

VILLAIN SPOTLIGHT

GLAMDRELLYXXANA

THE GOLD

There are few forces of good in the world as potent as a mature gold dragon. They are famously benevolent, a blessing to commoners and woe to evildoers that encounter them humbly disguised as an unassuming beast or elderly layperson—yet even so they are not infallible or incorruptible. Glamdrellyxxana wants nothing more than to preserve natural beauty but gazing into her *Dark Pearl* the only future she can see is one of grim machines and endless smoke. Misled by false prophecy she is marshaling her forces to sweep down from her mountainous lair intent on cleansing the world—for to preserve nature all the mortal races must die.



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BACKGROUND

Glamdrellyxxana enjoyed her isolation as a young dragon, only occasionally finding company amongst the rangers and druids of the high forests as she explored the world's wild places. She was considered reclusive even by the standards of her own kind with little interest in dealing with humanity—her passion was in all the green things that grow.

Among the druids with whom she studied were stories of a mountain peak where a pure lake had been tainted. They warned people away from this place for some evils are best left undisturbed (best left to drain away and be forgotten). Glamdrellyxxana wanted to see this place for herself and felt certain that her power as a gold dragon would drive back any lingering darkness. When she discovered the mountain lake—apparently pristine and verdant—she instantly felt at home. This would be her lair to be comfortably alone, studying and cultivating the many wonderful plants she considered her hoard.

Yet the stories shared by the druids were true: the mountain had once been the home to others brought low by their arrogance and pursuit of power. Beneath the waters of the lake lay the ruins of a great temple to a forgotten god and the cursed treasure which had doomed them. Blind to the truth and settling into her new home, Glamdrellyxxana was delighted to find her hoard enriched, impressed most of all with her discovery of the *Dark Pearl*, a fist-sized lustrous ebony gem through which future events could be divined. Between the enchanted relic's luster, her disinterest in the affairs of the human world, and the subtlety of the evil itself, she didn't consider why such a treasure

THE DARK PEARL

A seer using this black gem can use it to reveal events of the future however those that rely on it for foresight often commit horrifying atrocities in its name. This cursed relic of a fallen temple has a subtle but vile will of its own, patiently steering whoever uses it to commit acts of extreme violence and destruction by predicting favorable futures where such actions are taken contrasted by fearfully terrible scenarios should its user refuse to commit such acts.

The Dark Pearl

Wondrous item, very rare (requires attunement)

Once you have attuned to this wondrous item, you can cast *divination* and *commune* at will.

would be abandoned and over the years she came to rely on it to guide her decisions, spending long hours searching the future—yet the longer she gazed into the pearl, the bleaker a future it revealed.

She saw—far away at the edges of the great forests—cities growing like cankers on the landscape only to belch smoke and send forth beasts of bladed metal. Each of these blighted settlements only grew and spread until the whole world burned, devoid of life. Glamdrellyxxana dwelled upon these images, and the danger of inaction seemed to grow with every passing season. Could she allow this future by doing nothing? If not her, then who would act? The solution grew in her mind like a tumor, painful and wrong, and yet the only logical choice. To save a tree a diseased branch must be pruned and to save the world the mortal races had to be culled.

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APPEARANCE

If one were able to compare Glamdrellyxxana to other adults of her kind she would be slimmer and smaller than most but nonetheless her radiant golden scales and huge sail-like wings make her a sight to behold. Her expression is kind and calm, but her body tense—a keen observer might note the almost imperceptible purplish motes of energy that hover around her head. Her eyes, unlike the molten gold of her kin, are pearl white with purplish black veins encroaching

from the edges. She wears a ring of tarnished silver on one of her claws, upon which is set a black pearl of extraordinary size. She is always absent-mindedly stroking or playing with the ebony gem when not actively gazing into its surface.

When Glamdrellyxxana travels from her lair she adopts the form of a great golden eagle or a huge constrictor serpent. In either form her feathers or scales are gold, edged with a purple hue, and her eyes remain a pearlescent white fractured by darkness. A long time ago she would adopt the form of a strong elf woman (with long golden hair and emerald eyes) but she's not adopted that form in many years.

PERSONALITY

Glamdrellyxxana has a deep care for nature and believes that ultimately her actions will make the world a better place. She prefers to avoid company but when the need is there she can be an inspiring speaker, passionate about her love of nature and her cause to protect it. She is uncomfortable in the role of general, delegating most decisions to proven lieutenants, however if her actions or motives are questioned she doesn't hide her displeasure and is unlikely to forgive the offense—once trusted friends have been exiled for daring to suggest that Glamdrellyxxana had not considered a particular course of action. She feels pangs of guilt about the genocide she advocates and when her culpability becomes overwhelming she escapes to the privacy of her garden lair, and in solitude she uses mind-altering substances to dull her pain while looking upon the twisted visions of the *Dark Pearl* to steel her resolve.

MOTIVATIONS

Glamdrellyxxana wants nothing more than to preserve the natural beauty of the world. She believes that once her genocide is achieved she will be able to return to a life of isolation and study. The dragon is obsessed with plant-life and imagines a world covered with verdant meadows, forests, and valleys totally untroubled by the industry of humans and their kin. Where possible she'll act to save sites of particular nat-

GLAMDRELLYXXANA IN YOUR CAMPAIGN

Glamdrellyxxana is a tragic figure misled by an ancient evil but also a powerful and dangerous foe in her own right, suitable as a campaign ending boss. Her plot to destroy the mortal races of the world will almost certainly put her minions in conflict with a party of adventurers (as well as disrupt the plans of other antagonists), and can lead to a race against time as she maneuvers her forces against the heroes and their allies, culminating in an encounter with Glamdrellyxxana herself.

In a direct encounter she has multiple spells to control the field of battle and will almost certainly have **awakened trees** to aid her, along with potentially additional allies that she has converted to her cause. Through the use of *scrying* and other divination magic she learns the capabilities of her opponents, freely using that knowledge during the course of combat.

Alternatively the party may become aware of “the curse of the *Dark Pearl*” and pursue a course of action to redeem Glamdrellyxxana by removing or destroying it. In this case a greater threat might be released (perhaps a shadow dragon version of her or primordial undead dragons from the ruined temple beneath her lair) and Glamdrellyxxana could switch sides, becoming an unlikely ally in a final epic battle!

ural interest, at the very least recovering plants and their seeds to restore the site in the future.

ACTIVITIES

Since she has determined that a genocide of the mortal races is the only logical solution to preserving her precious plant kingdom Glamdrellyxxana has been gathering allies amongst **dryads and fey**, awakening trees, and cultivating **plants which hunger for flesh**. She has established a network of sympathizers who report to her on the actions of “the enemy” and readies herself for a long and bloody war, cleansing first the valleys nearest her lair and then outwards across the world. The dragon frequently uses the *Dark Pearl* to view future outcomes and adjusts her plans based on the visions it grants her.

LAIR

Glamdrellyxxana lairs at high altitude by a deep mountain lake. The mountain around the lake remains temperate and lush year-round, resembling rambling gardens. Beneath the water's surface lay a ruined temple overgrown with cultivated coral reef, home to enormous freshwater oysters (housing massive pearls) and numerous aquatic animals including **giant crabs**, **giant octopus**, and **sharks**.

Glamdrellyxxana

Huge dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 256 (19d12+133)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	25 (+7)	16 (+3)	24 (+7)	18 (+4)

Saving Throws DEX +9, CON +13, WIS +13, CHA +10

Skills Insight +13, Perception +13, Nature +15, Stealth +9

Damage Immunities fire

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

Languages Common, Draconic, Druidic, Sylvan

Challenge 19 (22,000 XP)

Amphibious. Glamdrellyxxana can breathe air and water.

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

Spellcasting. Glamdrellyxxana is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray*

1st level (4 slots): *entangle, fog cloud, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, lesser restoration, pass without trace*

3rd level (3 slots): *plant growth, sleet storm, speak with plants*

4th level (3 slots): *blight, freedom of movement, giant insect*

5th level (1 slot): *awaken, contagion, scrying*

Her innermost sanctum is a high walled chasm accessible only by flight from above or through an underwater tunnel from the lake. Within this crevasse is her garden hoard of rare and valuable plants growing not only in the ground but up the walls of the gully too to create a green cathedral of extraordinary beauty. Many of the trees within her hoard have been **awakened** and will fight to defend Glamdrellyxxana if her sanctum is breached.

ACTIONS

Multiattack. Glamdrellyxxana can use her Frightful Presence, or cast a cantrip or spell up to 3rd level. She can then make three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of Glamdrellyxxana's choice that is within 120 feet and aware of her must succeed on a DC 18 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). Glamdrellyxxana uses one of the following breath weapons.

Fire Breath. Glamdrellyxxana exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one. Glamdrellyxxana can choose plant life in the area to be unaffected by her Fire Breath.

Weakening Breath. Glamdrellyxxana exhales gas in a 60-foot cone. Each creature in that area must make a DC 18 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. Glamdrellyxxana magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or she uses this feature to change back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Glamdrellyxxana's choice).

In a new form, Glamdrellyxxana retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, Spellcasting, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

Glamdrellyxxana can take 3 legendary actions, choosing from the options below. She can use only one legendary action option at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

- ♦ **Detect.** Glamdrellyxxana makes a Wisdom (Perception) check.
- ♦ **Poison Spray.** Glamdrellyxxana casts the *poison spray* cantrip.
- ♦ **Tail Attack.** Glamdrellyxxana makes a tail attack.
- ♦ **Wing Attack (Costs 2 Actions).** Glamdrellyxxana furiously beats her wings, buffeting any opponent standing near her. Each creature within 10 feet of her must succeed on a DC 21 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.

LAIR ACTIONS

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

- ♦ **Moment of Prescience.** Glamdrellyxxana glimpses the future and gains advantage on attack rolls, ability checks, and saving throws until the end of the round.
- ♦ **Vision of the Pearl.** One creature Glamdrellyxxana can see within 120 feet must succeed on a DC 15 Charisma saving throw or be banished to a nightmare plane, a terrifying dimension that Glamdrellyxxana has imagined into being. The nightmare plane is a desolate world of poisonous smoke and ruined machinery beneath a blood red sky. To escape, a creature must use its action to make a Charisma check contested by Glamdrellyxxana. On a success, the creature escapes the nightmare plane. Otherwise the banishment ends at the beginning of the next round. When the banishment ends, the creature reappears in the space it left (or in the nearest unoccupied space). A creature that is in the nightmare plane at the end of its turn must make a DC 15 Constitution saving throw, becoming poisoned for 1 minute on a failed save.
- ♦ **Swords of Nature.** Lush vines with long sharp thorns emerge from the ground in a 20-foot radius centered on a point that Glamdrellyxxana can see within 120 feet. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) piercing damage, or half as much on a successful one. When a creature moves into or within the area, it takes 4 (1d8) piercing damage for every 5 feet it moves. The vines wilt away when Glamdrellyxxana uses this lair action again or when she dies. 