

THE CELESTIAL DRAGON

BORNE OF DIVINE AMALGAMTION, THESE ACCURSED SPECIES ARE BLESSED BY FURY AND FLAME



HEAVENLY DRAKES

Celestial Dragons are the Gods' and Angels' answer to the demonic Abyssal dragons. Created by using the stolen or donated eggs of Silver and Gold dragons, imbuing them with the Divine's celestial powers. These angelic Drakes are possibly any demon, or ne'er-do-well's worst nightmares.

ANCIENT CELESTIAL DRAGON

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	27 (+8)	20 (+5)	18 (+4)	26 (+8)

Saving Throws Dex +9, Con +16, Int +13, Wis +12
Skills Arcana +13, Religion +13, Perception +20, Persuasion +16

Damage Resistances fire

Damage Immunities radiant

Senses blindsight 60 ft., truesight 60 ft., passive Perception 30

Languages Celestial, Common, Draconic

Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe air and water.

Divine Blood. Any effect that targets celestials affects this dragon as well.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing and 13 (2d12) radiant damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

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

Breath Weapon (Recharge 5-6). The dragon uses the following breath weapon.

Breath of Gods. The dragon exhales white flames in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 38 (7d10) fire and 38 (7d10) radiant damage on a failed save, or half as much damage on a successful one.

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

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.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

CELESTIAL DRAGON

Feared explicitly by those of evil intent, Celestial Dragons, like Deva and Angels, have been nicknamed the Gods' Lapdogs despite their bitterness at their creators.

Celestial Dragons are odd, even by most species standards. Downy feathers sprouting through split scales. Several pairs of bird-like wings, often three sets, lining their backs. And even a vestigial pair adorning their heads, where only a few spikey horns grow like distorted seraphim. Each feather from their moulting forms soft as down. Their tail, long and whip-like ends in a tuft of plumed feather while their scales are either gold, silver, or a mix of both showing hints of their amalgamated origins and vestiges of their past.

ADULT CELESTIAL DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	24 (+7)	18 (+4)	16 (+3)	23 (+7)

Saving Throws Dex +7, Con +13, Int +10, Wis +9
Skills Arcana +10, Religion +10, Perception +19, Persuasion +13

Damage Resistances fire

Damage Immunities radiant

Senses blindsight 60 ft., truesight 60 ft., passive Perception 29

Languages Celestial, Common, Draconic

Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

Divine Blood. Any effect that targets celestials affects this dragon as well.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing and 13 (2d12) radiant damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Jealousy over Purity. Celestial Dragons loathe their kin. Especially their pureblood bretheren, Gold and Silver dragons. Despite both working for a common cause, their intense jealousy of their untainted kin often leads to the worst of battles. Some Celestials going so far as to kill the Gold and Silver Dragons. This, often compared to the old tales of similar brothers. And like them, Celestial Dragons whom kill their bretheren are bathed in Dragon's blood, becoming ageless in the process. Either unable to grow older, or unable to die by normal means. As it is their curse to immortality and the punishment for their bitterness toward both their creators, and their kin.

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

Breath Weapons (Recharge 5-6). The dragon uses the following breath weapon.

Breath of Gods. The dragon exhales white flames in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 33 (6d10) fire and 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one.

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

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.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

Ill-Adjusted Fury. Celestial Dragons are almost as callous as mortals and capable of holding grudges over decades. Even at the peak of their age when the divine auras of their creation fade, they continue to curse evil and their enemies. Hostile over some of the pettiest things, ranging from a chipped scale to swearing in their presence.

Their Own Worst Enemies. Celestial Dragons, despite their good intentions and foolishly-blind eyes toward the evil in others, are venegful beyond belief. A vindictive species, Celestial Dragons will spend a lifetime of effort simply destroy whatever evils, minor or cosmic, in their path. Possibly ignoring the needs of good creatures or their own bodies in valiant or foolish effort to destroy evil at all, and almost any cost.

YOUNG CELESTIAL DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 80 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	17 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +5, Con +9, Int +8, Wis +6
Skills Arcana +8, Religion +8, Perception +12, Persuasion +9

Damage Resistances fire

Damage Immunities radiant

Senses blindsight 60 ft., truesight 60 ft., passive Perception 22

Languages Celestial, Common, Draconic

Challenge 11 (7,200 XP)

Amphibious. The dragon can breathe air and water.

Divine Blood. Any effect that targets celestials affects this dragon as well.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing and 6 (1d12) radiant damage.

Breath Weapons (Recharge 5-6). The dragon uses the following breath weapon.

Breath of Gods. The dragon exhales white flames in a 90-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 33 (5d10) fire and 33 (5d10) radiant damage on a failed save, or half as much damage on a successful one.

In rare cases, Celestial Dragons have overturned this archetypal behavior. Seeking redemption through their death to aid other races. Showing a humanity rarely seen in Dragon-kind. These shining examples of Celestial Drake are sometimes ressurected by their creators or reincarnated to continue their acts of true goodness rather than the vindictive urges of their Celestial Draconic kin.

A CELESTIAL DRAGON'S LAIR

Celestial Dragons rarely make lairs, though a select few have been known to carve entire mountains to make a home for themselves in extravagance. Celestial Dragons like to make their home near urban areas, on the uninhabited outskirts of cities, or, if the leaders of that particular society allow it, to make their home in caves and caverns underneath the city, below even sewers seeking peace, and to be as close to population as possible in order to spread their own brand of justice and good over the populous like a Guardian.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

The dragon utters a prayer before it is bathd in a glowing light, as if it had cast *bless* on itself. The blessing lasts until initiative count 20 on the next round.

A golden light glows in the sky before shooting down in a beam that carves the earth. Each creature in a 10ft. radius cylinder within the dragon's sight must make a DC 15 Dexterity save or take 1d8 fire and 1d8 radiant damage. The radiant beam damages objects in the area and ignites flammable objects that aren't being worn or carried.

- The gem in the dragon's chest flares with light before a portal appears as if it had cast *gate*, though the portal always leads to the divine realm where the Celestial Dragon had been created.

REGIONAL EFFECTS

The region containing a legendary celestial dragon's lair is warped by the divine energies emenating from it's being which creates one or more of the following effects.

- Whenever a good-aligned 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. On the other hand, when an evil-aligned creature does the same, it is afflicted with horrible nightmares, preventing any sort of restful sleep for that rest.
- Whenever a creature of evil alignment enters within 6 miles of the dragon's lair, they feel a sense of being watched and harsh paranoia. Including the eerie feeling of their sins crawling on their back and the whispers of those they had wronged whispering in the shadows.
- Any act of pure-hearted good within 1 mile of the dragon's lair is rewarded with the sudden appearance of a gleaming platinum coin on their person. However, if it turns to greed, the coin will be replaced by some sinister object like an eye or rotting finger or rusted nail exuding a murderous intent towards the selfish person.

CELESTIAL DRAGON

WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 60 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +3, Con +5, Int +5, Wis +4

Skills Religion +5, Perception +6,

Damage Resistances fire

Damage Immunities radiant

Senses blindsight 30 ft., truesight 30 ft., passive Perception 22

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

Amphibious. The dragon can breathe air and water.

Divine Blood. Any effect that targets celestials affects this dragon as well.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapon (Recharge 5-6). The dragon uses the following breath weapon.

Breath of Gods. The dragon exhales white flames in a 90-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire and 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one.

CREDITS!

The Celestial Dragon

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The picture, Lightsworn's Ultimate Light Dragon's artist is unknown.

LEGAL JUNK

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