vessels for a dragon's might. They serve as enforcers of their masters' will; they often accompany dragon speakers—and are quick to defend them if they sense any ill intent. Dragon chosen are skilled in close combat, using two weapons to tear at their foes.

DRAGON SPEAKER

Dragon speakers are charismatic and persuasive orators who serve as a dragon's ambassadors among other folk. Dragon speakers have loud and authoritative voices, which they use to gain valuable resources, diplomatic connections, and donations of treasure and magic for their dragons—as well as to weave magic both subtle and thundering. They use their commanding presence to instill awe and fear into the hearts of friends and foes alike.

DRAGON BLESSED

Medium Humanoid, Any Alignment

Armor Class 14 (scale mail)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	14 (+2)	17 (+3)	10 (+0)

Saving Throws Con +6, Wis +6

Skills Medicine +6, Religion +5

Condition Immunities frightened

Senses passive Perception 13

Languages Common, Draconic, and any two languages

Challenge 5 (1,800 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The blessed makes two Mace or Radiant Bolt attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage plus 18 (4d8) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 22 (5d8) radiant damage, and the blessed regains 5 (1d10) hit points.

Spellcasting. The blessed casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *light*, *thaumaturgy*

1/day each: *enhance ability*, *flame strike*, *mass cure wounds*, *revivify*, *tongues*



DRAGON CHOSEN

Medium Humanoid, Any Alignment

Armor Class 17 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Str +6, Dex +6, Con +4

Skills Athletics +6, Perception +3

Condition Immunities frightened

Senses passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The chosen makes one Handaxe attack and two Shortsword attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. *Hit or Miss:* The handaxe magically returns to the chosen's hand immediately after a ranged attack.

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

REACTION

Biting Rebuke. Immediately after the chosen takes damage from a creature within 5 feet of it, it can make a Shortsword attack with advantage against that creature.



DRAGON SPEAKER

Small Humanoid, Any Alignment

Armor Class 13 (leather armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +4, Cha +5

Skills Persuasion +5, Religion +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, and any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The speaker makes two Thunder Bolt attacks.

Thunder Bolt. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (3d8) thunder damage, and the target is pushed horizontally up to 10 feet away from the speaker.

Spellcasting. The speaker casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights*

1/day each: *calm emotions*, *charm person*, *command*, *comprehend languages*

REACTIONS

Disarming Words (3/Day). When a creature the speaker can see within 60 feet of it makes a damage roll, the speaker can roll a d6 and subtract the number rolled from that damage roll.



Some dragons consider it an honor to bear a worthy rider into battle. Others find it demeaning and view dragonnells' willingness to serve as mounts as a sign of their debasement.

-Fizban

DRAGONNELL

Dragonnells are distantly related to chromatic, gem, and metallic dragons and resemble them in basic form. Intelligent enough to understand speech but incapable of speaking themselves, they are willful creatures motivated by the desire for food and entertainment. In the wild, they are picky eaters with mercurial moods, inclined to toy with their prey before going in for the kill.

In some regions, dragonnells are raised from eggs to be used as aerial mounts. These domesticated dragonnells are loyal to the point of being overly protective of their riders. However, efforts to break wild dragonnells to the saddle are perilous, as these creatures often feign compliance before throwing their would-be riders from great heights.

A dragonnell is an agile mount and naturally inclined to flyby tactics, swooping in to make attacks with its beak and claws before flying out of reach.

DRAGONNELL STEEDS

With the DM's permission, a paladin can summon a spirit in the form of a dragonnell using the *find greater steed* spell, which appears in *Xanathar's Guide to Everything*.

DRAGONNELL

Large Dragon, Typically Neutral

Armor Class 13 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (0)

Skills Perception +3

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages understands Draconic and Common but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Flyby. The dragonnell doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The dragonnell makes two Rend attacks.

Rend. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage.

DRAGON TURTLES

Dragon turtles are mighty creatures whose inherent magic is intimately linked with the oceans of the Material Plane. The dragon turtle presented in the *Monster Manual* is a typical adult, at least a century old and boasting a valuable hoard. You can use the stat blocks in this section for older or younger dragon turtles. In addition, chapter 5 includes lair actions and regional effects that can be used for adult or ancient dragon turtles.

An ancient dragon turtle is a mythic creature akin to a greatwurm, combining the power of multiple echoes from across the worlds of the Material Plane. Such a creature can be as large as an is-

land—and indeed, legends suggest that many unwitting sailors wrecked at sea have mistaken slumbering dragon turtles for solid ground. Ancient dragon turtles might sleep for years or decades while floating along the surface of the ocean, enjoying the warmth of the sun and letting vegetation take root on their shells.

An angry ancient dragon turtle is terrible to behold, radiating heat from the shell to boil the surrounding water—and any creatures in it. And even if an enemy wears down the dragon turtle's defenses, magical storms manifest to shield the dragon turtle and strike at foes.

ANCIENT DRAGON TURTLE

Gargantuan Dragon, Typically Neutral

Armor Class 22 (natural armor)

Hit Points 409 (21d20 + 189)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	29 (+9)	14 (+2)	19 (+4)	15 (+2)

Saving Throws Dex +8, Con +16, Wis +11

Skills Perception +11

Damage Immunities cold, fire

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages Aquan, Draconic

Challenge 24 (62,000 XP)

Proficiency Bonus +7

Amphibious. The dragon turtle can breathe air and water.

Blessing of the Sea (Recharges after a Short or Long Rest). If the dragon turtle would be reduced to 0 hit points, its current hit point total instead resets to 350 hit points, and it recharges its Steam Breath. Additionally, the dragon turtle can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 62,000 XP (124,000 XP total) for defeating the dragon turtle after its Blessing of the Sea activates.

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

Unusual Nature. The dragon turtle doesn't require food or drink.

ACTIONS

Multiattack. The dragon turtle makes one Bite or Tail attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 15 (1d12 + 9) piercing damage plus 13 (2d12) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales steam in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

LEGENDARY ACTIONS

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

Attack. The dragon turtle makes one Claw or Tail attack.

Move. The dragon turtle moves up to its speed. If the dragon turtle is swimming, this movement doesn't provoke opportunity attacks.

Boiling Aura (Costs 3 Actions). The dragon turtle radiates intense heat. Until the start of the dragon turtle's next turn, whenever a creature starts its turn within 20 feet of the dragon turtle, that creature must succeed on a DC 24 Constitution saving throw or take 40 (9d8) fire damage. Being underwater doesn't grant resistance against this damage.

MYTHIC ACTIONS

If the dragon turtle's Blessing of the Sea trait has activated in the last hour, it can use the options below as legendary actions.

Bite. The dragon turtle makes one Bite attack.

Armor of Storms (Costs 2 Actions). Lightning temporarily surrounds the dragon turtle, and it gains 40 temporary hit points until the start of its next turn. Until all these temporary hit points are gone, any creature that touches the dragon turtle or hits it with a melee attack takes 26 (4d12) lightning damage.



YOUNG DRAGON TURTLE

Huge Dragon, Typically Neutral

Armor Class 19 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +4, Con +8, Wis +5

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage plus 6 (1d12) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DRAGON TURTLE WYRMLING

Large Dragon, Typically Neutral

Armor Class 18 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	8 (–1)	10 (+0)	10 (+0)

Saving Throws Dex +2, Con +4, Wis +2

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 10

Languages Draconic

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

EGG HUNTERS

Egg hunters are parasites that seek out dragon eggs and feed on the contents. They deposit their own eggs into the empty shells, hiding the eggs from unsuspecting dragon parents or guardians.

EGG HUNTER HATCHLING

A dragon egg drained by an egg hunter is filled with 1d6 new eggs, which hatch inside the dragon egg's shell in 1d6 days. The egg hunter hatchlings burst forth 1d4 days later, using the needlelike egg tooth that extends from their heads. They are voracious, consuming any other dragon eggs in the vicinity if they can. A hatchling matures into an adult about twenty days after breaking free from its dragon egg.

EGG HUNTER ADULT

The salamander-like adult of the species can inflate its bulbous tail so that it takes on the shape and texture of a dragon egg. It uses this mimicry to establish itself in a nest tended by a dragon or other creatures. If an egg hunter is discovered, it releases spores that make other creatures lethargic, allowing it to scurry to safety. If things turn dire, the egg hunter's physical form can magically harden, reducing the harm it suffers from even a dragon's wrath.

EGG HUNTER HATCHLING

Tiny Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	1 (-5)	10 (+0)	5 (-3)

Saving Throws Dex +5, Wis +2

Skills Perception +2, Stealth +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Amphibious. The egg hunter can breathe air and water.

ACTIONS

Multiattack. The egg hunter makes two Egg Tooth attacks.

Egg Tooth. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 17 (4d6 + 3) piercing damage if the target is an object.

BONUS ACTIONS

Rapid Movement. The egg hunter takes the Dash or Disengage action.



EGG HUNTER ADULT

Small Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	3 (-4)	13 (+1)	5 (-3)

Saving Throws Dex +8, Wis +4

Skills Perception +4, Stealth +11

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amphibious. The egg hunter can breathe air and water.

False Appearance. If the egg hunter is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the egg hunter move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the egg hunter is animate. Dragons have disadvantage on this check.

ACTIONS

Multiattack. The egg hunter makes two Barbed Proboscis attacks, and it can use Torpor Spores if it's available.

Barbed Proboscis. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 9 (2d8) necrotic damage, and the egg hunter regains hit points equal to the necrotic damage dealt.

Torpor Spores (Recharge 5–6). The egg hunter releases a billow of sparkling blue spores. Each creature in a 30-foot-radius sphere centered on the egg hunter must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature can take either an action or a bonus action on its turn but not both, and it can't take reactions. 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 this egg hunter's Torpor Spores for the next 24 hours.

REACTIONS

Rapid Adaptation. When the egg hunter takes damage, it gives itself resistance to that damage.



ELDER BRAIN DRAGON

One of the few consolations available to those who must contend with a mind flayer colony is the limit of its reach, which spreads only as far as the influence of the colony's elder brain. But this small solace withers away when a colony manages to capture a dragon. Teams of mind flayers bind the dragon, which is subject to a gruesome transformation as the elder brain latches onto the dragon's back and digs its tentacles into the dragon's brain. An elder brain dragon is the nightmarish result.

Using the mobility of the dragon's body, the elder brain can now serve as a powerful general to illithid armies, free from the confines of its brine pool. The elder brain dragon becomes a psychic threat in addition to a physical one, its body rife with aberrant influence and pulsing with psionic power. Even the elder brain dragon's breath weapon mutates during its transformation, becoming a stream of briny liquid roiling with illithid tadpoles. These tadpoles can swiftly slay victims and transform them into mind flayers, allowing the elder brain dragon to grow its own roving colony.

ELDER BRAIN DRAGON

Gargantuan Aberration, Typically Lawful Evil

Armor Class 17 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	25 (+7)	21 (+5)	19 (+4)	24 (+7)

Saving Throws Con +14, Int +12, Wis +11, Cha +14

Skills Arcana +12, Insight +18, Perception +18

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses blindsight 120 ft., passive Perception 28

Languages Deep Speech, Draconic, telepathy 5 miles

Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Siege Monster. The dragon deals double damage to objects and structures.

Unusual Nature. The dragon doesn't require air or sleep.

ACTIONS

Multiattack. The dragon makes one Bite attack, two Claw attacks, and one Tentacle attack.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) psychic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage.

Tentacle. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 12 (1d8 + 8) psychic damage. If the target is Huge

or smaller, it is grappled (escape DC 18). The dragon can have up to four targets grappled at a time.

Tadpole Brine Breath (Recharge 5–6). The dragon exhales brine in a 120-foot line that is 15 feet wide. Each creature in that area must make a DC 22 Constitution saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one. On a success or failure, if the creature isn't a Construct or an Undead, it becomes infested with illithid tadpoles.

While infested, the creature takes 16 (3d10) psychic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves. If the creature is targeted by magic that ends a curse or restores 40 hit points or more, the tadpoles infesting the creature are killed instantly, ending the effect on the creature.

If a Humanoid is reduced to 0 hit points while infested, the creature is stable but remains unconscious for 6d12 hours. When the period of unconsciousness ends, the creature transforms into a mind flayer (see the *Monster Manual*) with all its hit points. Casting a *wish* spell on the unconscious creature rids it of the infestation and prevents it from turning into a mind flayer.

LEGENDARY ACTIONS

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

Tentacle. The dragon makes one Tentacle attack.

Shatter Concentration (Costs 2 Actions). The dragon targets a creature it is grappling. The target's concentration on a spell it has cast or an ability it is maintaining ends, and the target takes 19 (3d12) psychic damage.

EMERALD DRAGONS

Emerald dragons are the most curious, cunning, and manipulative of the gem dragons, wielding psionic power to weave illusions to deceive and disorient. They cloak their own presence so they can observe other creatures without being discovered as they collect information on everything from local cultural practices to supernatural occurrences.

SHIMMERING GREEN

A wyrmling emerald dragon's scales are a dull, pale green, but they develop into richer and more varied shades of green as the dragon ages. Eventually, the scales become translucent and shimmer in the light, rippling as the dragon moves. The dragon's horns and spines hover above the body, moving and shifting along the back and tail to mirror the dragon's mood.

Have you ever heard an emerald dragon purr? It sounds like a tremendous, lethal, and adorable earthquake.
-Fizban



ANCIENT EMERALD DRAGON

Gargantuan Dragon (Gem), Typically Lawful Neutral

Armor Class 20 (natural armor)

Hit Points 332 (19d20 + 133)

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

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

Saving Throws Dex +8, Con +14, Wis +11, Cha +12

Skills Arcana +12, Deception +12, Perception +18, Stealth +8

Damage Resistances fire, psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic, telepathy 120 ft.

Challenge 21 (33,000 XP)

Proficiency Bonus +7

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

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Warp Perception (1/Day). The dragon can cast *mirage arcane*, requiring no spell components and using Intelligence as the spellcasting ability.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) psychic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Disorienting Breath (Recharge 5–6). The dragon exhales a wave of psychic dissonance in a 90-foot cone. Each creature in that area must make a DC 22 Intelligence saving throw. On a failed save, the creature takes 56 (16d6) psychic damage, and until the end of its next turn, when the creature makes an attack roll or an ability check, it must roll a d8 and reduce the total by the number rolled. On a successful save, the creature takes half as much damage with no additional effects.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *mage hand* (the hand is invisible), *minor illusion*
1/day each: *detect thoughts*, *dispel magic*, *etherealness*, *major image*, *mislead*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psionic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses *Psionic Step* or *Spellcasting*.

Emerald Embers (Costs 3 Actions). The dragon creates a dancing mote of green flame around a creature it can see within 60 feet of it. The target must succeed on a DC 20 Dexterity saving throw or take 42 (12d6) fire damage.

CLEVER CONCEALMENT

The shyest of the gem dragons, emerald dragons are also the most curious. They love to observe local settlements and peoples, using their psionic abilities to cloak themselves and watch from afar. When an emerald dragon is old enough, the dragon might take on the guise of a creature that can blend in with the local population, or at least get close without arousing suspicion. Once in a position to observe, the dragon studies the day-to-day life of local folk, with a keen interest in any magical phenomena.

Emerald dragons' attentiveness to unusual events makes them particularly useful to their sapphire dragon cousins, who hunt down Aberrations and seek evidence of Far Realm incursions into the Material Plane. These gem dragons often work together, with emerald dragons tracking the source of an incursion while sapphire dragons plan and execute a decisive purge—or recruit agents to do it for them.

ADULT EMERALD DRAGON

Huge Dragon (Gem), Typically Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +6, Con +10, Wis +8, Cha +9

Skills Arcana +9, Deception +9, Perception +13, Stealth +6

Damage Resistances fire, psychic

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

Languages Common, Draconic, telepathy 120 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5

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

Shift Perception (1/Day). The dragon can cast *hallucinatory terrain*, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17).

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 15-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) psychic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Emerald dragons' preference for volcanic lairs often puts them in conflict with fire giants. Despite their reluctance to reveal themselves to strangers, emerald dragons might approach experienced adventurers in the hopes of pitting them against fire giant rivals.

HOARDED HISTORIES

Emerald dragons prize knowledge, particularly local histories that focus on magical events and individuals. They usually know of places of power near their lairs and keep detailed records of how phenomena connected to those sites react to outside influences. They also avidly collect magic items and spells that create illusions, allowing them to better conceal their treasures from prying eyes and divinations.

Disorienting Breath (Recharge 5–6). The dragon exhales a wave of psychic dissonance in a 60-foot cone. Each creature in that area must make a DC 18 Intelligence saving throw. On a failed save, the creature takes 42 (12d6) psychic damage, and until the end of its next turn, when the creature makes an attack roll or an ability check, it must roll a d6 and reduce the total by the number rolled. On a successful save, the creature takes half as much damage with no additional effects.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *mage hand* (the hand is invisible), *minor illusion* 1/day each: *detect thoughts*, *dispel magic*, *invisibility*, *major image*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psionic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

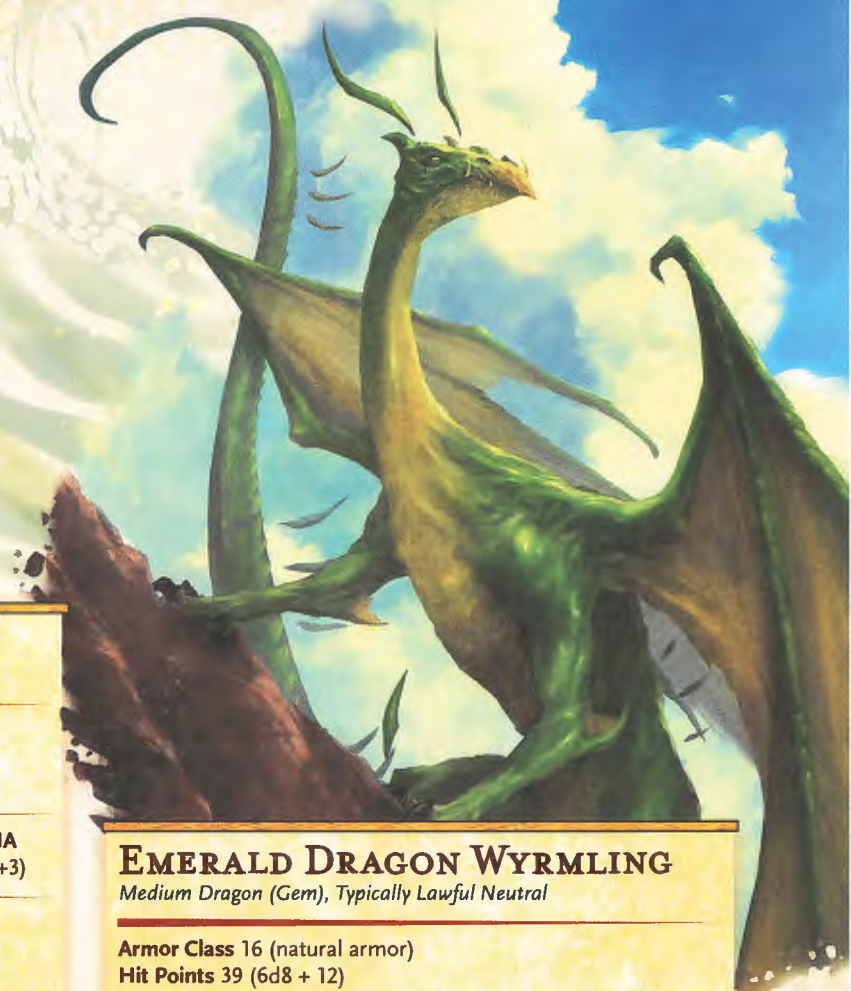
LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses *Psionic Step* or *Spellcasting*.

Emerald Embers (Costs 3 Actions). The dragon creates a dancing mote of green flame around a creature it can see within 60 feet of it. The target must succeed on a DC 17 Dexterity saving throw or take 31 (9d6) fire damage.



YOUNG EMERALD DRAGON

Large Dragon (Gem), Typically Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +7, Wis +5, Cha +6

Skills Arcana +6, Deception +6, Perception +8, Stealth +4

Damage Resistances fire, psychic

Senses blindsight 30 ft., darkvision 120 ft.,
passive Perception 18

Languages Common, Draconic, telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) psychic damage.

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

Disorienting Breath (Recharge 5–6). The dragon exhales a wave of psychic dissonance in a 30-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 31 (9d6) psychic damage, and until the end of its next turn, when the creature makes an attack roll or an ability check, it must roll a d6 and reduce the total by the number rolled. On a successful save, the creature takes half as much damage with no additional effects.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *mage hand* (the hand is invisible), *minor illusion*
1/day each: *detect thoughts*, *invisibility*, *silent image*

EMERALD DRAGON WYRMLING

Medium Dragon (Gem), Typically Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +3, Con +4, Wis +3, Cha +4

Skills Arcana +4, Deception +4, Perception +5, Stealth +3

Damage Resistances fire, psychic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic, telepathy 120 ft.

Challenge 2 (450 XP)

Proficiency Bonus +2

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 5-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) psychic damage.

Disorienting Breath (Recharge 5–6). The dragon exhales a wave of psychic dissonance in a 15-foot cone. Each creature in that area must make a DC 12 Intelligence saving throw. On a failed save, the creature takes 17 (5d6) psychic damage, and until the end of its next turn, when the creature makes an attack roll or an ability check, it must roll a d4 and reduce the total by the number rolled. On a successful save, the creature takes half as much damage with no additional effects.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *mage hand* (the hand is invisible), *minor illusion*



AN EMERALD DRAGON'S LAIR

Emerald dragons dwell in enormous caverns, lava tubes, and tunnel networks deep within the earth. They favor warm spaces, particularly in volcanic regions. Over time, their psychic presence seeps into the land surrounding their lairs, expanding their awareness and subconsciously luring their favorite food—giant lizards—to settle and thrive in the region.

Emerald dragons use the features of their lairs to confuse and imperil intruders. They dig additional tunnels that allow them to move through their lairs in multiple ways and set traps leading to yawning chasms or pools and flows of lava.

Emerald dragons take great pains to hide the chambers that house their hoards and collected lore, often using illusion magic and subtle construction around the natural features of their lairs to conceal their central hoard chambers from mundane and magical sight.

The challenge rating of a legendary emerald dragon increases by 1 when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Beguiling Whisper. The dragon telepathically whispers to one creature within range of the dragon's telepathy. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to the creature.

Distort Perceptions. The dragon attempts to alter the perceptions of one creature it can see within its lair. That creature must succeed on a DC 15 Intelligence saving throw or take 22 (4d10) psychic damage and have disadvantage on saving throws until the start of its next turn.

Vanish. The dragon becomes invisible until initiative count 20 on the next round.

REGIONAL EFFECTS

The region surrounding a legendary emerald dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Crystal Profusion. Natural stone within 6 miles of the lair grows plentiful crystal formations and veins of emerald gemstones.

Fiery Sight. Fire and lava within 6 miles of the lair become conduits for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any area of fire or lava in that region.

Subtle Obstruction. Rocks within 6 miles of the dragon's lair sometimes move of their own accord, usually when no one is watching. Often the rocks obstruct the approach to the emerald dragon's lair, with boulders moving to block narrow defiles, way-markers tumbling off the path, or smaller stones shifting beneath travelers' feet to send them tumbling down slopes or into rivers.

Thriving Wildlife. Giant lizards are attracted to the area within 6 miles of the lair and settle there in large numbers.

If the dragon dies, the population of giant lizards near the lair returns to normal levels over the course of 1d10 days. Rocks immediately stop moving of their own accord. The existing abundance of crystals and emeralds remains, but new ones form at a normal rate.



EYEDRAKE

When a beholder contends with a dragon for power and wealth, its thoughts of its dragon rival can become deeply obsessive, eventually pervading the beholder's dreams. If the rivalry lasts long enough, these fevered dreams can manifest as an eyedrake—a beholder-like creature with draconic features.

An eyedrake resembles a winged draconic creature with no true limbs and a perpetually open mouth. Inside that mouth is a large eye that emits a breath-like wave of antimagic energy. The creature's wings are formed from multiple eyestalks, each of which can fire magical rays that combine aspects of a dragon's breath weapon attacks and a beholder's eye rays.

An eyedrake left to its own devices exhibits much of the stereotypical behavior of a young dragon, attempting to establish a lair and a hoard. Driven by instinct to jealously defend its hoard, an eyedrake fights to the death if anything threatens even the smallest trinket it claims as its own.

EYEDRAKE

Large Aberration, Typically Lawful Evil

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +6, Wis +5

Skills Perception +8, Stealth +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Draconic

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Unusual Nature. The eyedrake doesn't require food or drink.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (3d6 + 3) piercing damage.

Antimagic Breath (Recharge 6). The eyedrake emits a magic wave in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 39 (6d12) force damage on a failed save, or half as much damage on a successful

one. Every spell of 3rd level or lower ends on creatures and objects of the eyedrake's choice in that area.

Eye Rays. The eyedrake shoots three of the following magical eye rays at random (reroll duplicates), each ray targeting one creature it can see within 60 feet of it:

- 1: Freezing Ray.** The target must make a DC 14 Constitution saving throw. On a failed save, the target takes 17 (5d6) cold damage, and its speed is halved until the end of its next turn. On a successful save, the target takes half as much damage with no additional effects.
- 2: Debilitating Ray.** The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) thunder damage and become incapacitated until the end of its next turn.
- 3: Repulsion Ray.** The target must succeed on a DC 14 Strength saving throw or take 14 (4d6) force damage and be pushed up to 60 feet away from the eyedrake.
- 4: Fire Ray.** The target must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- 5: Paralyzing Ray.** The target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 6: Death Ray.** The target must make a DC 14 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. The target dies if the ray reduces it to 0 hit points.



GEM GREATWYRM

More so even than their chromatic and metallic kin, gem dragons are fascinated with cultivating their dragonsight and fusing the awareness of their echoes across the Material Plane. Some of them believe that, by doing so, they are taking steps toward reuniting the shattered consciousness of Sardior the Ruby Dragon, and they pursue this awakening as an act of near-religious devotion. Others seek to exploit their knowledge of the many worlds of the Material Plane as a source of power—and indeed, a gem dragon who becomes a greatwyrms has access to almost unimaginable power.

Gem greatwyrms' ascension transforms their bodies to appear as crystal, their scales sparkling like diamonds. Their breath weapons become powerful waves of crushing force that can stop almost any creature in its tracks. But the greatwyrms' most powerful ability is telekinesis on an unparalleled scale—a gem greatwyrms can telekinetically seize an entire crowd, then carry those helpless folk off to the dragon's lair.

SARDIOR'S GREATWYRMS

Five gem greatwyrms call themselves the thanes of Sardior and believe themselves responsible for preserving the memory of their long-lost progenitor. These greatwyrms are named Aleithilithos (an amethyst greatwyrms), Hrodel (a crystal greatwyrms), Smargad (an emerald greatwyrms), Charsima (a sapphire greatwyrms), and Tithonnas (a topaz greatwyrms). Each thane is actively seeking out their echoes across the worlds of the Material Plane, hoping to merge with these other dragons, with the goal of eventually uniting themselves to re-form the great Ruby Dragon.

The thing I miss most about Sardior is the thing no gem greatwyrms will ever reproduce: the witty anecdotes. Which were, I grant you, mostly about me.

-Fizban

GEM GREATWYRM

Gargantuan Dragon (Gem), Typically Neutral

Armor Class 21 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 60 ft., burrow 60 ft., fly 120 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	29 (+9)	30 (+10)	24 (+7)	25 (+7)

Saving Throws Dex +10, Con +17, Wis +15, Cha +15

Skills Arcana +26, History +18, Perception +15

Damage Immunities force (amethyst), necrotic (topaz), psychic (emerald), radiant (crystal), or thunder (sapphire)

Condition Immunities charmed, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 26 (90,000 XP)

Proficiency Bonus +8

Gem Awakening (Recharges after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 400 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrms can now use its Mass Telekinesis action during the next hour. Award a party an additional 90,000 XP (180,000 XP total) for defeating the greatwyrms after its Gem Awakening activates.

Legendary Resistance (4/Day). If the greatwyrms fails a saving throw, it can choose to succeed instead.

Unusual Nature. The greatwyrms doesn't require food or drink.

ACTIONS

Multiattack. The greatwyrms makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 20 (2d10 + 9) piercing damage plus 16 (3d10) force damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 18 (2d8 + 9) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 19) and is restrained until this grapple ends. The greatwyrms can have only one creature grappled in this way at a time.

Breath Weapon (Recharge 5–6). The greatwyrms exhales crushing force in a 300-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 71 (11d12) force damage and is knocked prone.

On a successful save, it takes half as much damage and isn't knocked prone. On a success or failure, the creature's speed becomes 0 until the end of its next turn.

Mass Telekinesis (Gem Awakening Only; Recharges after a Short or Long Rest). The greatwyrms targets any number of creatures and objects it can see within 120 feet of it. No one target can weigh more than 4,000 pounds, and objects can't be targeted if they're being worn or carried. Each targeted creature must succeed on a DC 26 Strength saving throw or be restrained in the greatwyrms's telekinetic grip. At the end of a creature's turn, it can repeat the saving throw, ending the effect on itself on a success.

At the end of the greatwyrms's turn, it can move each creature or object it has in its telekinetic grip up to 60 feet in any direction, but not beyond 120 feet of itself. In addition, it can choose any number of creatures restrained in this way and deal 45 (7d12) force damage to each of them.

Spellcasting (Psionics). The greatwyrms casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 26, +18 to hit with spell attack):

1/day each: *dispel magic*, *forcecage*, *plane shift*, *reverse gravity*, *time stop*

BONUS ACTIONS

Change Shape. The greatwyrms magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the greatwyrms is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The greatwyrms magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The greatwyrms makes one Claw attack.

Psionics (Costs 2 Actions). The greatwyrms uses Psychic Step or Spellcasting.

Psychic Beam (Costs 3 Actions). The greatwyrms emits a beam of psychic energy in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 26 Intelligence saving throw, taking 27 (5d10) psychic damage on a failed save, or half as much damage on a successful one.



GEM STALKER

When a gem dragon kills an aberrant creature from the Far Realm, the dragon sometimes reshapes the alien corpse into a gem stalker—a cunning predator capable of traversing the Underdark, hunting Aberrations, and guarding its creator’s lair. A gem stalker is imbued with life, sapience, and purpose by the mystical energy of the gem dragon’s breath, and it is dedicated to its mission.

A gem stalker has a four-legged body resembling that of a wingless dragon, but with a vaguely humanlike torso, head, and arms in place of the dragon’s head. Its eyes are milk white, it has no mouth, and its skin is studded with bright crystals that pulse with psychic energy. These crystals give the gem stalker its telepathy, as well as its ability to fling crystal darts and create a protective link that can ward other creatures against harm.

GEM STALKER

Large Monstrosity, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	15 (+2)	10 (+0)	6 (-2)

Saving Throws Dex +5, Int +5

Skills Perception +3, Stealth +5

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 13

Languages understands Draconic but can’t speak, telepathy 60 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Spider Climb. The gem stalker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unusual Nature. The gem stalker doesn’t require food or drink.

ACTIONS

Multiattack. The gem stalker makes four Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

BONUS ACTIONS

Crystal Dart. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (1d10 + 2) force damage, and one of the following effects occurs, determined by the kind of dragon that created the gem stalker:

Amethyst. The gem stalker can teleport to an unoccupied space it can see within 30 feet of it.

Crystal. The gem stalker gains a number of temporary hit points equal to the damage dealt.

Emerald. The target must roll a d4 and subtract the number rolled from the next attack roll it makes before the start of the gem stalker’s next turn.

Sapphire. The target must succeed on a DC 13 Strength saving throw or be pushed horizontally up to 10 feet away from the gem stalker and be knocked prone.

Topaz. The target must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the gem stalker’s next turn.

REACTIONS

Protective Link. When another creature the gem stalker can see within 30 feet of it is about to take damage, the gem stalker reduces that damage by 10 (3d6). The gem stalker then takes damage equal to that amount.

I'll have you know, Fizban the Fabulous is not afraid of ghosts. I am, on the contrary, deeply saddened by the reality of their existence. And maybe just a little bit creeped out.

-Fizban



GHOST DRAGON

A dragon's attachment to a hoard can be strong enough to bind the dragon's spirit to existence after death. Such a ghost dragon haunts the hoard, often forming an attachment to a single priceless object that becomes the focus of the ghost dragon's Undead existence.

A ghost dragon is a translucent and incorporeal version of the original dragon. Though its breath weapon resembles ghostly flames, lightning, or acid, it carries an otherworldly curse. The breath's shadowy mist can induce waking nightmares.

GHOST DRAGON

Huge Undead, Any Alignment

Armor Class 10

Hit Points 324 (24d12 + 168)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Con +13, Wis +8, Cha +10

Skills Perception +14, Stealth +12

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, telepathy 120 ft.

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Incorporeal Movement. The ghost dragon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Unusual Nature. The ghost dragon doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The ghost dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 32 (6d8 + 5) cold damage, and the target's speed is halved until the start of the dragon's next turn.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) necrotic damage.

Terrifying Breath (Recharge 6). The ghost dragon exhales shadowy mist in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, the creature takes 40 (9d8) cold damage and is frightened of the ghost dragon for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened.

While frightened of the ghost dragon, a creature is paralyzed. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ghost dragon's Terrifying Breath for the next 24 hours.



A horrible and wonderful truth of our world is that anything has the potential to be an enemy. Conversely, anything can be a friend!

-Fizban

HOARD MIMIC

Kin to the common mimic described in the *Monster Manual*, hoard mimics are among the oldest and most cunning of their kind. A hoard mimic's massive, amorphous form and shape-shifting prowess allow it to take on the semblance of a vast trove of treasures, not just a single object. Like smaller mimics, hoard mimics exude adhesive goo to trap prey. They can also vent a fine, caustic mist from their pores that burns and blinds creatures caught in it.

Hoard mimics are so named because many enter into partnerships with dragons, each one serving as a false hoard in a dragon's lair to draw unwitting intruders away from the real riches—and into the mimic's maw. If faced with unexpectedly fierce opposition, though, a hoard mimic might offer information about the true hoard in exchange for its life.

HOARD MIMIC

Huge Monstrosity, Typically Neutral

Armor Class 14 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Con +6, Wis +6

Skills Persuasion +3, Stealth +6

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

False Appearance (Hoard Form Only). If the mimic is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the mimic move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the mimic is animate.

ACTIONS

Multiattack. The mimic makes one Bite attack and two Pseudopod attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) acid damage.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the mimic adheres to the target. A creature adhered to the mimic is also grappled by it (escape DC 16). Until this grapple ends, the target is restrained. Ability checks made to escape this grapple have disadvantage.

Caustic Mist (Recharge 5–6). The mimic sprays a fine mist of acid in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 27 (6d8) acid 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.

Shapechanger. The mimic transforms into a hoard or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



HOARD SCARAB

Tiny Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 7 (3d4)

Speed 20 ft., burrow 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	3 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

False Appearance. If the scarab is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the scarab move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the scarab is animate.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it has disadvantage on attack rolls until the start of its next turn.

BONUS ACTIONS

Scale Dust (1/Day). The scarab releases magical glittering dust from its wings. Each creature within 5 feet of the scarab must succeed on a DC 13 Dexterity saving throw or be outlined in blue light for 10 minutes. While outlined in this way, a creature sheds dim light in a 10-foot radius and can't benefit from being invisible. In addition, every Dragon within 1 mile of the creature becomes aware of it and can unerringly track the creature. Casting *dispel magic* on the creature ends the effect on it.

HOARD SCARABS

Hoard scarabs are beetle-like creatures that, through some feat of natural adaptation or alchemical ingenuity, blend in perfectly among piles of gold coins. They feed on tiny mites that infest a dragon's scales and lair, and their painful bite can be a strong deterrent to would-be treasure thieves.

Hoard scarabs also produce a glittering metallic dust from their wings that coats intruders who get too close to them. The magic of this dust allows the lair's draconic owner to sense intruders' location as they move about the lair.

SWARM OF HOARD SCARABS

Medium Swarm of Tiny Monstrosities, Unaligned

Armor Class 14 (natural armor)

Hit Points 31 (7d8)

Speed 20 ft., burrow 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (+0)	3 (-4)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

False Appearance. If the swarm is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the swarm move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the swarm is animate.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny scarab. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm of Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 13 (3d6 + 3) piercing damage, or 6 (1d6 + 3) piercing damage if the swarm is at half of its hit points or fewer, and the target has disadvantage on attack rolls until the start of its next turn.

BONUS ACTIONS

Scale Dust (1/Day). The swarm releases magical glittering dust from its wings. Each creature within 10 feet of the swarm must succeed on a DC 13 Dexterity saving throw or be outlined in blue light for 10 minutes. While outlined in this way, a creature sheds dim light in a 10-foot radius and can't benefit from being invisible. In addition, every Dragon within 1 mile of the creature becomes aware of it and can unerringly track the creature. Casting *dispel magic* on the creature ends the effect on it.

HOLLOW DRAGON

Unlike dragons who explore the magic of undeath for power, some metallic dragons see undeath as a means to pursue a noble purpose. For the sake of protecting an artifact or fulfilling an oath, a dragon might transform into a hollow dragon, accepting undeath until that purpose is fulfilled.

As the name suggests, a hollow dragon is the husk of a metallic dragon's hide, filled with radiant energy. Depending on the dragon's original kind, that energy might take the appearance of flames, lightning, or misty vapors.

Hollow dragons don't suffer distractions from their undying purpose. So powerful is their drive that their bodies reconstitute if destroyed.

When they fulfill their purpose, most hollow dragons embrace the death they have staved off for so long. But others seek new tasks to sustain themselves—or cling to undeath out of sheer stubbornness or habit.



HOLLOW DRAGON

Huge Undead, Any Alignment

Armor Class 19 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Con +11, Int +9, Wis +7, Cha +11

Skills Arcana +9, History +15, Perception +13

Damage Resistances necrotic

Damage Immunities poison, radiant

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

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

Languages Common, Draconic

Challenge 18 (20,000 XP)

Proficiency Bonus +6

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

Reconstruction. When the hollow dragon is reduced to 0 hit points, its body breaks into nine pieces: two arms, two legs, two wings, a tail, a torso, and a head. Each piece is a Large object with AC 19, 27 hit points, and immunity to psychic and poison damage. After 1d6 days, if all pieces are still within 6 miles of each other, they all teleport to the location of the head piece and merge with it, whereupon the hollow dragon regains all its hit points and becomes active again.

ACTIONS

Multiattack. The hollow dragon makes one Bite attack and two Claw attacks, and it can use Sapping Presence.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 9 (2d8) radiant damage.

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

Sapping Presence. Each creature of the hollow dragon's choice within 60 feet of it must make a DC 19 Wisdom saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of its next turn. On a successful save, the creature is immune to this hollow dragon's Sapping Presence for 24 hours.

Radiant Breath (Recharge 5–6). The hollow dragon exhales radiant flames in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Claw. The hollow dragon makes one Claw attack.

Ghostly Binding (Costs 2 Actions). The hollow dragon creates ethereal bindings around a creature it can see within 60 feet of it. The target must succeed on a DC 19 Strength saving throw or be restrained until the end of the dragon's next turn.

Booming Scales (Costs 3 Actions). A sudden loud ringing noise, painfully intense, erupts from the hollow dragon's frame. Each creature within 10 feet of the hollow dragon must make a DC 19 Constitution saving throw, taking 24 (7d6) thunder damage on a failed save, or half as much damage on a successful one.



LIONDRAKE

A liondrake is a solitary and territorial predator with the long neck and wings of a brass dragon and the head and body of a lion (including a luxurious mane on males). Sometimes known as dragonnes, liondrakes rely on their ferocity and their frightful roar to overcome prey and drive off rivals.

Liondrakes are voracious hunters that range across well-established territories. They don't typically seek out people as prey, but those folk who encroach into liondrake territory are fair game—which feeds the creature's reputation as hungrily for humanoid flesh.

LIONDRAKE

Large Monstrosity, Typically Neutral

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	12 (+1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Draconic

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The liondrake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

Blood-Chilling Roar (Recharge 4–6). The liondrake lets out a terrifying roar audible out to 300 feet. Any creature within 30 feet of the liondrake that can hear its roar must succeed on a DC 14 Wisdom saving throw or be frightened of the liondrake for 1 minute. A creature that fails the save by 5 or more is also paralyzed for the same duration. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this liondrake's Blood-Chilling Roar for the next 24 hours.



METALLIC GREATWYRM

Some of the oldest and wisest metallic dragons undergo a miraculous metamorphosis to become greatwyrms. This transformation is often wrought by Bahamut, who takes pride in elevating his worthiest children to a status approaching his own greatness.

A metallic greatwurm's transformation often involves fusing the consciousness, the magic, and sometimes even the physical forms of multiple echoes of the same dragon across the worlds of the Material Plane. Several of the dragons identified as dragon gods—including Aasterinian (described in the “Brass Dragons” section of chapter 5), Lendys, and Tamara—are metallic greatwyrms who have combined the essences of multiple forms to achieve this godlike status.

Metallic greatwyrms are among the largest creatures in the multiverse, overshadowing most other dragons. Mighty elemental forces swirl around them in response to their wishes, and their breath weapons can sap the strength from armies—or lay waste to whole regions.

JUSTICE AND MERCY

Lendys and Tamara are both silver greatwyrms, but they could not be more different from each other.

Lendys is renowned as an impartial judge who is equally ready to serve as jury and executioner when dragons commit grave injustices against dragonkind. He is lawful neutral, and he is said to be incapable of mercy or forgiveness.

Tamara, by contrast, embodies the ideal of mercy. She heals the sick, tends the injured, and delivers a peaceful departure to dragons nearing the end of their natural lives. She has a particular loathing for dracoliches and other draconic Undead.

Call me biased, but the "great" part of "metallic greatwyrms" feels a little redundant. It goes without saying.
-Fizban

METALLIC GREATWYRM

Gargantuan Dragon (Metallic), Typically Lawful Good

Armor Class 22 (natural armor)

Hit Points 565 (29d20 + 261)

Speed 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	29 (+9)	21 (+5)	22 (+6)	30 (+10)

Saving Throws Dex +11, Con +17, Int +13, Cha +18

Skills Insight +14, Perception +22, Persuasion +18

Damage Immunities acid (copper), cold (silver), fire (brass and gold), or lightning (bronze)

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 32

Languages Common, Draconic

Challenge 28 (120,000 XP) **Proficiency Bonus** +8

Legendary Resistance (4/Day). If the greatwyrms fails a saving throw, it can choose to succeed instead.

Metallic Awakening (Recharges after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 450 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrms can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 120,000 XP (240,000 XP total) for defeating the greatwyrms after its Metallic Awakening activates.

Unusual Nature. The greatwyrms doesn't require food or drink.

ACTIONS

Multiattack. The greatwyrms makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 13 (2d12) force damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The greatwyrms can have only one creature grappled in this way at a time.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage. If the target is a

creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Breath Weapon (Recharges 5–6). The greatwyrms uses one of the following breath weapons:

Elemental Breath. The greatwyrms exhales elemental energy in a 300-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 84 (13d12) damage of a type determined by the greatwyrms's kind—acid (copper), cold (silver), fire (brass or gold), or lightning (bronze)—on a failed save, or half as much damage on a successful one.

Sapping Breath. The greatwyrms exhales gas in a 300-foot cone. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, the creature falls unconscious for 1 minute. On a successful save, the creature has disadvantage on attack rolls and saving throws until the end of the greatwyrms's next turn. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The greatwyrms magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

LEGENDARY ACTIONS

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

Attack. The greatwyrms makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). The greatwyrms beats its wings. Each creature within 30 feet of it must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The greatwyrms can then fly up to half its flying speed.

MYTHIC ACTIONS

If the greatwyrms's Metallic Awakening trait has activated in the last hour, it can use the options below as legendary actions.

Bite. The greatwyrms makes one Bite attack.

Shattering Roar (Costs 2 Actions). The greatwyrms unleashes a magical roar. Each creature in a 120-foot-radius sphere centered on the greatwyrms must succeed on a DC 26 Constitution saving throw or take 19 (3d12) thunder damage and be incapacitated until the end of its next turn.

METALLIC SENTINELS

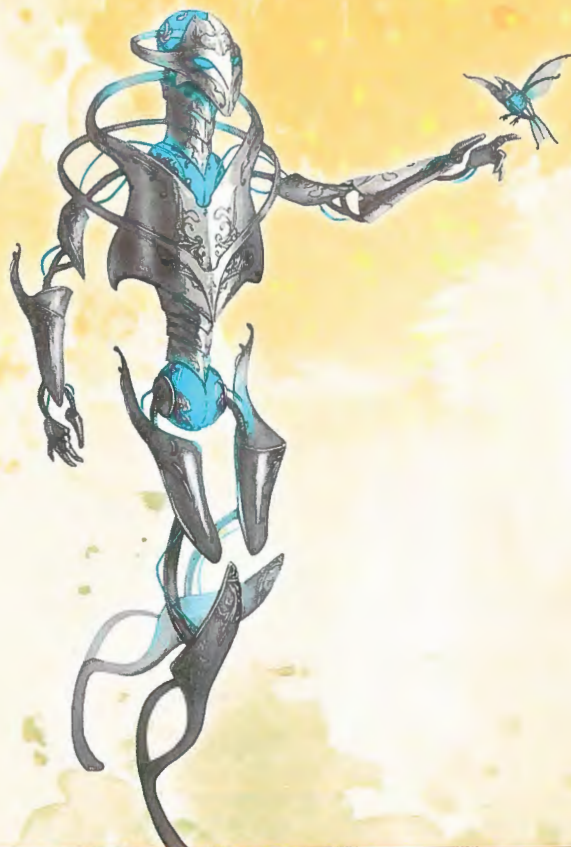
A metallic sentinel is a guardian created by a metallic dragon, forged from the metal associated with its creator and powered by the energy of the dragon's breath. An artificial being sculpted in elegant filigree, it is dedicated to defusing tensions that could spiral into violence.

METALLIC PEACEKEEPER

When a metallic dragon grows attached to a settlement of smaller folk—often after dwelling there for a time in Humanoid form—the dragon might decide to create a metallic peacekeeper to protect the place. The peacekeeper can ward a community for centuries, standing in the place of its dragon creator and maintaining peace and order.

METALLIC WARBLER

Metallic warblers resemble songbirds and serve as clandestine agents of their creators, keeping watch over communities without directly intervening. Their telepathic bond lets them summon their dragon creators in case of dire need.



METALLIC PEACEKEEPER

Medium Construct, Typically Neutral Good

Armor Class 17 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	14 (+2)	12 (+1)	11 (+0)

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, telepathy 30 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Telepathic Bond. While the peacekeeper is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Multiattack. The peacekeeper makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 16 (3d8 + 3) bludgeoning damage.

Calming Mist (Recharge 5–6). The peacekeeper releases a calming gas in a 30-foot-radius sphere centered on itself. Each creature in that area must succeed on a DC 14 Charisma saving throw or become charmed by the peacekeeper for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0.

METALLIC WARBLER

Tiny Construct, Typically Neutral Good

Armor Class 14 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Dex +4

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common and Draconic but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

Telepathic Bond. While the warbler is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

Calming Mist (Recharge 5–6). The warbler releases a calming gas in a 5-foot-radius sphere centered on itself. Each creature in that area must succeed on a DC 11 Charisma saving throw or become charmed by the warbler for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0.

MOONSTONE DRAGONS

Ancient legends suggest that when the gods came to the First World and tried to populate it with their Humanoid followers, a clever dragon fled to the Feywild to hide a clutch of eggs. The magic of that faerie realm suffused the eggs, which hatched into the first moonstone dragons. Their descendants are now found throughout the Feywild.

Moonstone dragons are graceful and elegant creatures with opalescent scales and ruffs of emerald-green fur running down their chins, chests, backs, and tails. One horn arcs from the back of a moonstone dragon's skull and another at the tip of the nose; the two horns together form a shape that's reminiscent of a slender crescent moon. Moonstone dragons are playful and impetuous forces of mischief in their early years, but the best of them mature into wise teachers and storytellers who anchor Feywild communities. The worst of them are pompous and ill behaved, but even those remain gentle by nature and curious about all things—especially travelers from faraway places.

Moonstone dragons can project themselves into the realm of dreams to communicate with the creatures that sleep near their lairs. In this way, they inspire artists and poets, encourage great thinkers,

and spur adventurers to heroic deeds. They sometimes give guidance to those in need or request help from adventurers to encourage them to greatness.

As a rule, moonstone dragons are not particularly interested in gold or copper, but they love silver, platinum, and mithral. They also cherish treasures whose value can't be easily quantified—a song sung from the heart, a lock of a loved one's hair, or a painting of a favorite place. A story of happy times fondly remembered is more precious to a moonstone dragon than a sack of gold.

A MOONSTONE DRAGON'S LAIR

For their lairs, moonstone dragons look for places kissed by the moon; lonely peaks, forest clearings, and placid lakes are among their favorite sites. Their whimsical nature makes them more likely than other dragons to establish multiple lairs even at a young age. They link their scattered sites with magic portals, often splitting their time between the Feywild, the Material Plane, and the Ethereal Plane.

The challenge rating of a legendary moonstone dragon increases by 1 when it's encountered in its lair.

ANCIENT MOONSTONE DRAGON

Gargantuan Dragon, Typically Neutral

Armor Class 20 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	23 (+6)	20 (+5)	22 (+6)	26 (+8)

Saving Throws Int +12, Wis +13, Cha +15

Skills Perception +13, Persuasion +15, Stealth +11

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Proficiency Bonus +7

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 11 (2d10) radiant damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Dream Breath. The dragon exhales mist in a 90-foot cone. Each creature in that area must succeed on a DC 21 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.

Moonlight Breath. The dragon exhales a beam of moonlight in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Dexterity saving throw, taking 60 (11d10) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23):

At will: *faerie fire*

2/day each: *calm emotions*, *dispel magic*, *invisibility*, *revivify*

LEGENDARY ACTIONS

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

Tail. The dragon makes one Tail attack.

Cast a Spell (Costs 2 Actions). The dragon uses Spellcasting.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Banish into Dream. The dragon targets a creature it can see within 120 feet of it and attempts to send that creature to a dream plane. The target must succeed on a DC 15 Charisma saving throw or be banished to a harmless demiplane until initiative count 20 on the next round. While there, the target is stunned. When the effect ends, the target reappears in the space it left or in the nearest unoccupied space.

Compulsive Dance. The dragon targets a creature it can see in its lair, and a merry waltz begins to play that only the target can hear. The target must succeed on a DC 15 Intelligence saving throw or dance until initiative count 20 on the following round. The dancing creature is incapacitated and must use all its movement to dance.

Disorienting Visions. Disorienting illusory images flit through the dragon's lair. Each creature in the lair must succeed on a DC 20 Wisdom saving

throw or have disadvantage on ability checks until initiative count 20 on the following round.

REGIONAL EFFECTS

The region surrounding a legendary moonstone dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Dream Communication. Whenever a creature that can understand a language sleeps or enters a state of trance or reverie within 6 miles of the dragon's lair, the dragon can establish telepathic contact with that creature and converse with it in its dreams. The creature remembers its conversation with the dragon upon waking.

Planar Transition. The veil between planes is thinned near a moonstone dragon's lair. Various portals link the Material Plane, the Feywild, and the Border Ethereal within 6 miles of the lair. Creatures can pass through a portal in either direction by spending 5 feet of movement.

If the dragon dies, any portals near the lair close immediately.

ADULT MOONSTONE DRAGON

Huge Dragon, Typically Neutral

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	22 (+6)	20 (+5)	23 (+6)

Saving Throws Int +11, Wis +10, Cha +11

Skills Perception +10, Persuasion +11, Stealth +9

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Elvish, Gnomish, Sylvan

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Dream Breath. The dragon exhales mist in a 90-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.

Moonlight Breath. The dragon exhales a beam of moonlight in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 49 (9d10) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *faerie fire*

1/day each: *calm emotions*, *invisibility*, *revivify*

LEGENDARY ACTIONS

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

Tail. The dragon makes one Tail attack.

Cast a Spell (Costs 2 Actions). The dragon uses Spellcasting.



YOUNG MOONSTONE DRAGON

Large Dragon, Typically Neutral

Armor Class 18 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 40 ft., fly 80 ft.

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

Saving Throws Con +6, Int +7, Wis +6, Cha +7

Skills Perception +6, Persuasion +7, Stealth +6

Condition Immunities charmed

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) radiant damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Dream Breath. The dragon exhales mist in a 90-foot cone. Each creature in that area must succeed on a DC 14 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.

Moonlight Breath. The dragon exhales a beam of moonlight in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 38 (7d10) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

1/day each: *calm emotions*, *faerie fire*



MOONSTONE DRAGON WYRMLING

Medium Dragon, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Int +5, Wis +4, Cha +5

Skills Perception +4, Persuasion +5, Stealth +4

Condition Immunities charmed

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) radiant damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Dream Breath. The dragon exhales mist in a 90-foot cone. Each creature in that area must succeed on a DC 12 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.

Moonlight Breath. The dragon exhales a beam of moonlight in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

SAPPHIRE DRAGONS

The thunderous clash of conflict is part of the very nature of sapphire dragons. Militant and territorial, they defend their lairs fiercely, ambushing intruders and plotting assaults against their rivals. The sonic pulse of their breath weapon sows weakness, leaving the victims unable to fight back.

LUMINOUS BLUE

Sapphire dragons' scales and wing membranes show varied shades of blue, ranging from the light tones of a spring sky to the rich, crystalline azure of sapphire gems and compressed glacial ice. In the light, the scales glitter and shine like luminous starbursts. The dragons' psionic nature is evident in the horn and bone structures of their bodies. Their tail barbs and horn tips are all separate pieces, but they float in place, held aloft by psychic energy while the dragons live. These levitating horns and spines shift slightly with the dragons' moods, bobbing in amusement or flaring with anger.

ANCIENT SAPPHIRE DRAGON

Gargantuan Dragon (Gem), Typically Lawful Neutral

Armor Class 20 (natural armor)

Hit Points 370 (20d20 + 160)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	27 (+8)	21 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +9, Con +15, Wis +11, Cha +12

Skills History +12, Perception +18, Persuasion +19, Stealth +9

Damage Resistances lightning, thunder

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic, telepathy 120 ft.

Challenge 22 (41,000 XP)

Proficiency Bonus +7

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

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) thunder damage.

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

ART OF WAR

The warlike sapphire dragons devise strategies and ambushes based on their ability to maneuver underground. A sapphire dragon often refrains from striking immediately, preferring to assess intruders first in order to devise the most advantageous approach to dealing with them.

Sapphire dragons watch for signs of Aberrations and other creatures corrupted by the Far Realm. They frequently ally with emerald dragons, drawing on their kin's knowledge of occult phenomena to track the influence of the Far Realm. Armed with that knowledge, sapphire dragons stamp out alien influence before it spreads.

People who dwell or delve deep beneath the earth can easily find themselves at odds with a sapphire dragon if they cross into the dragon's territory. But sapphire dragons sometimes forge peaceful relationships with rock gnomes or deep gnomes, relying on these folk to help protect the territory surrounding their lairs.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, the creature takes 55 (10d10) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

1/day each: *dissonant whispers*, *hold monster*, *meld into stone*, *telekinesis*, *teleport*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psionic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Telekinetic Fling (Costs 3 Actions). The dragon chooses one Medium or smaller object that isn't being worn or carried that it can see within 60 feet of it, and it magically hurls the object at a creature it can see within 60 feet of the object. The target must succeed on a DC 20 Dexterity saving throw or take 42 (12d6) bludgeoning damage.



ADULT SAPPHIRE DRAGON

Huge Dragon (Gem), Typically Lawful Neutral

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills History +9, Perception +13, Persuasion +14, Stealth +7

Damage Resistances lightning, thunder

Condition Immunities frightened

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

Languages Common, Draconic, telepathy 120 ft.

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) thunder damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, the creature takes 44 (8d10) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

1/day each: dissonant whispers, hold monster, meld into stone, telekinesis

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Telekinetic Fling (Costs 3 Actions). The dragon chooses one Small or smaller object that isn't being worn or carried that it can see within 60 feet of it, and it magically hurls the object at a creature it can see within 60 feet of the object. The target must succeed on a DC 17 Dexterity saving throw or take 31 (9d6) bludgeoning damage.

MARTIAL HOARDS

Sapphire dragons' favorite prizes are weapons and armor, records of military history and tactics, and magic items that protect against psychic damage or mental intrusion. The centerpiece of a sapphire dragon's hoard is usually a cataloged, orderly collection of war gear, which can contain ancient relics of immense power.

YOUNG SAPPHIRE DRAGON

Large Dragon (Gem), Typically Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	16 (+3)	15 (+2)	16 (+3)

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

Skills History +7, Perception +10, Persuasion +11, Stealth +6

Damage Resistances lightning, thunder

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, telepathy 120 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) thunder damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, the creature takes 33 (6d10) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

1/day each: *dissonant whispers*, *hold person*, *meld into stone*

A SAPPHIRE DRAGON'S LAIR

Sapphire dragons make their homes in extensive cave systems. As they grow older, they make increasingly complex renovations to their lairs, using their inherent magic and natural tunneling abilities to great effect. Eventually, a sapphire dragon's lair is a dizzying honeycomb of hidden passages, deceptively thin walls, and secret chambers that allow the dragon to travel from one end to the other unseen by intruders. The most secure lairs might feature no accessible entrances or exits at all, with the dragon relying on tunneling or shaping stone to come and go.

SAPPHIRE DRAGON WYRMING

Medium Dragon (Gem), Typically Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 15 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Skills History +4, Perception +5, Persuasion +6, Stealth +4

Damage Resistances lightning, thunder

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Draconic, telepathy 120 ft.

Challenge 3 (700 XP)

Proficiency Bonus +2

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 5-foot-diameter tunnel in its wake.

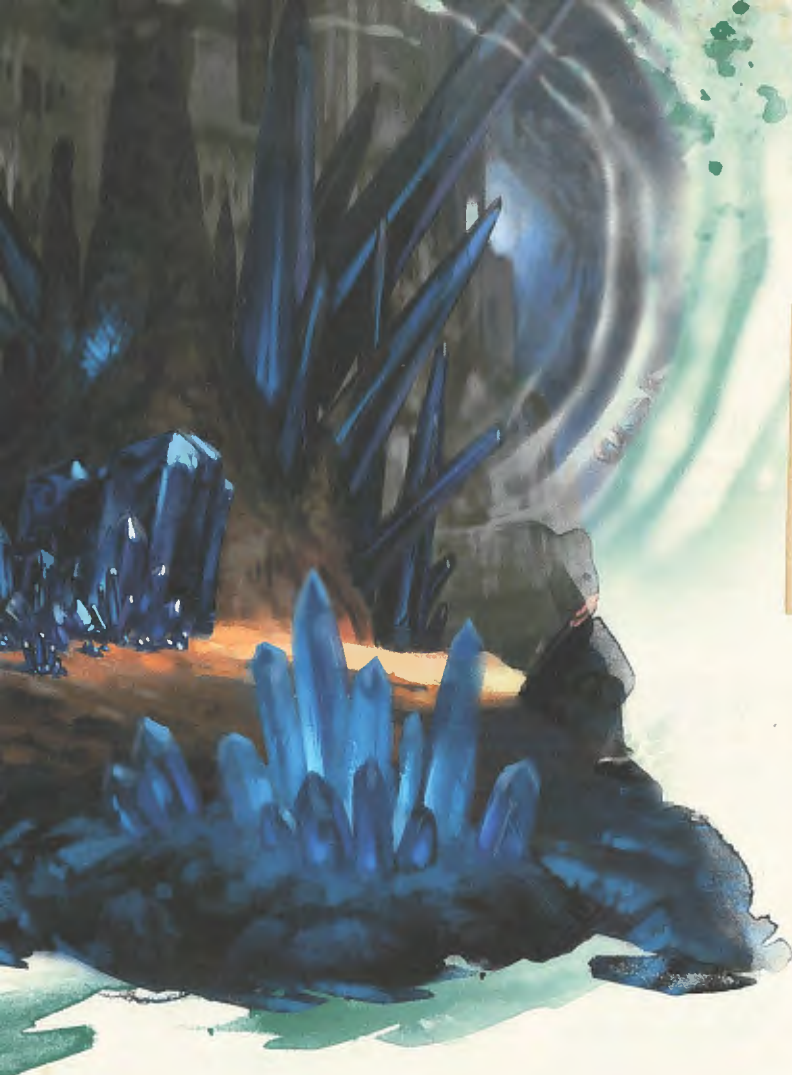
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) thunder damage.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, the creature takes 22 (4d10) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability:

1/day each: *alarm*, *Tenser's floating disk*



The challenge rating of a legendary sapphire dragon increases by 1 when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Awesome Thunder. A thunderous detonation of sound that can be heard up to 300 feet away surrounds one creature in the lair that the dragon can see. That creature must succeed on a DC 15 Constitution saving throw or take 13 (3d8) thunder damage and be stunned until the end of its next turn.

Beguiling Whisper. The dragon telepathically whispers to one creature within range of the dragon's telepathy. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to the creature.

Sapphire dragons don't often get along with followers of Lolth, but one phrase seems to dissipate a lot of tension between them: "Spiders? Yes, please!"

-Fizban

Stone Passage. The dragon touches a section of stone up to 30 feet in any dimension. The dragon can shape the stone to open or close a passage through a wall, as long as the wall is less than 10 feet thick.

REGIONAL EFFECTS

The region surrounding a legendary sapphire dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Crystal Profusion. Natural stone within 6 miles of the lair grows plentiful crystal formations and veins of sapphire gemstones, particularly underground.

Stony Sight. Natural stone within 6 miles of the lair is a conduit for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any natural stone formation in that region.

Telepathic Enhancement. The dragon's psionic energy enhances the mental powers of other creatures. Any creature capable of telepathic communication has its telepathy range doubled while within 1 mile of the lair. This includes creatures with innate telepathy and magical telepathy such as the *Rary's telepathic bond* spell.

Thriving Wildlife. Giant spiders (a sapphire dragon's favorite prey) are attracted to the area within 6 miles of the lair and settle there in large numbers.

If the dragon dies, the population of giant spiders in the region returns to normal levels over the course of 1d10 days. The enhancement of telepathic abilities ends immediately. The existing abundance of crystals and sapphires remains, but new ones form at a normal rate.



SEA SERPENTS

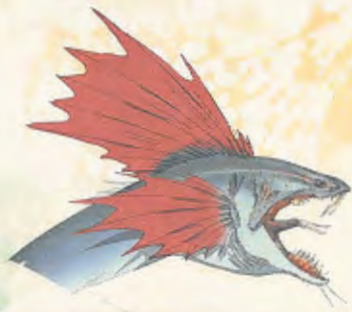
Sea serpents rank alongside dragon turtles as some of the most feared predators of the deep and inspire many sailors' worst nightmares. Their strong fins propel them through the water at great speed.

Young sea serpents are agile hunters. They use reefs and natural camouflage to hide before they strike, picking off members of a ship's crew one by one. Ancient sea serpents grow large enough to demolish whole ships, then feed at leisure on helpless sailors in the water. At any age, a sea serpent attacks with terrible bites, a lashing tail, a constricting grip, and a frigid breath weapon that can leave

sailors' corpses floating frozen amid the wreckage of their ships.

Sea serpents are as fiercely territorial as any other dragons, and they do not take kindly to ships passing over their domains without permission. Some can be appeased by offerings of treasure, but most demand that a ship's crew sacrifice one or more of their own.

Living amid the wreckage of sunken ships or in deep sea caves, sea serpents collect the cargo of the craft they sink, amassing great hoards of trade goods, sailors' trinkets, and pirates' booty.



ANCIENT SEA SERPENT

Gargantuan Dragon, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 170 (11d20 + 55)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Str +12, Con +10

Skills Perception +8, Stealth +7

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Amphibious. The sea serpent can breathe air and water.

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

Siege Monster. The sea serpent deals double damage to objects and structures.

ACTIONS

Multiattack. The sea serpent makes one Bite attack and one Constrict or Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 6 (1d12) cold damage.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one creature. *Hit:* 29 (4d10 + 7) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the sea serpent can't constrict another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 13 (1d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 30 feet away from the sea serpent and knocked prone.

Rime Breath (Recharge 5–6). The sea serpent exhales a 60-foot cone of cold. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (9d10) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The sea serpent 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 sea serpent regains spent legendary actions at the start of its turn.

Tail. The sea serpent makes one Tail attack.

Bite (Costs 2 Actions). The sea serpent makes one Bite attack.

When a sea serpent drives itself through the hull of a ship, it's simply trying to accelerate the molting process. Sure, the ship might sink, but that's hardly the serpent's fault.

—Fizban

YOUNG SEA SERPENT

Huge Dragon, Typically Neutral

Armor Class 16 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +7, Con +6

Skills Perception +4, Stealth +4

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Amphibious. The sea serpent can breathe air and water.

Siege Monster. The sea serpent deals double damage to objects and structures.

ACTIONS

Multiattack. The sea serpent makes one Bite attack and one Constrict or Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 5 (1d10) cold damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one creature. *Hit:* 22 (4d8 + 4) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the sea serpent can't constrict another target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Rime Breath (Recharge 5–6). The sea serpent exhales a 30-foot cone of cold. Each creature in that area must make a DC 14 Constitution saving throw, taking 38 (7d10) cold damage on a failed save, or half as much damage on a successful one.

TOPAZ DRAGONS

Decay and despair are bound up in the nature of topaz dragons, thanks to the necrotic energy of the Negative Plane that suffuses them. Their psionic power manifests the fundamental entropic principle that mortal beings and their creations are ultimately doomed to death and decomposition, and the dragons' demeanor is typically morbid and curmudgeonly as a result.

GLEAMING GOLD

Upon hatching, topaz dragon wyrmlings' scales are dull yellow-orange and have a cloudy or filmy look. As they age, their scales harden and clarify, becoming translucent and faceted, and ranging from bright yellow to rich amber in color. Their bodies are wider at the haunches, tapering in a wedge shape toward the head, and their wings are shaped to propel them through both air and water. A topaz dragon's psionic power manifests visibly in the gem-like spines that run in a ridge from the crown of the head to the

tip of the tail. These spines hover above a living topaz dragon's back, dancing and shifting with the dragon's mood.

EMBODIMENT OF DECAY

While generally not malicious, topaz dragons embody decay. They view destruction as a natural means of clearing the way for new creation and growth, much as a forest fire clears dead wood, replenishes the soil, and allows the forest to regrow even healthier than before. To this end, topaz dragons use their power to reduce crumbling structures and diseased plants to dust, clearing the way for new growth and construction.

Despite being competent swimmers and making their lairs on seacoasts and in brackish marshes, topaz dragons hate the water. Unfortunately, their favorite food is giant squid, so these dragons have ample opportunity to complain bitterly about being wet after diving deep into the ocean in search of prey.

ANCIENT TOPAZ DRAGON

Gargantuan Dragon (Gem), Typically Chaotic Neutral

Armor Class 20 (natural armor)

Hit Points 280 (17d20 + 102)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	23 (+6)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +7, Con +12, Wis +10, Cha +11

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

Damage Resistances cold, necrotic

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

Languages Common, Draconic, telepathy 120 ft.

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Amphibious. The dragon can breathe both air and water.

Fabricate (1/Day). The dragon can cast *fabricate*, requiring no spell components and using Intelligence as the spellcasting ability.

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 10 (3d6) necrotic damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Desiccating Breath (Recharge 5–6). The dragon exhales yellowish necrotic energy in a 90-foot cone. Each creature in

that area must make a DC 20 Constitution saving throw. On a failed save, the creature takes 49 (14d6) necrotic damage and is weakened until the end of its next turn. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. On a successful save, the creature takes half as much damage and isn't weakened.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 19):

1/day each: *antilife shell*, *bane*, *control water*, *create or destroy water*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Essential Reduction (Costs 3 Actions). The dragon targets a creature or an object not being worn or carried that it can see within 60 feet of it. The target must succeed on a DC 19 Constitution saving throw or take 40 (9d8) necrotic damage. If this damage reduces the target to 0 hit points, it crumbles to dust.

Topaz dragons often come into conflict with bronze dragons when their coastal territories overlap, and they can nurture an inexplicably intense hatred of these metallic dragons. They can also draw the ire of druids and other nature protectors who don't understand the dragons' proclivity for destroying large swaths of countryside. Beyond that, topaz dragons dislike company and grow irritated when disturbed. But anyone who can endure their abrasive demeanor, caustic observations, and morbid interests can form a lasting bond with a powerful ally.

ENTROPIC HOARDS

Topaz dragons prize information on destruction and creation, whether abstract or dedicated to practical applications. They are fascinated by magic that creates objects from nothing, animates Undead, destroys matter, or manipulates negative energy. And they are particularly intrigued by Undead, sometimes keeping them in their hoards as curios.



ADULT TOPAZ DRAGON

Huge Dragon (Gem), Typically Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 210 (20d12 + 80)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	18 (+4)	17 (+3)	18 (+4)

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

Skills Intimidation +14, Perception +13, Stealth +6

Damage Resistances cold, necrotic

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

Languages Common, Draconic, telepathy 120 ft.

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Amphibious. The dragon can breathe both air and water.

Fabricate (1/Day). The dragon can cast *fabricate*, requiring no spell components and using Intelligence as the spellcasting ability.

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

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Desiccating Breath (Recharge 5–6). The dragon exhales yellowish necrotic energy in a 60-foot cone. Each creature in that area

must make a DC 17 Constitution saving throw. On a failed save, the creature takes 35 (10d6) necrotic damage and is weakened until the end of its next turn. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. On a successful save, the creature takes half as much damage and isn't weakened.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

1/day each: *bane*, *control water*, *create or destroy water*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Essential Reduction (Costs 3 Actions). The dragon targets a creature or an object not being worn or carried that it can see within 60 feet of it. The target must succeed on a DC 17 Constitution saving throw or take 28 (8d6) necrotic damage. If this damage reduces the target to 0 hit points, it crumbles to dust.

A TOPAZ DRAGON'S LAIR

Topaz dragons dwell where the sea meets the land, favoring sites where the constant action of the waves and tides is slowly reducing the land to gravel. They make their lairs in caves set into sea cliffs, or beneath salt marshes where fresh water and sea water mingle, constantly grappling with their dislike of water to use flooded tunnels as secure entrances into their homes. They keep the interior chambers of their lairs meticulously dry.

The challenge rating of a legendary topaz dragon increases by 1 when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Beguiling Whisper. The dragon telepathically whispers to one creature within range of the dragon's telepathy. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round. A creature charmed in this way obeys to the best of its ability any command the dragon issues that isn't directly harmful to the creature.

Cancellation. The dragon chooses an active spell of 5th level or lower that it's aware of in the lair and ends the spell.

Negative Energy Infusion. Up to two creatures the dragon can see within the lair must each succeed on a DC 15 Constitution saving throw or take 14 (4d6) necrotic damage. Negative energy then infuses the lair until initiative count 20 on the next round. While the infusion lasts, creatures in the lair other than the dragon can't regain hit points.

REGIONAL EFFECTS

The region surrounding a legendary topaz dragon's lair is altered by the dragon's magic, creating one or more of the following effects:

Crystal Profusion. Natural stone within 6 miles of the lair grows plentiful crystal formations and veins of topaz gemstones, particularly underground.

Negative Energy. When a creature finishes a long rest within 6 miles of the lair, the creature must

first succeed on a DC 15 Constitution saving throw or be unable to reduce its levels of exhaustion or regain spent Hit Dice. Creatures resistant or immune to necrotic damage are immune to this regional effect.

Thriving Wildlife. Giant squid are attracted to the sea within 6 miles of the lair, migrating and hunting there in large numbers.

Watery Sight. Water within 6 miles of the lair is a conduit for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any body of water in that region.

If the dragon dies, the population of giant squid in the region returns to normal levels over the course of 1d10 days. The existing abundance of crystals and topazes remains, but new ones form at a normal rate.





Sometimes the evening sun catches a topaz dragon just right, and I forget whom I'm talking to, thinking it's my dear Sardior, returned to me at last.

-Fizban

YOUNG TOPAZ DRAGON

Large Dragon (Gem), Typically Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 127 (17d10 + 34)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +4, Con +5, Wis +5, Cha +6

Skills Intimidation +9, Perception +8, Stealth +4

Damage Resistances cold, necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, telepathy 120 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Amphibious. The dragon can breathe both air and water.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus 3 (1d6) necrotic damage.

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

Desiccating Breath (Recharge 5–6). The dragon exhales yellowish necrotic energy in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, the creature takes 28 (8d6) necrotic damage and is weakened until the end of its next turn. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. On a successful save, the creature takes half as much damage and isn't weakened.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

1/day each: *bane, create or destroy water*

TOPAZ DRAGON WYRMLING

Medium Dragon (Gem), Typically Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +3, Con +3, Wis +3, Cha +4

Skills Intimidation +6, Perception +5, Stealth +3

Damage Resistances cold, necrotic

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Draconic, telepathy 120 ft.

Challenge 2 (450 XP)

Proficiency Bonus +2

Amphibious. The dragon can breathe both air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) necrotic damage.

Desiccating Breath (Recharge 5–6). The dragon exhales yellowish necrotic energy in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw. On a failed save, the creature takes 21 (6d6) necrotic damage and is weakened until the end of its next turn. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. On a successful save, the creature takes half as much damage and isn't weakened.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

1/day: *bane*

CREATURE LISTS

The creatures in this chapter are organized by their challenge rating in the Creatures by Challenge Rating table. Lists of creatures by type follow that table.

CHALLENGE RATINGS

CREATURES BY CHALLENGE RATING

CR Creature

1/8	Hoard scarab
1/4	Metallic warbler
1/2	Draconian foot soldier
1	Deep dragon wyrmling
2	Crystal dragon wyrmling
2	Draconian mage
2	Dragonnel
2	Dragon speaker
2	Egg hunter hatchling
2	Emerald dragon wyrmling
2	Moonstone dragon wyrmling
2	Swarm of hoard scarabs
2	Topaz dragon wyrmling
3	Draconian infiltrator
3	Dragon chosen
3	Dragonflesh grafter
3	Sapphire dragon wyrmling
4	Amethyst dragon wyrmling
4	Draconian dreadnought
4	Dragon turtle wyrmling
4	Metallic peacekeeper
5	Dragon blessed
5	Dragonblood ooze
5	Egg hunter adult
5	Gem stalker
5	Young crystal dragon
5	Young deep dragon
6	Animated breath
6	Draconian mastermind
6	Dragonborn of Sardior
6	Dragonflesh abomination
7	Dragonborn of Tiamat
7	Liondrake
7	Young topaz dragon
8	Dragonborn of Bahamut
8	Eyedrake

CR Creature

8	Hoard mimic
8	Young emerald dragon
8	Young moonstone dragon
8	Young sea serpent
9	Young amethyst dragon
9	Young sapphire dragon
10	Young dragon turtle
11	Adult deep dragon
11	Dracohydra
11	Dragonbone golem
12	Adult crystal dragon
13	Adult topaz dragon
14	Adult emerald dragon
14	Ancient sea serpent
15	Adult moonstone dragon
15	Adult sapphire dragon
16	Adult amethyst dragon
17	Draconic shard
17	Ghost dragon
18	Ancient deep dragon
18	Hollow dragon
19	Ancient crystal dragon
20	Ancient topaz dragon
21	Ancient emerald dragon
21	Ancient moonstone dragon
22	Ancient sapphire dragon
22	Elder brain dragon
23	Ancient amethyst dragon
24	Ancient dragon turtle
26	Gem greatwurm
27	Chromatic greatwurm
28	Metallic greatwurm
30	Aspect of Bahamut
30	Aspect of Tiamat

CREATURE TYPES

ABERRATIONS

Elder brain dragon
Eyedrake

CONSTRUCTS

Dragonbone golem
Metallic peacekeeper
Metallic warbler

DRAGONS

Amethyst dragons
Aspect of Bahamut
Aspect of Tiamat
Chromatic greatwurm
Crystal dragons
Deep dragons
Dragonnel
Dragon turtles
Emerald dragons
Gem greatwurm
Metallic greatwurm
Moonstone dragons
Sapphire dragons
Sea serpents
Topaz dragons

ELEMENTALS

Animated breath

HUMANOIDS

Dragon blessed
Dragonborn of Bahamut
Dragonborn of Sardior
Dragonborn of Tiamat
Dragon chosen
Dragon speaker

MONSTROSITIES

Dracohydra
Draconian dreadnought
Draconian foot soldier
Draconian infiltrator
Draconian mage
Draconian mastermind
Dragonflesh abomination
Dragonflesh grafter
Egg hunter adult
Egg hunter hatchling
Gem stalker
Hoard mimic
Hoard scarab
Liondrake
Swarm of hoard scarabs

Ooze

Dragonblood ooze

UNDEAD

Draconic shard
Ghost dragon
Hollow dragon



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