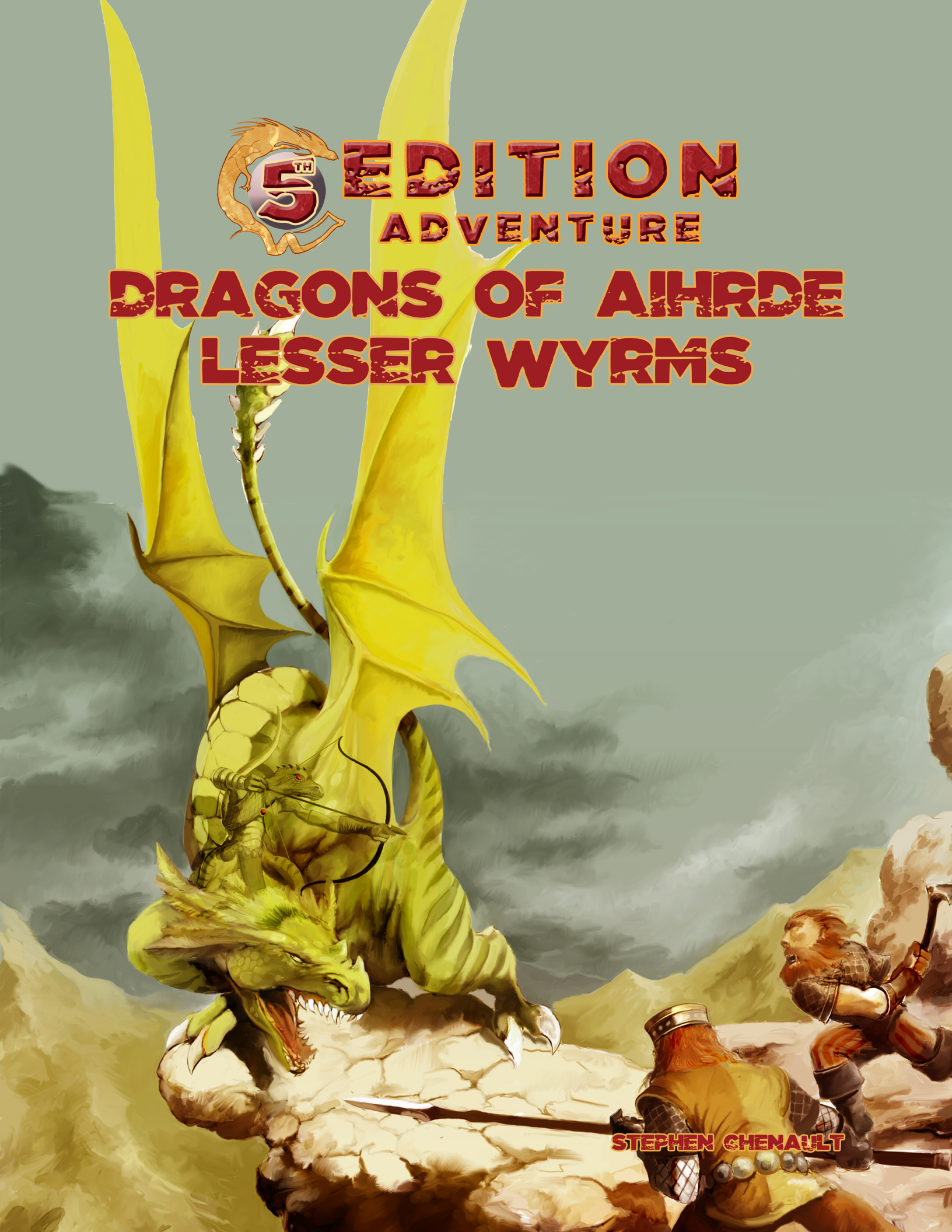




5TH EDITION

ADVENTURE

DRAGONS OF AHRDE LESSER WYRMS



STEPHEN CHENAULT

5TH EDITION ADVENTURE

DRAGONS OF AIHRDE

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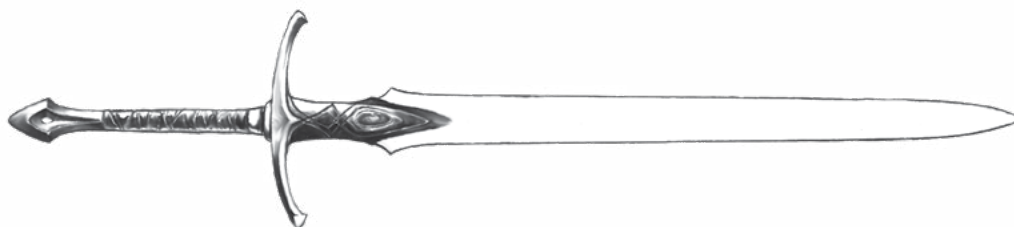
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INTRODUCTION

For eons dragons have dwelt in the world. Whether they live in deep caves, dwell at the bottoms of wide lakes, or stalk the sandy dunes of the deserts dragons have been a part of the landscape of men, elf and orc. They are feared and loved, revered as gods or vilified as nightmarish creatures of the world's dawn. Their size and stupendous power, their accumulated wealth and even the value of the scales, bones and teeth have meant that they are only able to dwell upon the fringes of the kingdoms of the world. They restrict themselves to hidden places, far from the concerns of mortals. But there are those who dwell closer and interact more with men.

But dragons are creatures like all creatures, they have thrived, died out or evolved to the circumstances of their worlds. They have suffered as all things have suffered, by the whims of the world and the power of nature. They have become less than the wyrms of common legend and lore.

Some are the progenitors of the whole species, remnants of a time before the dragons were the masterly lords they have become. Still some others have forgotten what they knew and descended from the power of their ancestors. They have become less than their mighty for bearers. They are every bit as magical, sometimes intelligent, but above all else they are dragons and dangerous creatures to cross or malign. Indeed, some would account these lesser drakes as far more dangerous, for they are driven by primeval forces, forces for greater than those conjured by the wise. They are driven by hunger, the need to protect their territory, by instinct and they feed on the fear of men.

These lesser drakes take many shapes and sizes, and they have many abilities, but they can be classified by their primary method of attack. Herein presented are the miasmal wyrms, those foul creatures who secrete poison through glands in their skin, acids in their breath, whose mouths are so infected with bacteria and rot that to suffer a bite from one is to invite a slow and painful if not maddening death. The miasmal wyrms are feared by all for they are predacious, aggressive hunters and their victims die in agony and sufferance.

MIASMAL WYRMS

In many ways, dragons are like all creatures. They have suffered as all things have suffered, by the whims of the world and the power of nature. Some have thrived in the present condition, powerful beasts unaffected by the world's changing. Others have evolved to new circumstances, growing greater than they ever were, or descending into myriad forms and creatures less than their ancestors. Some few dwell unchanged, lost in an ever changing world and still others have failed and died out entirely.

LESSER DRAGONS

Like all dragons, lesser dragons are powerful creatures with magical abilities and uncommonly long life spans. These dragons however, are every bit as cunning, but not as intelligent, as their more commonly known kin, their magic is weaker, and in some cases benign. They are smaller as well, few growing to over 20 feet in length. Too, they are more animal in nature, less

discerning in their actions, more concerned about hunting or breeding than hoarding treasure unraveling the philosophy of men. They can be good or evil, but many are simply neutral, once again, closer to animals than magical beasts.

Lesser dragons also depart from their cousins in that many of them have no love of treasure, nor do they keep static dens, but rather hunt in the wilderness, marking out territories and defending those territories against encroachments of any kind. Where other dragons may use their abilities to gather treasure, outwit those who possess it, or weave magics lesser dragons use their abilities, magical and mundane to improve their ability to hunt. This makes them far more dangerous than one might suspect, for they possess the natural cunning of all dragons and combine it with their magical abilities and animal instincts.

AGE: Lesser dragons do not possess the long life spans of their cousins, they are not immortal. Some may live for a thousand years, but if they do, it is an anomaly and not the norm. Most die as in the early mature stage, killed off by one of their own kind or unable to keep up the hunt as they were before. Hatchlings grow quickly, emerging from the egg fully formed, aggressive and able to exist apart from their mother. They eat tremendous amounts of food, mostly insects, rodents and the like. They grow very fast, becoming young adults with a few years of hatching.

SIZE: As with all dragons, a lesser dragon's age determines its size, which is indicated under each stat block.

MOVE: Lesser dragons in age categories 1 move at half the rate listed, and those in age categories 4 move 1/2 more than the listed rate.

LANGUAGES AND MAGIC: All dragons can speak their own tongue and the common tongue. Many dragons have some spell-like abilities, as detailed under each dragon type. Dragons of at least Adult age category can attempt an intelligence check against a DC 12, with proficiency. If the check is successful, the dragon is able to speak and understand any language. If the roll fails, a new check can be made when the dragon reaches the next age category.

ECOLOGY

Lesser dragons are found in most climes. As with all dragons they are immune to most temperature variations, though some prefer warm or cold climes. Some are adaptable, but most have already developed specialized traits which limit them to certain types of environment, such as the nakal, which finds itself limited to jungle and forest terrain. All of them are meat eaters and either trap their prey or stalk it.

LESSER DRAGONS AND DRAGONS

Dragons are intelligent beasts and have little to do with the lesser drakes for they see them as little more than animals or magical beasts, fit perhaps for eating, but nothing else. Their lineage is so corrupted or ancient and they are so far removed from the first hatchings that dragons abhor their company.

FAMILIARS & MINIONS

On occasion men or women of valor are able to subdue a dragon and bind it to the master. This is impossible for any adult or mature lesser dragon that does not have some rudimentary intelligence. If it is able to speak one can appeal to its vanity, pride or fears, but otherwise one cannot. Like any animal however, if these creatures are taken when they are hatchlings, training them is possible and not uncommon. Of course like any wild beast, these wyrms can turn on their masters in a moment and the master find out what it means to be a dragon's meal.

ABILITIES COMMON TO ALL DRAGONS

Like their larger kin, lesser dragons are ferocious and able to fight with a multitude of weapons. Though they are not as agile as larger dragons they are able to launch multiple attacks, though usually not against several different opponents.

SPECIAL RULES FOR DRAGON COMBAT: Lesser dragons do add their full hit dice when making attack rolls and they do add their full hit dice to saving throw rolls, plus the bonus set forth in the age chart.

BREATH WEAPONS: Most lesser dragons have at least one breath weapon. Each breath weapon is different and explanations are given in the monsters descriptive text under the appropriate heading.

IMMUNITIES: All dragons are immune to sleep and paralysis effects.

SPELL RESISTANCE: As lesser dragons age, they become more resistant to spells and spell-like abilities. When a dragon reaches Adult, they save against spells and magical attacks at advantage.

KEEN SENSES: All dragons possesses sight, keen smell and hearing, gaining Advantage on all Wisdom (perception) checks as a result. In addition, most dragons possess some level of darkvision, which will be described in their individual stat blocks.

THE WYRMS

BEAKED DRAGON



BEAKED DRAGON WYRMLING

Medium Dragon, Neutral

ARMOR CLASS: 15(natural armor)

HIT POINTS: 65 (10d8+20)

SPEED: 30 ft 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	12(+1)	14(+2)	9(-1)	10(+0)	8(-1)

SKILLS: Athletics+5, Stealth+3

SENSES: Passive Perception 15

LANGUAGES: Draconic

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES

CAMOUFLAGE: While hiding in water, the dragon has advantage on stealth checks.

STONE TO MUD: Once per day, the dragon can transform an area up to 10 feet by 10 feet from stone to mud. Any creature on the area when it transforms must make a dexterity save (DC 13) or be knocked prone, and the area becomes difficult terrain.

CHARGE: If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

ACTIONS

MULTIATTACK; The Dragon makes three attacks per round, two with its claws and one with its **bite**. If the creature is grappling a target with its mouth, it cannot use its **claws**.

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

BITE: Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) Piercing damage. In addition, the target must make a strength save (DC 15) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage, and in addition does 4(1d8) acid damage.

YOUNG BEAKED DRAGON

Large Dragon, Neutral

ARMOR CLASS: 16(natural armor)

HIT POINTS: 75 (10d10+20)

SPEED: 30 ft 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
18(+4)	12(+1)	15(+2)	9(-1)	10(+0)	8(-1)

SKILLS: Athletics+6, Stealth+3

SENSES: Passive Perception 15

LANGUAGES: Draconic

CHALLENGE: 3 (700 XP)

SPECIAL QUALITIES

CAMOUFLAGE: While hiding in water, the dragon has advantage on stealth checks.

STONE TO MUD: twice per day, the dragon can transform an area up to 20 feet by 20 feet from stone to mud. Any creature on the area when it transforms must make a dexterity save (DC 14) or be knocked prone, and the area becomes difficult terrain.

Charge. If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

ACTIONS

MULTIATTACK: The Dragon makes three attacks per round, two with its claws and one with its **bite**. If the creature is grappling a target with its mouth, it cannot use its **claws**.

CLAWS: Melee Weapon Attack. +6 to hit, reach 5ft, one target. Hit: 11(2d6+4) slashing damage.

BITE: Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 13(2d8+4) Piercing damage. In addition, the target must make a strength save (DC 16) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage, and in addition does 9(2d8) acid damage.

ADULT BEAKED DRAGON

Huge Dragon, Neutral

ARMOR CLASS: 17(natural armor)

HIT POINTS: 95 (10d12+30)

SPEED: 30 ft 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
20(+5)	12(+1)	16(+3)	10(+0)	10(+0)	8(-1)

SKILLS: Athletics+8, Stealth+4

SAVES: Strength+8, Constitution+6

SENSES: Passive Perception 15

LANGUAGES: Draconic

CHALLENGE: 5 (1800 XP)

SPECIAL QUALITIES

CAMOUFLAGE: While hiding in water, the dragon has advantage on stealth checks.

STONE TO MUD: twice per day, the dragon can transform an area up to 30 feet by 30 feet from stone to mud. Any creature on the area when it transforms must make a dexterity save (DC 15) or be knocked prone, and the area becomes difficult terrain.

CHARGE: If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

ACTIONS

MULTIATTACK: The Dragon makes three attacks per round, two with its claws and one with its **bite**. If the creature is grappling a target with its mouth, it cannot use its **claws**.

CLAWS: Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 15(3d6+5) slashing damage.

BITE: Melee Weapon Attack. +8 to hit, reach 5 ft, one target. Hit: 18(3d8+5) Piercing damage. In addition, the target must make a strength save (DC 16) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage, and in addition does 13(3d8) acid damage.

ANCIENT BEAKED DRAGON

Huge Dragon, Neutral

ARMOR CLASS: 18(natural armor)

HIT POINTS: 133 (14d12+42)

SPEED: 30 ft 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
22(+6)	12(+1)	17(+3)	12(+1)	12(+1)	10(+0)

SKILLS: Athletics+9, Stealth+4

SAVES: Strength+9, Constitution+6

SENSES: Passive Perception 16

LANGUAGES: Draconic

CHALLENGE: 7 (2900 XP)

SPECIAL QUALITIES

CAMOUFLAGE: While hiding in water, the dragon has advantage on stealth checks.

STONE TO MUD: Three times per day, the dragon can transform an area up to 30 feet by 30 feet from stone to mud. Any creature on the area when it transforms must make a dexterity save (DC 16) or be knocked prone, and the area becomes difficult terrain.

CHARGE: If the dragon can move at least 20 feet towards a target and make an attack, it has advantage with its bite attack.

ACTIONS

MULTIATTACK: The Dragon makes three attacks per round, two with its claws and one with its bite. If the creature is grappling a target with its mouth, it cannot use its **claws**.

CLAWS: Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 16(3d6+6) slashing damage.

BITE: Melee Weapon Attack. +9 to hit, reach 5 ft, one target. Hit: 19(3d8+6) Piercing damage. In addition, the target must make a strength save (DC 16) or be grappled. If the dragon has a creature grappled at the beginning of its turn, it automatically inflicts bite damage, and in addition does 18(4d8) acid damage.

More turtle than lizard the beaked dragon is a wide bodied creature with thick, round overlapping scales across its back and sides. Its tail is long, thick in its beginning, tapering down to a cone shaped point. Its neck, with multiple folds of skin is wide and long as well and ends only where the armored head begins. A full adult can be up to 30 feet long. Its narrow jaws are capped with fierce beaks on the upper and lower jaw. It is able to open its toothless maw extremely wide. Its head is crowned by two, large dwarf sized scales. Short legs give way to long, webbed claws. Two small wings adorn its back, though these are useless for flight, but serve the creature well in the deep sea currents where it is often encountered.

Beaked dragons are very heavy creatures, bearing too much weight for their forms. For this reason they prefer to dwell in watery environs, living in swamps, rivers, lakes and upon the world's seas. They are not particularly agile swimmers, but are rather fast. They are able to use their bulks to float or settle in the water and spend a great deal of time doing so. They can

hold their breath for over an hour and use this ability to wait for prey-animals to walk near. They are old creatures, some of the earliest dragons to walk the earth, appearing throughout the legends of the ancients. They are solitary and are never encountered with other members of their species. Females are born with hundreds of fertile eggs in the wombs, which they lay from time to time.

FERAL HUNTERS: Beaked dragons generally lie in wait, upon the edges of a lake or other body of water. They are hidden beneath the water. Any creature that passes by and the dragon feels it can eat without too much fuss is subject to the beast's sudden charge and a wicked **bite**. Once the creature bites the prey it drags it back into the water. These beasts possess little more than an animal intelligence, are very aggressive and almost always willing to take a meal. They eat until they are gorged and usually rut around in their kill until the scent of it covers their bodies. They dig very deep dens wherever the ground is solid enough to hold up, even so their dens are constantly collapsing and the creatures are made to dig their way out again. In these dens they lay their eggs and often drag carcasses back. If there is treasure in them it is usually buried in the mire and filth of the beaked dragon's past meals.

BEAKED DRAGON IN AIHRDE

Beaked dragons are common throughout Aihilde, but are a particular nuisance in the Great Soup Marsh in souther Ethrum. There they thrived during the long Winter Dark due to that swamp's proximity to the Eldwood and the Great Oak. They are a plague to the lords of Brindisium as they are forever crossing the Bay of Moridain from their marshy homelands. They do however bring the folk of that southern nation a bit of wealth for their eggs are prized by the dwarves of Norgorad-Kam as a delicacy. The eggs bring a hefty 10 golden crown apiece in the open market.

CH-CRUP

YOUNG CRUP

Medium Dragon, Chaotic Evil

ARMOR CLASS: 13

HIT POINTS: 88(16d8+16)

SPEED: 30 ft, 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	16(+3)	13(+1)	6(-2)	8(-1)	5(-3)

SKILLS: Athletics+4, Perception+1, Stealth+5

SENSES: Darkvision 60 ft, Passive Perception 16

LANGUAGES: Draconic

CHALLENGE: 2(450 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Crup has advantage on Stealth checks when in its natural environment.

LURING CALL: When Hunting, the Crup issues a strange, low sound with magical qualities. Any creature within 120 feet of the Crup must make a Wisdom Save (DC12) or be charmed



by the Crup and inclined to seek out the source of the strange, pleasant noise. If the Crup believes the creature will make an easy meal, it lures them close and then ambushes them. If the creature(s) look too tough, the Crup will try to convince them it's harmless and convince them to leave.

ACTIONS

MULTIATTACK: The Crup can make 2 Claw and 1 Bite attack every turn.

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

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 7(1d10+2) Piercing damage. In addition, the target must make a Strength save (DC 14) or be grappled.

CONSTRICTION: If the Crup is able to maintain a grapple for a full round, it can attempt to constrict its victim. It makes a single bite attack. If the attack hits, in addition to the damage the target becomes wrapped up by the Crup. They are considered restrained and take 5(1d10) bludgeoning damage at the beginning of their turn. The victim can attempt to break out of the constriction, but the creature keeps squeezing tighter. On the first round, the escape DC is 14. It increases by 1 for each round to a maximum DC of 20.

LARVA (RECHARGE 6): Instead of trying to grapple, the Crup instead attempts to inject a larva into a target. After a successful Bite attack, the Crup releases a larva. The target must make a Constitution save (DC 14). If the save succeeds, the larva fails to catch on and is cast off. If the save fails, then the larva successfully inserts itself into the target. The target immediately suffers the poisoned condition. Once per day thereafter, the target can make a constitution save. If the save succeeds, the Larva dies. If this save fails, the target is poisoned and incapacitated. The next day that target saves again. On a successful save, the target is no longer incapacitated, but remains poisoned. On a failed save, the target is rendered unconscious. The unconscious target gets another save the next day. If that save succeeds, they are awake but incapacitated. If they fail the save, they die. The saves continue each day until either the target clears the poison and the

larva dies, or the target dies. If the target dies, the larva consumes the body over the next 24 hours. At the end of this process, there is a new young Crup Dragon. A Greater Restoration or Heal spell will kill the larva immediately and restore the target to full health.

ADULT CRUP

Large Dragon, Chaotic Evil

ARMOR CLASS: 16

HIT POINTS: 120(16d10+32)

SPEED: 30 ft, 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	16(+3)	14(+2)	8(-1)	10(+0)	8(-1)

SKILLS: Athletics+5, Perception+2, Stealth+5

SENSES: Darkvision 60 ft, passive perception 17

LANGUAGES: Draconic

CHALLENGE: 4(1100 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Crup has advantage on Stealth checks when in its natural environment.

LURING CALL: When Hunting, the Crup issues a strange, low sound with magical qualities. Any creature within 120 feet of the Crup must make a Wisdom Save (DC14) or be charmed by the Crup and inclined to seek out the source of the strange, pleasant noise. If the Crup believes the creature will make an easy meal, it lures them close and then ambushes them. If the creature(s) look too tough, the Crup will try to convince them it's harmless and convince them to leave.

INNATE SPELLCASTING: The Crup's innate spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no components to cast.

CANTRIPS (AT WILL): Prestidigitation

3/day each: Light

1/day each: Blur, Phantasmal Killer

ACTIONS

MULTIATTACK: The Crup can make 2 Claw and 1 Bite attack every turn.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(2d4+3) slashing damage.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 14(2d10+3) Piercing damage. In addition, the target must make a Strength save (DC 15) or be grappled.

CONstriction: If the Crup is able to maintain a grapple for a full round, it can attempt to constrict its victim. It makes a single bite attack. If the attack hits, in addition to the damage the target becomes wrapped up by the Crup. They are considered restrained and take 11(2d10) bludgeoning damage at the beginning of their turn. The victim can attempt to break out of the constriction, but the creature keeps squeezing tighter. On

the first round, the escape DC is 15. It increases by 1 for each round to a maximum DC of 20.

LARVA (RECHARGE 6): Instead of trying to grapple, the Crup instead attempts to inject a larva into a target. After a successful Bite attack, the Crup releases a larva. The target must make a Constitution save (DC 14). If the save succeeds, the larva fails to catch on and is cast off. If the save fails, then the larva successfully inserts itself into the target. The target immediately suffers the poisoned condition. Once per day thereafter, the target can make a constitution save. If the save succeeds, the Larva dies. If this save fails, the target is poisoned and incapacitated. The next day that target saves again. On a successful save, the target is no longer incapacitated, but remains poisoned. On a failed save, the target is rendered unconscious. The unconscious target gets another save the next day. If that save succeeds, they are awake but incapacitated. If they fail the save, they die. The saves continue each day until either the target clears the poison and the larva dies, or the target dies. If the target dies, the larva consumes the body over the next 24 hours. At the end of this process, there is a new young Crup Dragon. A Greater Restoration or Heal spell will kill the larva immediately and restore the target to full health.

ANCIENT CRUP

Large Dragon, Chaotic Evil

ARMOR CLASS: 13

HIT POINTS: 150(20d10+40)

SPEED: 30 ft, 60 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
18(+4)	16(+3)	14(+2)	10(+0)	10(+0)	10(+0)

SKILLS: Athletics+7, Perception+3, Stealth+6

SENSES: Darkvision 60 ft, passive perception 17

LANGUAGES: Draconic

CHALLENGE: 5(1800 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Crup has advantage on Stealth checks when in its natural environment.

LURING CALL: When Hunting, the Crup issues a strange, low sound with magical qualities. Any creature within 120 feet of the Crup must make a Wisdom Save (DC15) or be charmed by the Crup and inclined to seek out the source of the strange, pleasant noise. If the Crup believes the creature will make an easy meal, it lures them close and then ambushes them. If the creature(s) look too tough, the Crup will try to convince them it's harmless and convince them to leave.

INNATE SPELLCASTING: The Crup's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no components to cast.

CANTRIPS (AT WILL): Prestidigitation

3/day each: Light; **1/day each:** Blur, Phantasmal Killer

ACTIONS

MULTIATTACK: They have 2 Claw and 1 Bite attack every turn.

CLAW: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 9(2d4+4) slashing damage.

BITE: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 15(2d10+4) Piercing damage. In addition, the target must make a Strength save (DC 17) or be grappled.

CONstriction: If the Crup is able to maintain a grapple for a full round, it can attempt to constrict its victim. It makes a single bite attack. If the attack hits, in addition to the damage the target becomes wrapped up by the Crup. They are considered restrained and take 11(2d10) bludgeoning damage at the beginning of their turn. The victim can attempt to break out of the constriction, but the creature keeps squeezing tighter. On the first round, the escape DC is 17. It increases by 1 for each round to a maximum DC of 22.

LARVA (RECHARGE 6): Instead of trying to grapple, the Crup instead attempts to inject a larva into a target. After a successful Bite attack, the Crup releases a larva. The target must make a Constitution save (DC 14). If the save succeeds, the larva fails to catch on and is cast off. If the save fails, then the larva successfully inserts itself into the target. The target immediately suffers the poisoned condition. Once per day thereafter, the target can make a constitution save. If the save succeeds, the Larva dies. If this save fails, the target is poisoned and incapacitated. The next day that target saves again. On a successful save, the target is no longer incapacitated, but remains poisoned. On a failed save, the target is rendered unconscious. The unconscious target gets another save the next day. If that save succeeds, they are awake but incapacitated. If they fail the save, they die. The saves continue each day until either the target clears the poison and the larva dies, or the target dies. If the target dies, the larva consumes the body over the next 24 hours. At the end of this process, there is a new young Crup Dragon. A Greater Restoration or Heal spell will kill the larva immediately and restore the target to full health.

The ch-crup, or crup for short, is a large dragon, ranging up to 20 feet in length. The crup have long, narrow snouts filled with row upon row of long razor sharp teeth. Their eyes are huge and bulberous and allow it to see in complete darkness. Two thin veils of flesh hang from the middle of their lower jaw and are often brightly colored. The crup are able draw breath in and fill these sacks with. The creature's body is long and snake like, its six legs short and clawed and its tail long. The creature's scales are small, hardly discernible, and the crup sports a long spiny ridge of thin, hollow spikes along the length of its back and tail. They are able to make these spike light up with a feint hollow glow. These dragons are darkly colored in blues and blacks or deep greens. air. The sacks stretch to enormous sizes. Once released the air passes across through the mouth and around the teeth which are have long hollow tubular shapes on them. By opening or closing the mouth, moving the tongue and controlling the exhalation the crup is able to create an eerie soft musical sound. These sacks also allow the creature to travel great distances under water.

COLD KILLERS: The crup prefer cooler climes and are never encountered in the tropics. They also prefer mountains or forests, places where they can lay in wait, hiding while they call for their prey. Crup only hunt at night. They use their limited camouflage ability to hide, and once they feel secure they open their mouths wide and casting out with their breath weapon, trying to entice a prey animal close. They occasionally light up the spines on the back, briefly from bottom to top, to further entice victims. Once a creature comes within a few yards the crup launches out striking with its large mouth and long teeth, hoping to pin the creature in a grasp. It will coil its body around the victim if need be. Being solitary hunters they are never encountered in groups.

VIOLENT REPRODUCTION: The crup are asexual creatures and born with small polyps on the roof of their mouths. The polyps are actually small larvae that detach themselves from the crup's mouth during combat and attach themselves to the victim. If they successfully attach to the victim they fill their air sacks and begin the sing song charm immediately dissuading the adult crup from attacking. The adult breaks off the attack and flees. The larvae poisons the victim eventually causing a coma (see below) at which time it devours the creature, growing quickly as it eats.

DRACONIC MEMORIES: Crup possess a rudimentary intelligence, almost human and have memories of the dragons they once were. They dig deep dens, sometimes in the banks of rivers, with entrances under water, where they keep the baubles they are able to salvage from their kills. Crup age poorly and their scales and spines begin to fall off which accounts for their reduced armor class as mature dragons.

CRUP IN AIHRDE

Crup are found in almost all of the mountains of the northern hemisphere and both the Northern and Southern Ice Shelf. They are very common on the islands of Wodenhole and Gal-land. In the Cradle of the World they are most commonly found in the Salt Flats, he Holmgald, Shadow Mountains and Grundliche Mountains. The dwarves of Grundliche hohle make a great sport out of hunting the creatures for their spines are easy to shape and durable.

DRAGON, ERDER WYRM

ERDER WYRM, WYRMING

Medium Dragon, Chaotic Evil

ARMOR CLASS: 15(natural armor)

HIT POINTS: 17(3d8+4)

SPEED: 50 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
15(+2)	15(+2)	13(+1)	7(-2)	10(+0)	7(-2)

SKILLS: Perception +2, Stealth +4

DAMAGE IMMUNITIES: Cold

CONDITION IMMUNITIES: Blinded

SENSES: Darkvision 120 Ft, Tremorsense 120 Ft, Passive Perception 17

CHALLENGE: 1/2 (100 XP)

SPECIAL QUALITIES

LIGHTNING SPEED: The order wyrm gains advantage on initiative

KEEN SENSES: The order wyrm gains advantage on all perception checks due to its keen sight and smell

STEALTHY CAMOUFLAGE: The order wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.

UNARMORED UNDERBELLY: By accepting disadvantage on an attack roll, an attacker can target the order wyrm's underbelly, which has only an AC of 12.

ACTIONS

MULTIATTACK: The order wyrm strikes twice with its claws, and can either bite or use its breath weapon.

CLAWS: Melee Weapon Attack. +4 to hit, 5' range, one target. Hit: 4 (1d4+2) slashing damage.

BITE: Melee Weapon Attack. +4 to hit, 5' range, one target. Hit: 7 (2d4+2) piercing damage.

DEAFENING ROAR (RECHARGE 6): The order wyrm can issue a deafening roar which affects everyone in a 60-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, and creature with a CR or level of 1 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A DC 11 charisma saving throw negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

ORDER WYRM, YOUNG

Large Dragon, Chaotic Evil

ARMOR CLASS: 16(natural armor)

HIT POINTS: 30(4d10+8)

SPEED: 50 ft

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

SKILLS: Perception +2, Stealth +4

DAMAGE IMMUNITIES: Cold

CONDITION IMMUNITIES: Blinded

SENSES: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17

CHALLENGE: 1 (200 XP)

SPECIAL QUALITIES

LIGHTNING SPEED: The order wyrm gains advantage on initiative

KEEN SENSES: The order wyrm gains advantage on all perception checks due to its keen sight and smell

STEALTHY CAMOUFLAGE: The order wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.

UNARMORED UNDERBELLY: By accepting disadvantage on an attack roll, an attacker can target the order wyrm's underbelly, which has only an AC of 12.

ACTIONS

MULTIATTACK: The order wyrm strikes twice with its claws, and can either bite or use its breath weapon.

CLAWS: Melee Weapon Attack. +5 to hit, 5' range, one target. Hit: 7 (1d6+3) slashing damage.

BITE: Melee Weapon Attack. +5 to hit, 5' range, one target. Hit: 10 (2d6+3) piercing damage.

DEAFENING ROAR (RECHARGE 6): The order wyrm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, and creature with a CR or level of 2 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A DC 13 charisma saving throw negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

ORDER WYRM, ADULT

Large Dragon, Chaotic Evil

ARMOR CLASS: 18(natural armor)

HIT POINTS: 68 (8d10+24)

SPEED: 50 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
19(+4)	15(+2)	16(+3)	7(-2)	10(+0)	7(-2)

SKILLS: Perception +2, Stealth +4

DAMAGE IMMUNITIES: Cold

CONDITION IMMUNITIES: Blinded

SENSES: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17

CHALLENGE: 3 (700 XP)

SPECIAL QUALITIES

LIGHTNING SPEED: The order wyrm gains advantage on initiative

KEEN SENSES: The order wyrm gains advantage on all perception checks due to its keen sight and smell

STEALTHY CAMOUFLAGE: The order wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.

UNARMORED UNDERBELLY: By accepting disadvantage on an attack roll, an attacker can target the order wyrm's underbelly, which has only an AC of 12.

ACTIONS

MULTIATTACK: The order wyrm strikes twice with its claws, and can either bite or use its breath weapon.

CLAWS: Melee Weapon Attack. +6 to hit, 5' range, one target. Hit: 11 (2d6+4) slashing damage.

BITE: Melee Weapon Attack. +6 to hit, 5' range, one target. Hit: 15 (2d10+4) piercing damage.

DEAFENING ROAR (RECHARGE 6): The erder wyrm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, and creature with a CR or level of 3 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A DC 15 charisma saving throw negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

ERDER WYRM, ANCIENT

Huge Dragon, Chaotic Evil

ARMOR CLASS: 19(natural armor)

HIT POINTS: 126 (12d12+48)

SPEED: 50 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
21(+5)	15(+2)	19(+4)	7(-2)	12(+1)	7(-2)

SKILLS: Perception +4, Stealth +5

DAMAGE IMMUNITIES: Cold

CONDITION IMMUNITIES: Blinded

SENSES: Darkvision 120 ft, Tremorsense 120 ft, Passive perception 17

CHALLENGE: 7 (2900 XP)

SPECIAL QUALITIES

LIGHTNING SPEED: The erder wyrm gains advantage on initiative

KEEN SENSES: The erder wyrm gains advantage on all perception checks due to its keen sight and smell

STEALTHY CAMOUFLAGE: The erder wyrm naturally blends into shadows and dark, murky environs. As such, it gains advantage on stealth checks.

UNARMORED UNDERBELLY: By accepting disadvantage on an attack roll, an attacker can target the erder wyrm's underbelly, which has only an AC of 12.

ACTIONS

MULTIATTACK: The erder wyrm strikes twice with its claws, and can either bite or use its breath weapon.

CLAWS: Melee Weapon Attack. +9 to hit, 5' range, one target. Hit: 15 (3d6+5) slashing damage.

BITE: Melee Weapon Attack. +9 to hit, 5' range, one target. Hit: 21 (3d10+5) piercing damage.

DEAFENING ROAR (RECHARGE 6): The erder wyrm can issue a deafening roar which affects everyone in a 120-foot cone and causes bone-chilling panic in the hearts of its foes. All those hostile to the wyrm who hear the roar suffer from the deafened and frightened conditions. Further, and creature with a CR or level of 5 or less will flee from the creature as fast as it can. The wyrm does not have to concentrate to maintain this effect. A

DC 16 charisma saving throw negates all effects of the roar. A creature affected by the roar can make another save at the end of its turn, negating the effects on a success.

In its mature state, the erder wyrm is a 10-foot-long, slithering lizard-like beast with 6 thin, double-jointed legs. Ancient wyrms have been known to grow much larger. It has thick, short claws, and a long crocodilian head with rows of sharp, jagged teeth. It ranges in color, but is most often a mottled gray, with a bluish sheen along its flanks. It is well-adapted at hiding in dark, murky environments. The beast has two yellowish eyes with reptilian pupils. It is able to dislocate its jaws so that it can swallow prey much larger than its maw would indicate.

Erder wyrms have a thick scaly hide on their back, tail and head. Their underside is another thing altogether. There the scales are thinner and weaker. In general, a mature erder wyrm of this age will not fight in a manner that exposes its belly.

RAVENOUS PREDATORS: These creatures are perpetually hungry and eat constantly. They are dimwitted brutes, but have keen eyesight, an extraordinary sense of smell and can detect motion through vibrations. They often find some hole or crevice to den up in and stalk the area for prey. They are commonly found in cities, particularly the sewers and any underground cavernous chambers. They prey on almost anything, digesting bone, wood, or metal as easy as meat and vegetable matter.

AMBUSH HUNTERS: They stalk their prey by finding a good hiding place and launching out at passing creatures. Though squat, the creatures are able to move remarkably fast and often rush opponents using their deafening roar to knock them senseless. Once senseless, they fall upon the hapless victim, using their jaws and claws to pull them from the area where the creature may swallow them in safety.

FLYING DRAGON

FLYING DRAGON WYRMING

Small Dragon, Chaotic Evil

ARMOR CLASS: 17(natural armor)

HIT POINTS: 38 (11d6)

SPEED: 20 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
8(-1)	15(+2)	10(+0)	4(-3)	8(-1)	8(-1)

SKILLS: STEALTH+4

DAMAGE RESISTANCE: Acid

SENSES: Passive Perception 9

LANGUAGES: Draconic

CHALLENGE: 1 (200 XP)

SPECIAL QUALITIES

DRACONIC CONFUSION: If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non-dragons in the area must roll a



Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

ACTIONS

MULTIATTACK: The dragon can attack with its bite, claws and tail or use its breath weapon if available.

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

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

BITE: Melee Weapon Attack: +1 to hit, reach 5ft, one target. Hit: 1(1d4-1) piercing damage. In addition, the target must make a constitution save (DC11). On a failed save, they take 3(1d6) poison damage and the poisoned condition. This damage reduces the characters maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 3(1d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.

BREATH WEAPON (RECHARGE 6): The dragon exhales caustic ash in a 10 ft cone. All creatures within the cone must make a Dexterity save (DC 11), taking 7(2d6) acid damage on a failed save, or half as much on a success.

OVERBEARING: When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons

then immediately land on the target and attack with claw bite tail, gaining advantage due to the targets prone condition.

FLYING DRAGON YOUNG

Medium Dragon, Chaotic Evil

ARMOR CLASS: 18(natural armor)

HIT POINTS: 76 (17d8)

SPEED: 30 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
10(+0)	16(+3)	10(+0)	5(-3)	10(+0)	9(-1)

SKILLS: STEALTH+5

DAMAGE RESISTANCE: Acid

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 3 (700 XP)

SPECIAL QUALITIES

DRACONIC CONFUSION: If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

ACTIONS

MULTIATTACK: The dragon can attack with its bite, claws and tail or use its breath weapon if available.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.

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

BITE: Melee Weapon Attack: +2 to hit, reach 5ft, one target. Hit: 4(1d8) piercing damage. In addition, the target must make a constitution save (DC13). On a failed save, they take 7(2d6) poison damage and the poisoned condition. This damage reduces the characters maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 7(2d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.

BREATH WEAPON (RECHARGE 6): The dragon exhales caustic ash in a 20 ft cone. All creatures within the cone must make a Dexterity save (DC 13), taking 17(5d6) acid damage on a failed save, or half as much on a success.

OVERBEARING: When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw bite tail, gaining advantage due to the targets prone condition.

FLYING DRAGON ADULT

Medium Dragon, Chaotic Evil

ARMOR CLASS: 19(natural armor)

HIT POINTS: 104 (19d8+19)

SPEED: 30 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
12(+1)	17(+3)	12(+1)	7(-2)	11(+0)	10(+0)

SKILLS: Stealth+6

DAMAGE RESISTANCE: Acid

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 5 (1800 XP)

SPECIAL QUALITIES

DRACONIC CONFUSION: If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

ACTIONS

MULTIATTACK: The dragon can attack with its bite, claws and tail or use its breath weapon if available.

CLAWS: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) slashing damage.

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

BITE: Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5(1d8+1) piercing damage. In addition, the target must make a constitution save (DC15). On a failed save, they take 10(3d6) poison damage and the poisoned condition. This damage reduces the characters maximum hit points and cannot be cured until the poisoned condition is removed. On a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 10(3d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save,

removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.

BREATH WEAPON (RECHARGE 6): The dragon exhales caustic ash in a 30 ft cone. All creatures within the cone must make a Dexterity save (DC 15), taking 28(8d6) acid damage on a failed save, or half as much on a success.

OVERBEARING: When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw bite tail, gaining advantage due to the targets prone condition.

FLYING DRAGON ANCIENT

Large Dragon, Chaotic Evil

ARMOR CLASS: 20(natural armor)

HIT POINTS: 123 (19d10+19)

SPEED: 30 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	18(+4)	12(+1)	9(-1)	12(+1)	10(+0)

SKILLS: STEALTH+7

DAMAGE RESISTANCE: Acid

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 6 (2300 XP)

SPECIAL QUALITIES

DRACONIC CONFUSION: If there are 5 or more Flying dragons of any size, they can use this power to give themselves an advantage in battle. Before battle begins, they all begin issuing a cacophony of sounds that seem to come from everywhere. When initiative is rolled, all non dragons in the area must roll a Wisdom save. The DC is based on the size of the largest Flying Dragon in the battle (DC 10 for Wyrmling, 12 for Young, 14 for Adult and 16 for Ancient). Anyone who fails the save can take no action or bonus action during their first turn.

ACTIONS

MULTIATTACK: The dragon can attack with its bite, claws and tail or use its breath weapon if available.

CLAWS: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) slashing damage.

TAIL: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11 (2d6+4) piercing damage.

BITE: Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 11(2d8+2) piercing damage. In addition, the target must make a constitution save (DC17). On a failed save, they take 14(4d6) poison damage and the poisoned condition. This damage reduces the characters maximum hit points and cannot be cured until the poisoned condition is removed. On

a successful save, the character takes half damage which does not reduce their maximum and does not suffer the poisoned condition. One hour after being poisoned, the character makes another save. If they succeed on this save, they shake off the poisoned condition. If they fail, they again take 14(4d6) poison damage which reduces the hit point maximum. At dawn the next day for up to six days, the character has to make the save, removing the poisoned condition on a success and taking the damage on a failure. If the poison reduces a character to 0 maximum hit points, they die.

BREATH WEAPON (RECHARGE 6): The dragon exhales caustic ash in a 40 ft cone. All creatures within the cone must make a Dexterity save (DC 17), taking 45(13d6) acid damage on a failed save, or half as much on a success.

OVERBEARING: When three or more flying dragons attack a single opponent they are able to attempt an overbearing attack. The largest dragon flies by the target and does a Shove attack on the target, gaining advantage on the shove due to the speed of their flight and the distraction of the other dragons. If the shove succeeds, the target is knocked prone. The other dragons then immediately land on the target and attack with claw bite tail, gaining advantage due to the targets prone condition.

These are small dragons, ranging only a dozen feet in length. They have narrow bodies, two legs with large wings with a span greater than the length of their bodies. Their feet are long and thin as well, capped by toes more like tendrils with razor sharp **claws**. Their eyes are always green, wide and more like a cat's than anything else. They test the air with forked tongues and use specially adapted senses to feel the tremor of the earth as it vibrates up the tree stems upon which they make their homes. They are adept fliers and can run with some speed. They have rows of small but sharp teeth in their long snout. Two thin, obsidian horns rise from their brow. They are orange red or red in color.

KINGS OF THE FOREST: The flying dragon spends the bulk of its life in the tree tops, coming down only to feed. They nest in small pods along thick branches of deciduous trees, sleeping in crooks of limbs and the like. They lay their eggs in the tree and rear their young there. Their pods rarely number more than a score, but sometimes, if an area offers good hunting several pods, up to a dozen, can be located in close proximity of each other. Their scales are small but very sensitive and are able to detect the tell tale sounds of creatures approaching along the forest floor up to 500 yards away. They use their wings and agile legs to leap from branch to branch, passing through the trees more like primates than flying creatures.

MASTER HUNTERS: They are skilled hunters, though one good sized meal keeps the creature at bay for a week or more. They are often spotted watching, or following people in the forest, their hollow, vacant stares filled with only a dim glow of intelligence, only a vague curiosity about a possible future meal. If they are hungry however, they attack almost any target, no matter the size. Once killed the whole pod settles upon the unfortunate victim and makes a meal out of them. This is the only time a flying dragon comes out of its trees.

CRUEL AND SADISTIC: The flying dragon is a particularly vicious

creature and mean tempered. Their nascent intelligence allows them enough understanding to realize the harm and damage they and they often revel in, dragging out the suffering of a kill, watching it die over time.

FLYING DRAGONS IN THE WORLD OF AIHRDE

Flying dragons are found throughout the world of Aihilde. They are particularly attracted to regions where faerie dwell, and often develop a symbiotic relationship with the pixies, sprites and the like. They are known to exist in the Voralberg Mountains and the Detmold and together with small hordes of malicious sprites they hound caravans and the like. Sometimes the sprites use the dragons as mounts.

DRAGON, FRILLED

FRILLED DRAGON WYRMING

Medium dragon, Chaotic Good

ARMOR CLASS: 15(natural)

HIT POINTS: 38 (7d8+7)

SPEED: 60 ft 90 ft Fly



STR: DEX: CON: INT: WIS: CHA:
12(+1) 15(+2) 13(+1) 10(+0) 13(+1) 11(+0)

SKILLS: Persuasion+2, Perception+3

DAMAGE IMMUNITIES:

CONDITION IMMUNITIES:

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 13

LANGUAGES: Elvish, Draconic

CHALLENGE: 1 (200 XP)

ACTIONS

MULTIATTACK: The dragon makes three attacks, one with its bite, one with its claws and one with its tail.

BITE: Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 6(1d10+1) Piercing damage.

CLAWS: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.

TAIL: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.

BREATH WEAPON (RECHARGE 5-6): The Frilled Dragon's is a slow acting poison. The dragon breathes out a 20 foot cone. All creatures in the cone must make a Constitution save (DC 13). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 4(1d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

FRILLED DRAGON YOUNG

Large dragon, Chaotic Good

ARMOR CLASS: 16(natural)

HIT POINTS: 52 (7d10+14)

SPEED: 60 ft 90 ft Fly

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

SKILLS: Persuasion+3, Perception+4

DAMAGE IMMUNITIES:

CONDITION IMMUNITIES:

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 14

LANGUAGES: Elvish, Draconic

CHALLENGE: 2 (450 XP)

ACTIONS

MULTIATTACK: The dragon makes three attacks, one with its bite, one with its claws and one with its tail.

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 13(2d10+2) Piercing damage.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.

BREATH WEAPON (RECHARGE 5-6): The Frilled Dragon's is a slow acting poison. The dragon breathes out a 30 foot cone. All creatures in the cone must make a Constitution save (DC 14). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 9(2d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

FRILLED DRAGON ADULT

Large dragon, Chaotic Good

ARMOR CLASS: 17(natural)

HIT POINTS: 82 (11d10+22)

SPEED: 60 ft 90 ft Fly

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

SKILLS: PERSUASION+3, PERCEPTION+4

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 14

LANGUAGES: Elvish, Draconic

CHALLENGE: 3 (700 XP)

ACTIONS

MULTIATTACK: The dragon makes three attacks, one with its bite, one with its claws and one with its tail.

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 13(2d10+2) Piercing damage.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.

BREATH WEAPON (RECHARGE 5-6): The Frilled Dragon's is a slow acting poison. The dragon breathes out a 30 foot cone. All creatures in the cone must make a Constitution save (DC 15). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The

poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 13(3d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

FRILLED DRAGON ANCIENT

Huge dragon, Chaotic Good

ARMOR CLASS: 18(natural)

HIT POINTS: 102 (12d12+24)

SPEED: 60 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	18(+4)	14(+2)	16(+3)	16(+3)	14(+2)

SKILLS: Persuasion+5, Perception+6

SAVES: Dexterity+7, Intelligence+6

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 16

LANGUAGES: Elvish, Draconic

CHALLENGE: 5 (1800 XP)

ACTIONS

MULTIATTACK: The dragon makes three attacks, one with its bite, one with its claws and one with its tail.

BITE: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 19(3d10+3) Piercing damage.

CLAWS: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.

TAIL: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) slashing damage.

BREATH WEAPON (RECHARGE 5-6): The Frilled Dragon's is a slow acting poison. The dragon breathes out a 40 foot cone. All creatures in the cone must make a Constitution save (DC 17). If they succeed on the save, then the breath has no effect. If they fail the save, they have the poisoned condition. The poisoned condition remains for the next minute. At the end of that minute, the target has to roll another Constitution save. If the second save succeeds, they shake off the poisoned condition. If the second save fails, the target is incapacitated with pain and take 18(4d8) poison damage. Each round thereafter, the target must make the save again, removing both the incapacitated and poisoned conditions on a success, and taking the damage on a failure. Any magic that removes the poisoned condition will stop all other effects of the poison.

Frilled dragons are long, sinuous drakes, adults ranging up to 20 feet in length. Their tails are almost as long as their bodies and end in two long twin spikes. They have large bluish black scales ranged down their back sides, with broad banded reddish segments on their bellies. Their wings are broad and thin,

with a span that equals if not exceeds their body length. The undersides of their wings are blood red, the outer side bluish black. They have a long, thin snout with razor sharp teeth, its head crowned with short boney spikes. Behind its jaw line are long webbed spikes that the creature (this like a frilled lizard) which when the creature is agitated open wide and spread out, the connecting skin being a reddish orange with deep red veins throughout. All four legs are the same length, with long **claws**.

FRIENDS OF THE ELVES: These intelligent beasts travel alone or in pairs, rarely are they found in large groups. They are unique in that they have long been allied with elves, usually living in or around elven communities. Further they have a distinct distaste for most humanoids, hunting them wherever they encounter them. Frilled dragons are highly predatory and very reactionary, attacking threats before they communicate with them.

WOODLAND DWELLERS: The frilled dragon dwells mostly in wooded environments, old growth deciduous forests and the like. They lay their eggs in nests of bramble on the ground. They take little precaution in hiding the nest as the female spends the whole of the egg's gestation time nearby. They attack anything, good or evil, that approaches their nest. They are intelligent and highly reasoned.

FRILLED: The creature attacks by rearing back, opening its webbed neck membranes wide and blasting a cloud of toxic gas upon its foes. The membrane serves to make the dragon look much larger than it actually is, though serves no other purpose, defensive or otherwise.

FRILLED DRAGON IN AIHRDE

The frilled dragon came to Aihilde not through the gift of Inzae as many of the dragon kin did, but rather through the gates to the Seven Rivers, those lands where the elves first dwelt. This realm the All Fathered fashioned only in his dreams and it came to be when he succumbed to the machinations of the Goblin Lords. When his mind splintered and the gates to these worlds opened, the elves came to Aihilde and with them came the frilled dragons. These dragons have dwelt in harmony with the elves in Aihilde even as they did with in the land of Seven Rivers.

They range far and wide, but are most common in and around the Channel Lakes where the elves built their first elven homes. They have an unusual hatred for orcs and upon sight, or even scent of them, attack with an extreme hatred. Their lives and memory are long and they remember the wars in and around the Marl so many years ago.

In some wild elf lands, the elves use the older frilled dragons as mounts. They are very swift and able.

DRAGON, IAHNEAL

IAHNEAL DRAGON WYRMING

Medium Dragon, Lawful Evil

ARMOR CLASS: 14(natural armor)

HIT POINTS: 78 (12d8+24)

SPEED: 40 ft 60 ft Fly

STR: 16(+3) **DEX:** 10(+0) **CON:** 14(+2) **INT:** 12(+1) **WIS:** 10(+0) **CHA:** 11(+0)

SKILLS: Deception+2, Intimidation+2

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES

BEWILDER: The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom Save (DC13) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

ACTIONS

MULTIATTACK: The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.

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

BITE: Melee Weapon Attack. +5 to hit, reach 5 ft, one target. Hit: 8(1d10+3) piercing damage.

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

BREATH WEAPON (RECHARGE 6): The dragons breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity Save (DC 13). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

IAHNEAL DRAGON YOUNG

Large Dragon, Lawful Evil

ARMOR CLASS: 14(natural armor)

HIT POINTS: 90 (12d10+24)

SPEED: 40 ft 60 ft Fly

STR: 18(+4) **DEX:** 11(+0) **CON:** 15(+2) **INT:** 13(+1) **WIS:** 11(+0) **CHA:** 12(+1)

SKILLS: Deception+3, Intimidation+3

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 3(700 XP)

SPECIAL QUALITIES

BEWILDER: The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom Save (DC14) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

ACTIONS

MULTIATTACK: The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.

CLAWS: Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 9(2d4+4) Slashing damage.

BITE: Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 15(2d10+4) piercing damage.

TAIL: Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 11(2d6+4) Bludgeoning damage.

BREATH WEAPON (RECHARGE 6): The dragons breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity Save (DC 14). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

IAHNEAL DRAGON ADULT

Large Dragon, Lawful Evil

ARMOR CLASS: 18(natural armor)

HIT POINTS: 119 (14d10+42)

SPEED: 40 ft 60 ft Fly

STR: 20(+5) **DEX:** 12(+1) **CON:** 16(+3) **INT:** 15(+2) **WIS:** 13(+1) **CHA:** 14(+2)

SKILLS: Deception+5, Intimidation+5

SAVES: Strength+8, Constitution+6

SENSES: Passive Perception 11

LANGUAGES: Draconic

CHALLENGE: 6(2300 XP)

SPECIAL QUALITIES

BEWILDER: The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom Save (DC15) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

WING ATTACK: Once per round, as a reaction, the dragon can attempt to smash its wings down on its enemies. It cannot use this ability in the same round it uses its bewilder attack and cannot use it while flying. All creatures within 10 ft of the dragon must make a Dexterity save (DC 15), taking 10(3d6) bludgeoning damage on a failed save and being knocked prone. Creatures that save take half damage and are not knocked prone.

ACTIONS

MULTIATTACK: The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.

CLAWS: Melee Weapon Attack. +8 to hit, reach 5 ft, one target. Hit: 10(2d4+5) Slashing damage.

BITE: Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 16(2d10+5) piercing damage.

TAIL: Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 12(2d6+5) Bludgeoning damage.

BREATH WEAPON (RECHARGE 6): The dragons breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity Save (DC 15). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

IAHNEAL DRAGON ANCIENT

Huge Dragon, Lawful Evil

ARMOR CLASS: 20(natural armor)

HIT POINTS: 152 (16d12+48)

SPEED: 40 ft 60 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
22(+6)	12(+1)	16(+3)	18(+4)	15(+2)	14(+2)

SKILLS: Deception+5, Intimidation+5

SAVES: Strength+9, Constitution+6

SENSES: Passive Perception 12

LANGUAGES: Draconic

CHALLENGE: 8(3900 XP)

SPECIAL QUALITIES

BEWILDER: The dragon opens its wings, displaying a dazzling variety of scintillating colors. All creatures within 30 feet of the dragon must make a Wisdom Save (DC17) or be incapacitated. Any creature so incapacitated can repeat the save at the end of their turn, ending the effect on a success. Any creature who successfully saves against the bewilderment is immune from this effect for 24 hours. Note that the dragon cannot use this power while flying, as it needs to hold its wings open in a way that would keep it from flying.

WING ATTACK: Once per round, as a reaction, the dragon can attempt to smash its wings down on its enemies. It cannot use



this ability in the same round it uses its bewilder attack and cannot use it while flying. All creatures within 15 ft of the dragon must make a Dexterity save (DC 17), taking 17(5d6) damage on a failed save and being knocked prone. Creatures that save take half damage and are not knocked prone.

ACTIONS

MULTIATTACK: The Dragon attacks twice with its claws, once with its bite, and once with its tail. The dragon can make these attacks in the same round it uses its Bewilder power.

CLAWS: Melee Weapon Attack. +9 to hit, reach 5 ft, one target. Hit: 13(3d4+6) Slashing damage.

BITE: Melee Weapon Attack. +9 to hit, reach 10 ft, one target. Hit: 22(3d10+6) piercing damage.

TAIL: Melee Weapon Attack. +8 to hit, reach 10 ft, one target. Hit: 16(3d6+6) Bludgeoning damage.

BREATH WEAPON (RECHARGE 6): The dragons breath weapon is a small cloud of dust and stone, barely 5 feet long. It can only affect one target, and that target must be with the range of the creature's bite attack. The target must make a Dexterity Save (DC 17). If they fail the save by 5 or more, they are instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure and ending the effect on a success.

The iahneal dragons are large beasts, more like traditional dragons than most of the lesser wyrms. Their forelegs are shorter than their hind legs, and their bodies squat toward its tail. The tail itself is very long, mounted with small plates that range up the beasts spine to the back of its head. Their scales are a deep,

very dark purple color, though the underside is tinted blue. They have broad wings and are able fliers. The wings themselves are blue like the beasts underbelly. They have a long snout with a barbed horn at the end of the upper jaw that smacks into the lower jaw with a clacking sound when the beast closes its mouth.

STONE AFFINITY: These large beasts range throughout the known world. They nest in rocky crags, hills, and abutments, anywhere that they can use stone as their bed. They build their nests as high as they can; mounding stone up until pillars of it surround their den. Here they hoard their treasure, nurse their young and sleep. The Iahneal can consume creatures it has turned to stone and considers them a delicacy.

SAVVY HUNTERS: Iahneal dragons are very intelligent, calculating beasts. They enjoy watching other creatures suffer and spend a great deal of time torturing them. In battle the Iahneal dragon attacks first by rearing up upon its hind legs and stretching its wings to their full extent. Their wings exude a magical scintillating aura that serves to stun their victims into inaction. As the victim is responding to this attack it launches into a vicious melee combat. Its breath weapon is very limited and it saves this for the victim it chooses to bring back to its den as a trophy or as food for its young.

IAHNEAL DRAGON IN AIHRDE

These beasts were part of the original clutch of eggs that Inzae brought to the world of Aihnde and gifted the All Father for his gift of trees. The Iahneal are much like that grim goddess, evil and intent on destruction. It is said by the learned that they know well the Language of Destruction as imparted by the Dragon God but that they will never reveal it until the time she returns to the maelstrom and unmakes the world. Then the Iahneal promise is to join her and bring about the end of all things. They are worshipped by various cults through Aihnde, an in particular are held in high regard on the Isle of Koth where the Dragon People dwell. The beast of course does not return the worship and holds all creatures in disdain, using these cults from time to time to feed their young or garner riches from them.

DRAGON, IRIS

IRIS WYRMING

Tiny Dragon, Neutral

ARMOR CLASS: 13(natural armor)

HIT POINTS: 7(3d4)

SPEED: 15 ft 30 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
6(-2)	15(+2)	11(+0)	8(-1)	10(+0)	7(-2)

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: ¼ (50 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

ACTIONS

CLAWS: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 4(1d3+2) slashing damage. The target must make a constitution save (DC 12) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.

BLOOD DRAIN: If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 2(1d4) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.

PARALYSIS BREATH (RECHARGE 5-6): The dragon exhales a cloud of spores in a 5 foot cone. Anyone in the area must make a dexterity save (DC 12) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

IRIS YOUNG

Small Dragon, Neutral

ARMOR CLASS: 13(natural armor)

HIT POINTS: 18(4d6+4)

SPEED: 15 ft 30 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
8(-1)	16(+3)	12(+1)	10(+0)	11(+0)	9(-1)

SKILLS: Stealth+5

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 1/2 (100 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

ACTIONS

CLAWS: MELEE WEAPON ATTACK: +5 to hit, reach 5 ft, one target. Hit 5(1d4+3) slashing damage. The target must make a constitution save (DC 13) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.

BLOOD DRAIN: If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 3(1d6) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it

consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.

PARALYSIS BREATH (RECHARGE 5-6): The dragon exhales a cloud of spores in a 10 foot cone. Anyone in the area must make a dexterity save (DC 13) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

IRIS ADULT

Medium Dragon, Neutral

ARMOR CLASS: 15(natural armor)

HIT POINTS: 27(5d8+5)

SPEED: 15 ft 30 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
10(+0)	16(+3)	12(+1)	12(+1)	12(+1)	10(+0)

SKILLS: Stealth+5

SENSES: Passive Perception 11

LANGUAGES: Draconic

CHALLENGE: 1 (200 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

ACTIONS

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit 7(1d8+3) slashing damage. The target must make a constitution save (DC 15) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.

BLOOD DRAIN: If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 4(1d8) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.

PARALYSIS BREATH (RECHARGE 5-6): The dragon exhales a cloud of spores in a 15 foot cone. Anyone in the area must make a dexterity save (DC 15) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

IRIS ANCIENT

Medium Dragon, Neutral

ARMOR CLASS: 17(natural armor)

HIT POINTS: 55(10d8+10)

SPEED: 15 ft 30 ft Fly



STR:	DEX:	CON:	INT:	WIS:	CHA:
10(+0)	16(+3)	12(+1)	13(+1)	14(+2)	12(+1)

SKILLS: Stealth+5

SENSES: Passive Perception 11

LANGUAGES: Common, Elvish, Draconic

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The dragon is able to adapt its color to match its environment. The creature has advantage on all stealth checks.

ACTIONS

CLAWS: Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit 12(2d8+3) slashing damage. The target must make a constitution save (DC 16) or be affected by the creature's poison. The poison causes the target to become incapacitated. The target can repeat the save at the end of each of its turns, shaking off the effect and gaining immunity to the poison for 24 hours on a successful save.

BLOOD DRAIN: If the dragon has incapacitated a target, it will try to feed. The dragon lands on the target, injecting its mouth tube into the victim and sucking out blood. The target automatically takes 5(1d10) necrotic damage each round. The creature will keep drinking until attacked, its victim dies, or it consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.

consumes twice its hit points in damage. If the dragon consumes double its hit points in blood, it will immediately stop draining blood and fly away to digest its meal.

PARALYSIS BREATH (RECHARGE 5-6): The dragon exhales a cloud of spores in a 20 foot cone. Anyone in the area must make a dexterity save (DC 16) or be infected by the spores and paralyzed. Anyone immune to disease automatically saves against the spores.

The smallest of dragons, the iris wyrm is light green in color, thin and lithe. Broad, leaf-like scales cover its long form; its legs shaped like vines, and its head, long and thin is yellow. It has small claws, used to cling to the sides of trees, branches, or rocks. The iris dragon's tail, long and thinning to a small taper, serves a similar purpose. It has razor sharp teeth that deliver a stinging bite, but its real weapon is the dew claw it possesses on each forward **claw**. This long appendage, several inches longer than its other claws carries potent venom.

AMBUSH PREDATOR: The iris dragon is able to camouflage itself extraordinarily well. To the casual viewer the creature looks more like a vine snaking up the side of a tree or rock than a dragon. It moves slowly as well, using its ability to blend into the environment to hide it from the creature it is stalking. They prey primarily on humans, demi-humans, and humanoids. They feed through a tubular protrusion that lies beneath their tongue. When a victim is gassed or paralyzed the dragon settles on them, the tube is driven into the victim and their blood drained. The iris wyrm feeds on the paralyzed victim, so long as the victim is alive. If at any time the victim is viewed as dead by the iris wyrm it stops eating it. For instance, the monk's ability to feign death would stop the dragon from devouring the character.

FAMILY TIES: They dwell in tropic, sub-tropic jungles and temperate deciduous forests. They are very social, pack oriented dragons, and travel in family groups of up to 10. The creature is moderately intelligent and the older ones able to speak elf, the vulgate, or any other tongue with which it has had long exposure. The iris dragon takes up residence near water or cave entrances, trails and the like; anywhere that creatures may stop to find food or shelter. They take shelter in the trees and shrub, disguising themselves as plants. When their prey enters the area, they wait for it to come within range of one of its forefeet, using the claw they attempt to nip the victim. They wait until the paralysis takes affect and then come into feed. If discovered or disturbed the whole pack of them launch in a very aggressive attack on any and all targets in the area.

IRIS DRAGON IN AIHRDE

The iris dragon is a favorite of wizards and illusionists as they are able to use the wyrms as guardians in and around their towers. In old Aenoch the practice of creating elaborate gardens of walkways, bridges, lawns, beds of flowers, etc. was common amongst the nobles; for a great while the fad of peopling those gardens with the iris wyrm allowed the creature to spread into most of the Lands of Ursal and beyond. The creature suffered greatly during the long winter dark and their numbers dwindled. The people of Aufstrag saw the iris wyrm as a delicacy and served the creature with mounds of butter and gravy in their great feasts.

To this day the Aenochians are very partial to the iris wyrm and the people of New Aenoch have revived the practice of making gardens to house the iris wyrm and the small dragon's numbers have increased, if only moderately.

DRAGON, IRS WYRM

IRS WYRMING

Medium Dragon, Lawful Evil

ARMOR CLASS: 15(natural armor)

HIT POINTS: 91(14d8+28)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	9(-1)	15(+2)	4(-3)	10(+0)	6(-2)

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

LANGUAGES:

CHALLENGE: 3(700 XP)

SPECIAL QUALITIES

AURA OF HOPELESSNESS: The IRS Wyrm projects an aura of fear, desperation and hopelessness. All creatures within 60 feet of the IRS must make a Charisma Save (DC 13). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a Heal spell has the strength to restore a creature from 0 Charisma. Otherwise Greater Restoration is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.

STENCH: A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 15 feet of the creature must make a Constitution save (DC 13) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A Greater Restoration will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.

SLOW TO ACT: IRS Wyrms always go last in the initiative order.

ACTIONS

MULTIATTACK: The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6(1d8+2) piercing damage.

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

IRS WYRM YOUNG

Large Dragon, Lawful Evil

ARMOR CLASS: 16(natural armor)

HIT POINTS: 127(15d10+45)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	9(-1)	17(+3)	4(-3)	10(+0)	6(-2)

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

LANGUAGES:

CHALLENGE: 4(1100 XP)

SPECIAL QUALITIES

AURA OF HOPELESSNESS: The IRS Wyrms project an aura of fear, desperation and hopelessness. All creatures within 90 feet of the IRS must make a Charisma Save (DC 14). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a Heal spell has the strength to restore a creature from 0 Charisma. Otherwise Greater Restoration is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.

•**STENCH:** A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 20 feet of the creature must make a Constitution save (DC 14) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A Greater Restoration will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.

SLOW TO ACT: IRS Wyrms always go last in the initiative order.

ACTIONS

MULTIATTACK: The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target.
Hit: 12(2d8+3) piercing damage.

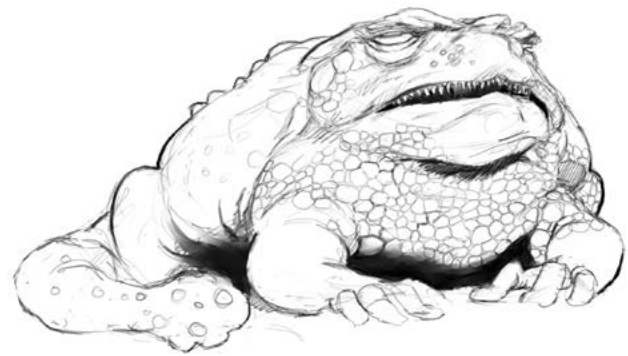
TAIL: Melee Weapon Attack: +5 to hit, reach 10 ft, one target.
Hit: 14(2d10+3) bludgeoning damage.

IRS WYRM ADULT

Large Dragon, Lawful Evil

ARMOR CLASS: 18(natural armor)

HIT POINTS: 171(18d10+72)



SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
18(+4)	9(-1)	19(+4)	4(-3)	10(+0)	6(-2)

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

LANGUAGES:

CHALLENGE: 6(2300 XP)

SPECIAL QUALITIES

AURA OF HOPELESSNESS: The IRS Wyrms project an aura of fear, desperation and hopelessness. All creatures within 90 feet of the IRS must make a Charisma Save (DC 15). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a Heal spell has the strength to restore a creature from 0 Charisma. Otherwise Greater Restoration is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.

STENCH: A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 20 feet of the creature must make a Constitution save (DC 15) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A Greater Restoration will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.

SLOW TO ACT: IRS Wyrms always go last in the initiative order.

ACTIONS

MULTIATTACK: The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.

BITE: Melee Weapon Attack: +7 to hit, reach 5 ft, one target.
Hit: 13(2d8+4) piercing damage.

TAIL: Melee Weapon Attack: +7 to hit, reach 10 ft, one target.
Hit: 15(2d10+4) bludgeoning damage.

IRS WYRM ANCIENT

Huge Dragon, Lawful Evil

ARMOR CLASS: 19(natural armor)

HIT POINTS: 230(20d12+100)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
20(+5)	9(-1)	20(+5)	4(-3)	10(+0)	6(-2)

SAVES: Constitution+8

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

LANGUAGES:

CHALLENGE: 10(5900 XP)

SPECIAL QUALITIES

AURA OF HOPELESSNESS: The IRS Wyrms project an aura of fear, desperation and hopelessness. All creatures within 120 feet of the IRS must make a Charisma Save (DC 17). Those who fail are stunned from the overwhelming feeling of helplessness. At the beginning of their turn, they can again make the save. If they fail again, they remain stunned and lose 1d4 Charisma. The target continues to save until they make a save or their Charisma reaches 0. A target reduced to 0 Charisma becomes completely catatonic and will starve to death if not helped. Only a Heal spell has the strength to restore a creature from 0 Charisma. Otherwise Greater Restoration is sufficient. Once a creature makes a successful save against this effect, they are immune for the next 24 hours.

STENCH: A small cloud of poisonous gas surrounds the creature at all times. Any creature that comes within 30 feet of the creature must make a Constitution save (DC 17) or immediately be paralyzed by the poison. A creature immune to the poisoned condition will ignore this effect. A creature immune to the paralyzed condition instead suffers the poisoned condition. Once affected, the victim remains paralyzed until removed from the poison cloud or the IRS is slain. A Greater Restoration will overcome the effect, but the target can be affected again. Anyone who makes the Constitution save is immune to this effect for 24 hours.

SLOW TO ACT: IRS Wyrms always go last in the initiative order.

ACTIONS

MULTIATTACK: The IRS makes two attacks, one with its bite and one with its tail. It cannot use its bite and tail attacks on the same target.

BITE: Melee Weapon Attack: +8 to hit, reach 5 ft, one target.
Hit: 18(3d8+5) piercing damage.

TAIL: Melee Weapon Attack: +8 to hit, reach 15 ft, one target.
Hit: 21(3d10+5) bludgeoning damage.

These offspring of the greater irs wyrms are foul wicked beasts that feed upon the hopes and dreams of the unaware. They are ugly,

squat creatures, with thick bulbous bodies. They look something like a toad, but the pustules that cover their hides constantly seep with poisonous ichors. They are colorless, and almost witless, settling into an area where they begin to feed. Thousands of tiny sharp teeth line their wide mouths; these constantly fall out and grow back. They have thick legs, short webbed toes and almost no **claws**. Their tail is short and crowned with a knobby growth that they drag behind them unknowingly.

DEPRAVED BIRTH: The irs wyrms are born of the ichor that seeps from the greater irs wyrms. The hatchlings fall from their parent to sit upon the ground. They are witless, only possessed of a great hunger when born, a need to take what other creatures possess. Many die beneath the crushing bulk of their sire, as it rolls to one side or the other, grinding them to pulp. But some move away, if slowly, leaving the parent without thought or remorse.

LAZY HUNTERS: Flight is beyond them as they have no wings, and no magic to lift them from the dust. They move slowly, hopping from one spot to the next, resting for awhile, seeking any prey that they might dine upon. They frequently settle in the cities of men, deep dungeons, or any abode that offers them plenty of food and an easy place to hide. The irs wurm is inherently fearful, avoiding direct combat whenever it can. They hide near their prey animals, settling in their stench, burrowing into mounds of their own filth. Once settled they emanate their aura of fear and begin “feeding” upon those who pass near.

AGELESS: Being immortal an irs wurm never dies, unless slain by someone’s heroic actions. Even if they go unfed for eons they live on, dwindling some, but feeding off their own spite. But they cannot grow unless they feed, and when they feed, they can grow to enormous proportions, become greater wyrms in their own right.

IRS WYRM IN AIHRDE

The irs wurm’s origins lie in the mind of Inzae. When that mother of all dragons settled upon the mountains of Aihilde to bargain with the All Father she laid in a nest of her evil intent. This evil seeped from her and settled in earth. From it came all manner of creatures but one of the greatest and most feared were the irs wyrms. Little more than a cloud of hate in their beginnings, over time they took the shape of creatures they thought were like Inzae. In this they failed, for they looked little more than beastly, puss ridden toads. In the early days the goblins paid homage to them but even they abandoned them in disgust, realizing that they were little more than giant parasites.

The irs is a horrid creature, reviled by all other living things, whether good or evil, lawful or chaotic.

DRAGON, KURLET (BONED)

KURLET WYRMING

Medium Dragon, Lawful Evil

ARMOR CLASS: 15(natural armor)

HIT POINTS: 38 (7d8+7)

SPEED: 30 ft, 40 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
12(+1)	16(+3)	13(+1)	10(+0)	10(+0)	11(+0)

DAMAGE IMMUNITIES: Cold

DAMAGE RESISTANCE: Necrotic, Bludgeoning, Piercing And Slashing From Non Magical Weapons

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 2(450 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Kurllet can cast Wall of Ice once per day (DC 10)

ACTIONS

MULTIATTACK: The Kurllet strikes twice with its claws, once with its bite and once with its tail or uses its breath weapon.

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

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) Piercing damage.

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

BREATH WEAPON (RECHARGE 5-6): The dragon exhales the cold of the grave in a 20 ft cone. All creatures in the area of effect must make a Dexterity save (DC 13), taking 11(2d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 13) or age 1d10 years. The aging can be reversed by a Greater Restoration spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

KURLET YOUNG

Large Dragon, Lawful Evil

ARMOR CLASS: 16(natural armor)

HIT POINTS: 58 (9d10+9)

SPEED: 30 ft, 40 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	16(+3)	14(+2)	11(+0)	11(+0)	12(+1)

DAMAGE IMMUNITIES: Cold

DAMAGE RESISTANCE: Necrotic, Bludgeoning, Piercing And Slashing From Non Magical Weapons

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 5 (450 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Kurllet can cast Wall of Ice once per day (DC 12)

ACTIONS

MULTIATTACK: The Kurllet strikes twice with its claws, once with its bite and once with its tail or uses its breath weapon.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(2d4+3) slashing damage.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 12(2d8+3) Piercing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.

BREATH WEAPON (RECHARGE 5-6): The dragon exhales the cold of the grave in a 30 ft cone. All creatures in the area of effect must make a Dexterity save (DC 14), taking 22(4d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 14) or age 1d10 years. The aging can be reversed by a Greater Restoration spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

KURLET ADULT

Large Dragon, Lawful Evil

ARMOR CLASS: 16(natural armor)

HIT POINTS: 90 (12d10+24)

SPEED: 30 ft, 40 ft Fly

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

SAVES: Dexterity+6, Intelligence+4

DAMAGE IMMUNITIES: COLD

DAMAGE RESISTANCE: Necrotic, Bludgeoning, Piercing And Slashing From Non Magical Weapons

SENSES: Passive Perception 11

LANGUAGES: Draconic

CHALLENGE: 6(2300 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Kurllet can cast Wall of Ice once per day (DC 14)

ACTIONS

MULTIATTACK: The Kurllet strikes twice with its claws, once with its bite and once with its tail or uses its breath weapon.

CLAWS: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 8(2d4+3) slashing damage.

BITE: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 12(2d8+3) Piercing damage.

TAIL: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.

BREATH WEAPON (RECHARGE 5-6): The dragon exhales the cold of the grave in a 30 ft cone. All creatures in the area of effect must make a Dexterity save (DC 15), taking 33(6d10) necrotic damage on a failed save, or half as much on a success.

Any creature that fails the Dexterity save must also make a Constitution save (DC 15) or age 1d10 years. The aging can be reversed by a Greater Restoration spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

KURLET ANCIENT

Huge Dragon, Lawful Evil

ARMOR CLASS: 17(natural armor)

HIT POINTS: 123 (13d12+39)

SPEED: 30 ft, 40 ft Fly

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

SKILLS: Survival(Cold)+5, Nature(Cold)+5

SAVES: Dexterity+6, Intelligence+5

DAMAGE IMMUNITIES: Cold

DAMAGE RESISTANCE: Necrotic, Bludgeoning, Piercing And Slashing From Non-Magical Weapons

SENSES: Passive Perception 10

LANGUAGES: Draconic

CHALLENGE: 8(3900 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Kurlet can cast Wall of Ice once per day (DC 16)

ACTIONS

MULTIATTACK: The Kurlet strikes twice with its claws, once with its bite and once with its tail or uses its breath weapon.

CLAWS: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11(3d4+4) slashing damage.

BITE: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 17(3d8+4) Piercing damage.

TAIL: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) bludgeoning damage.

BREATH WEAPON (RECHARGE 5-6): The dragon exhales the cold of the grave in a 40 ft cone. All creatures in the area of effect must make a Dexterity save (DC 17), taking 44(8d10) necrotic damage on a failed save, or half as much on a success. Any creature that fails the Dexterity save must also make a Constitution save (DC 17) or age 1d10 years. The aging can be reversed by a Greater Restoration spell, but only if cast within 24 hours. Otherwise, the aging is permanent.

The boned dragon's name is a contrast to its appearance. The beast is a winter dragon, normally only found in northern climates where there is snow or ice year round. It is long, roughly 25 feet when fully grown, but unlike its traditional relatives it is thick, its scales broad, resembling overlapping plates. These plates are super sensitive to the temperature, especially sun light, absorbing as much of it as they can. The beast's long neck ends in a broad, fang filled mouth. Its tail is long as well. Upon the end of its tail are long, strands of hair. This hair ranges up the side of the creature, running its full length, where the back



scales meet the under scales, all the way to the head. Here they hang, resembling whiskers, though they do not stand out on the face like a cats, rather they shroud the head from behind. The beast is bone white, hence its name, its eyes a deep blue.

SOLITARY CREATURES: They are solitary creatures that dwell in deep caves, sometimes hollowed from the icy landscape they call home. They hoard treasure like other wyrms and are clever to understand the world of men. They speak the common tongues of men and dwarves, elves and halflings, orcs and other creatures with which they have come into contact. They are terrible in appearance, filled with a cunning and hatred that they exude. They are unforgiving and very destructive. While they may bargain if they see it is in their best interest, they prefer to destroy those who enter their territory. The boned dragon is immortal.

PATIENT HUNTERS: They are cunning in the hunt, lying for long periods of time under the snow, waiting for prey to pass near. Alternately they take to the high, thin clouds looking for creatures traversing the icy landscape, waiting for them to become exposed on cliff faces, ledges and the like. At which point they swoop in and attempt to knock them from their perch the ground below.

AERIAL FIGHTER: The boned dragon attacks by rising with a blast of its fetid, cold breath that drains the souls from men. It follows by ferocious attack with claw and fang. It keeps airborne as often as it can, swooping in to dispatch the incapacitated victims from which life has been drained.

KURLET (BONED) DRAGON IN AIHRDE

For the greatest while, the boned dragon dwelt in the high reaches of the world, in the lands of Engale and northern Aenoch. Some few migrated to the peaks of the Marl or other mountains. Dwelling far from the haunts of man they remained unknown, and little spoken of in the lore of the dragon scholars. But with the coming of the Dark, things changed, suddenly their range opened up and the whole world became their hunting grounds. They spread south and learned the joy of hunting men in the open country. They learned to love the taste of elf flesh and to serve the dark. The boned dragon became a favorite pet to the Lords of Aufstrag and its population and influence spread

across the world of Aihde so that this terror of the frozen wastes became known all to well to the kingdoms of men.

When the Winter failed and the horned god fell from the world into the abyss the boned dragons found their range greatly reduced. But they adapted quickly, retreating to the high mountains and hibernating in the warm months, but awakening in the winter to return to the plain and forests and hunt their favored prey, humans. They remain a terror and the most ardent rangers know that to drive them from the lowlands you must hunt them in their dens and slay them in the mountains.

DRAGON, LIAL BEAST (FEATHERED DRAGON)

LIAL BEAST WYRMING

Medium Dragon, Chaotic Neutral

ARMOR CLASS: 13(description)

HIT POINTS: 71(13d8+13)

SPEED: 20 ft 60 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
10(+0)	15(+2)	12(+1)	9(-1)	11(+0)	8(-1)

SKILLS: Perception +2

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 12

LANGUAGES: Draconic

CHALLENGE: 1 (200 XP)

ACTIONS

MULTIATTACK: While flying, the Lial Beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attack and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.

CLAWS (front). Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) slashing damage.

CLAWS (rear). Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) slashing damage.

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 6(1d8+2) Piercing damage.

TAIL: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit 5(1d6+2) bludgeoning damage.

BREATH WEAPON, CAUSTIC CLOUD (RECHARGE 5-6): The dragon exhales a cloud of caustic gas in a 15 foot cone. All creatures within the cone need to make a Dexterity Save (DC 13). Those who fail the save become coated with a thick, caustic acid. They suffer 6(1d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash

the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.

WING HYPNOSIS: The Lial Beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a hypnotic pattern spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 13.

LIAL BEAST YOUNG

Large Dragon, Chaotic Neutral

ARMOR CLASS: 15(description)

HIT POINTS: 97 (15d10+15)

SPEED: 20 ft 80 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
12(+1)	16(+3)	12(+1)	11(+0)	12(+1)	9(-1)

SKILLS: Perception +3

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 13

LANGUAGES: Draconic

CHALLENGE: 3 (700 XP)

ACTIONS

MULTIATTACK: While flying, the Lial Beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attack and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.

Claws (front). Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(2d4+3) slashing damage.

Claws (rear). Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 10(2d6+3) slashing damage.

BITE: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit 12(2d8+3) Piercing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit 10(2d6+3) bludgeoning damage.

BREATH WEAPON, CAUSTIC CLOUD (RECHARGE 5-6): The dragon exhales a cloud of caustic gas in a 20 foot cone. All creatures within the cone need to make a Dexterity Save (DC 14). Those who fail the save become coated with a thick, caustic acid. They suffer 13(2d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those



who are resistant to acid have advantage on their saves after the initial saving throw.

WING HYPNOSIS: The Lial Beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a hypnosis pattern spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 14.

LIAL BEAST ADULT

Large Dragon, Chaotic Neutral

ARMOR CLASS: 17 (description)

HIT POINTS: 117 (18d10+18)

SPEED: 30 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	18(+4)	13(+1)	13(+1)	13(+1)	10(+0)

SKILLS: Perception +3

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 13

LANGUAGES: Draconic

CHALLENGE: 4 (1100 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Lial Beasts innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components.

At will: *Dancing Lights, Friends*

2/day: *Hypnotism*

1/day: *Blur, Hallucinatory Terrain, Hypnotic Pattern*

ACTIONS

MULTIATTACK: While flying, the Lial Beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attack and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.

CLAWS (front). Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9(2d4+4) slashing damage.

CLAWS (rear). Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 11(2d6+4) slashing damage.

BITE: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit 13(2d8+4) Piercing damage.

TAIL: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit 11(2d6+4) bludgeoning damage.

BREATH WEAPON, CAUSTIC CLOUD (RECHARGE 5-6): The dragon exhales a cloud of caustic gas in a 25 foot cone. All creatures within the cone need to make a Dexterity Save (DC 15). Those who fail the save become coated with a thick, caustic acid. They suffer 19(3d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.

WING HYPNOSIS: The Lial Beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a hypnosis pattern spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 15.

LIAL BEAST ANCIENT

Huge Dragon, Chaotic Neutral

ARMOR CLASS: 18 (description)

HIT POINTS: 170 (20d12+40)

SPEED: 30 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	20(+5)	14(+2)	16(+3)	14(+2)	11(+0)

SKILLS: Perception +5

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 15

LANGUAGES: Draconic

CHALLENGE: 7 (2900 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Lial Beasts innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components.

At will: *Dancing Lights, Friends*

2/day: *Hypnotism*

1/day: *Blur, Hallucinatory Terrain, Hypnotic Pattern*

ACTIONS

MULTIATTACK: While flying, the Lial Beast can make two claw attacks with its rear claws as well as a tail attack. While on the ground, it makes 2 front claw attack and a bite attack. Otherwise, it can make a breath attack if available or use its wing hypnosis.

CLAWS (front). Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 12(3d4+5) slashing damage.

CLAWS (rear). Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 15(3d6+5) slashing damage.

BITE: Melee Weapon Attack: +8 to hit, reach 15 ft, one target. Hit 18(3d8+5) Piercing damage.

TAIL: Melee Weapon Attack: +8 to hit, reach 15 ft, one target. Hit 15(3d6+5) bludgeoning damage.

BREATH WEAPON, CAUSTIC CLOUD (RECHARGE 5-6): The dragon exhales a cloud of caustic gas in a 30 foot cone. All creatures within the cone need to make a Dexterity Save (DC 17). Those who fail the save become coated with a thick, caustic acid. They suffer 26(4d12) points of acid damage immediately and are at disadvantage on all attack and ability checks. At the end of each of their turns, they must repeat the save. If they succeed, they take half damage and shake off the disadvantage. If they fail they take full damage again and continue to be at disadvantage on attacks and ability checks. Those making the initial save take half damage and are not coated. If a target can immerse themselves in water for an entire turn, they can wash the acid off and avoid further effect. Those who are immune to acid damage avoid all effects of this breath weapon. Those who are resistant to acid have advantage on their saves after the initial saving throw.

WING HYPNOSIS: The Lial Beast cannot be flying when it uses this ability. It opens its wings, creating a bright display of light and color. This acts as a hypnosis pattern spell, but the cube must be projected directly in front of the dragon. The DC for the wisdom save is 17.

Easily one of the most exotic and beautiful dragons the lial beast is large with huge wings, with a 30 foot span when fully grown. The creature walks on two or four legs, the front being noticeably shorter than the rear. Its body is squat and short, crowned by a long neck and thin head and snout. The scales on the snout and back of the neck are long, like spears and pointed. The lial beast raises these high when threatened or excited. The creatures eyes are like many faceted jewels and set high and far back on its brow. The lial beast's scales on its body and legs are long, thin, almost feather like. They are colored as well, bright colors with no discernable pattern. The wings consist of similar scales and colors. These make the creature look strange as it sticks out in almost any environment. It has long claws and a wicked toothy snout.

RANGING HUNTERS: The lial beast is rare, found only in wide open country such as deserts, savannahs, or prairie. They are normally solitary hunters but are occasionally encountered in groups of up to 6. If so encountered one or two of them are generally hatchlings. They range over broad territories of hundreds of miles, taking flight and hunting for prey from the air.

TERRITORIAL: They do nest, generally returning each year to the same nest. Sometimes they eat their prey where they kill, at others they bring it back to the nest to devour. They instinctively steal shiny objects and are therefore one of the few lesser dragons who actively gather treasure. Though this is not hoarded so much as dropped or woven into the nest.

OPPORTUNISTS: On occasion these creatures nest in cities where they have learned to use their abilities to confuse and hypnotize crowds of people, stealing one or two of the crowd for dinner. They favor herd animals for prey and are often spotted by farmers as they swoop down and single out a lone cow, horse or pig and drive it further from the herd, or scoop it up and carry it off. They are not adverse to hunting other prey and have a dragon cunning that allows them to attempt to mesmerize a victim to make it easier to kill. The lial beast spends much of its time in the skies, slowly circling, ever searching for prey. It has keen vision and can spot most movement and creatures both great and small. It is however, a rather delicate dragon, for its body, legs and neck are thin so it abhors direct attacks. Rather, it swoops down upon its victim, using its breath weapon to confuse or disorient. It then lands, spreading its multicolored wings and dipping its head low, to beguile those who are watching. It uses this attack to further cripple the prey's ability to defend itself. It pounces upon the prey, rending it and devouring it. If there are more than one, it tries to separate one from the group.

LIAL BEAST IN THE WORLD OF AIHRDE

The lial beast is found throughout the world of Aihrde. It flourished during the winter dark and expanded its territory and numbers. They are not uncommon. Their scales, thin and flexible, though strong, are highly sought after and bring a good price from craftsmen. A single scale can bring up to 15gp on the market. They are used for crafting armor and some weapons. Any such weapon or armor gains a +1 to its to hit or AC values.

DRAGON, MAEGLE

MAEGLE WYRMING

Small Dragon, Chaotic Evil

ARMOR CLASS: 15 (description)

HIT POINTS: 88 (16d6+32)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	8(-1)	14(+2)	4(-3)	6(-2)	3(-4)

SKILLS: Stealth+1

SENSES: Passive Perception 8

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES

SLUDGE FEVER: The Maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the Maegle, it will eventually drop from sickness, only to find the Maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the

damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

ACTIONS

MULTIATTACK: The Maegle can strike twice with its claws and once with its **bite**. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.

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

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) piercing damage. In addition, on a hit the target is grappled (escape DC 13). They target must also make a Constitution save (DC 13) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.

CRUSH. MELEE WEAPON ATTACK: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) bludgeoning damage.

SLUDGE BREATH (RECHARGE 5-6): The dragon spits a gout of diseased sludge in a line 30 feet long. Any target must make a Constitution save (DC 13). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

MAEGLE YOUNG

Medium Dragon, Chaotic Evil

ARMOR CLASS: 17 (description)

HIT POINTS: 142 (19d8+57)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
17(+3)	9(-1)	16(+3)	4(-3)	6(-2)	3(-4)

SKILLS: Stealth+2

SENSES: Passive Perception 8

CHALLENGE: 5 (1800 XP)

SPECIAL QUALITIES

SLUDGE FEVER: The Maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the Maegle, it will eventually drop from sickness, only to find the Maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

ACTIONS

MULTIATTACK: The Maegle can strike twice with its claws and once with its **bite**. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.

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

BITE: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 8(1d10+3) piercing damage. In addition, on a hit the target is grappled (escape DC 15). They target must also make a Constitution save (DC 15) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.

CRUSH: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 10(1d12+3) bludgeoning damage.

SLUDGE BREATH (RECHARGE 5-6): The dragon spits a gout of diseased sludge in a line 40 feet long. Any target must make a Constitution save (DC 15). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

MAEGLE ADULT

Large Dragon, Chaotic Evil

ARMOR CLASS: 19 (description)

HIT POINTS: 199 (21d10+84)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
19(+4)	10(+0)	18(+4)	4(-3)	6(-2)	3(-4)

SKILLS: Stealth+4

SENSES: Passive Perception 8

CHALLENGE: 9 (5000 XP)

SPECIAL QUALITIES

Sludge Fever. The Maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the Maegle, it will eventually drop from sickness, only to find the Maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

ACTIONS

MULTIATTACK: The Maegle can strike twice with its claws and once with its **bite**. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.

CLAWS: Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 11(2d6+4) Slashing damage.

BITE: Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: 15(2d10+4) piercing damage. In addition, on a hit the target is grappled (escape DC 17). They target must also make a Constitution save (DC 17) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.

CRUSH: Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 17(2d12+4) bludgeoning damage.

SLUDGE BREATH (RECHARGE 5-6): The dragon spits a gout of diseased sludge in a line 50 feet long. Any target must make

a Constitution save (DC 17). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

MAEGLE ANCIENT

Large Dragon, Chaotic Evil

ARMOR CLASS: 21 (description)

HIT POINTS: 231 (22d10+110)

SPEED: 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
22(+6)	10(+0)	20(+5)	4(-3)	6(-2)	3(-4)

SKILLS: Stealth +4

SENSES: Passive Perception 8

CHALLENGE: 11 (7200 XP)

SPECIAL QUALITIES

SLUDGE FEVER: The Maegle infects its targets with a nasty disease, rendering the target weak. Even if a target manages to escape the Maegle, it will eventually drop from sickness, only to find the Maegle catching up to it. The target is considered to have the poisoned condition. In addition, they cannot heal damage normally and magical healing only heals half of the damage it normally would. Until healed, the target can repeat the saving throw once per day after a long rest, ending the disease on a successful save.

ACTIONS

MULTIATTACK: The Maegle can strike twice with its claws and once with its bite. In addition, if it has a creature grappled, it can use all of its normal attacks against that target with advantage and also do a crush attack.

CLAWS: Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit: 13(2d6+6) Slashing damage.

BITE: Melee Weapon Attack: +10 to hit, reach 10 ft, one target. Hit: 17(2d10+6) piercing damage. In addition, on a hit the target is grappled (escape DC 18). The target must also make a Constitution save (DC 18) or be infected with Sludge Fever. If a creature makes this save, they are immune to Sludge Fever for 24 hours.

CRUSH: Melee Weapon Attack: +10 to hit, reach 5 ft, one target. Hit: 19(2d12+6) bludgeoning damage.

SLUDGE BREATH (RECHARGE 5-6): The dragon spits a gout of diseased sludge in a line 60 feet long. Any target must make a Constitution save (DC 18). Any target that fails the save is infected with sludge fever. On a successful save, the target is immune to Sludge Fever for the next 24 hours.

The maegle dragon is a brute of a creature. Thick of body and limb it drags itself along the ground, tearing up vegetation, moving rocks, grinding things beneath it. Its torso is wide, fat beneath the plated scales of its hide. Its legs are short, topped with wickedly thick **claws**. It has a very wide mouth, with disjointed fangs, that protrude in every direction. Oft time these fangs grind into the creature's gums or jaws, bruising the flesh so much so that the jaws are always a discolored purple or dark



red. It has a broad flat tongue as well. Its thick tail is lined with plate-like apertures that change color when the beast feeds. Normally a deep blue, these turn red when the creature is fed or while its feeding. The creature is a deep yellow-brown color.

AGGRESSIVE WHEN HUNGRY: The maegle dragon is rather unintelligent, unable to speak any languages or comprehend any. It has no magic using ability and little ability to empathize with any other creature. Its overriding drive is to feed and sleep. When they are famished they are very aggressive, but after a meal they care little for any activity and are almost docile. When they do feed it is a horrific process. They take their prey into their mouths and through the force of their jaws grind the victims to a pulp. They grip the tattered remains of the tenderized flesh in their mouths where they suck the blood from the morass. It's a sloppy, brutal process. When all the nutrients have been sucked out the mangled corpse is dropped and the beast moves on.

WANDERING HUNTERS: The maegle dragon travels in small packs, usually up to six or so. They lay their eggs in warm vegetation, sand and the like. They leave their young to hatch and fend for themselves. The maegle is found in many climes, but generally warm and hot subtropical or desert environments. They are particularly adapted to swamps and wetlands.

IN AHRDE

This beast is often associated with Thorax the Red Duke, lord of chaos and evil. Seeing one is believed to be the sign of the red curse, a blight on the viewer who has somehow garnered the attention of the Duke and must suffer his wrath. Slaying the beast is the only way of removing the curse as this cuts the bonds between mortal and immortal.

The Crna Ruk and other assassins often seek out the maegle dragon. They use their saliva as a potent poison that retards people's abilities to heal and makes the assassins job that much easier. For years the Crna Ruk hired and trained rangers to hunt the beasts, subdue or kill them, and extract the poisons from their gums and teeth. Generally a small vial of the toxin costs between 100gp and 500gp.

DRAGON, MUSK WYRM

MUSK WYRM LING

Tiny Dragon, Chaotic Evil

ARMOR CLASS: 13(description)

HIT POINTS: 2(1d4)

SPEED: 30 ft, swim 30 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
2(-4)	16(+3)	11(+0)	1(-5)	10(+0)	3(-4)

SENSES: Passive Perception 10

CHALLENGE: 1/8 (25 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Musk Wyrms are able to camouflage themselves in any water, gaining advantage on all stealth rolls.

ACTIONS

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 1 Piercing Damage and the target must make a DC 10 Constitution Saving throw, taking 3(1d6) poison damage on a failed save.

MUSK WYRM YOUNG

Medium Dragon, Chaotic Evil

ARMOR CLASS: 14(description)

HIT POINTS: 77 (14d8+14)

SPEED: 30 ft, swim 60 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
8(-1)	16(+3)	12(+1)	7(-2)	10(+0)	3(-4)

SKILLS: Stealth+5

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Musk Wyrms are able to camouflage themselves in any water, gaining advantage on all stealth rolls.

ACTIONS

MULTIATTACK: The Musk Wyrms attack twice with their claws, once with their bite, and once with their tail.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(1d8+3) Piercing Damage.

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

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

POISON CLOUD BREATH (RECHARGE 5-6): The dragon releases a cloud of poisonous gas, filling a 15 foot radius circle adjacent to the dragon. The cloud remains for 1 minute. Any creature that enters the cloud or ends its turn in the cloud must make a Constitution save (DC 12), taking 7(3d4) poison damage on a

failed save, or half as much on a successful save. If the cloud is touched by open flame, it explodes. All creatures in the cloud must make a Dexterity Save (DC 12), taking 16(3d10) fire damage on a failed save or half as much on a success. This immediately destroys the cloud.

MUSK WYRM ADULT

Large Dragon, Chaotic Evil

ARMOR CLASS: 15(description)

HIT POINTS: 112 (15d10+30)

SPEED: 30 ft, swim 60 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
10(+0)	17(+3)	14(+2)	9(-1)	10(+0)	3(-4)

SKILLS: Stealth+5

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

CHALLENGE: 4 (1100 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Musk Wyrms are able to camouflage themselves in any water, gaining advantage on all stealth rolls.

INNATE SPELLCASTER: The Musk Wyrms' innate spellcasting ability is Wisdom (Spell Save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

3/day: Locate object

1/day: Hypnotism

ACTIONS

MULTIATTACK: The Musk Wyrms attack twice with their claws, once with their bite, and once with their tail.

BITE: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 12(2d8+3) Piercing Damage.

CLAWS: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 8(2d4+3) Slashing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10(2d6+3) bludgeoning damage.

POISON CLOUD BREATH (RECHARGE 5-6): The dragon releases a cloud of poisonous gas, filling a 20 foot radius circle adjacent to the dragon. The cloud remains for 1 minute. Any creature that enters the cloud or ends its turn in the cloud must make a Constitution save (DC 14), taking 15(6d4) poison damage on a failed save, or half as much on a successful save. If the cloud is touched by open flame, it explodes. All creatures in the cloud must make a Dexterity Save (DC 14), taking 33(6d10) fire damage on a failed save or half as much on a success. This immediately destroys the cloud.



MUSK WYRM ANCIENT

Huge Dragon, Chaotic Evil

ARMOR CLASS: 16(description)

HIT POINTS: 127 (15d12+30)

SPEED: 30 ft, swim 90 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
12(+1)	18(+4)	14(+2)	11(+0)	10(+0)	3(-4)

SKILLS: Stealth+7

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 10

CHALLENGE: 6 (2300 XP)

SPECIAL QUALITIES

CAMOUFLAGE: The Musk Wurm is able to camouflage itself in any water, gaining advantage on all stealth rolls.

INNATE SPELLCASTER: The Musk Wurm's innate spellcasting ability is Wisdom (Spell Save DC 11, +3 to hit with spell attacks). It Can innately cast the following spells, requiring no material components.

3/day: *Locate object*

1/day: *Hypnotism*

ACTIONS

MULTIATTACK: The Musk Wurm attacks twice with its claws, once with its bite, and once with its tail.

BITE: Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 17(3d8+4) Piercing Damage.

CLAWS: Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 11(3d4+4) Slashing damage.

TAIL: Melee Weapon Attack: +7 to hit, reach 10 ft, one target. Hit: 14(3d6+4) bludgeoning damage.

POISON CLOUD BREATH (RECHARGE 5-6): The dragon releases a cloud of poisonous gas, filling a 30 foot radius circle adjacent to the dragon. The cloud remains for 1 minute. Any creature that enters the cloud or ends its turn in the cloud must make a Constitution save (DC 15), taking 25(10d4) poison damage on a failed save, or half as much on a successful save. If the cloud is touched by open flame, it explodes. All creatures in the cloud must make a Dexterity Save (DC 15), taking 55(10d10) fire damage on a failed save or half as much on a success. This immediately destroys the cloud.

The musk dragon is a long, thin beast, a distant relative of the red dragon. Its snake-like body is matched by a long tail and head, so that in the adults the creature is often 30 feet long. It has a long snout and wide jaws, filled with massive fangs. Thick, syrupy musk constantly streams from the beast's mouth, hanging in rope like tendrils to the ground or splattering against its side. Its legs bend toward its body making for an ungainly look, but allow the creature to attain very rapid speeds and allow it to gain purchase in the tops of trees or upon the sides of cliffs. Its skin is thick and consists of small, indiscernible scales from head to toe. Only around its eyes are the scales a little larger and noticeable. Upon its back are large wings, that fold in upon themselves when the creature is not in flight. The musk wurm has little intelligence and its eyes reflect this in vacant, hungry stares.

SURVIVAL OF THE FITTEST: Musk dragons congregate in pods of up to eight. When they breed they spawn, and hundreds of tiny wyrms are forever crawling about until they are devoured by their parents or other predators. Only a few make it young adults and these either fight their way into an existing pod or travel off to start their own. They are found in most temperate environments, but prefer hot country, jungles, scrub, even deserts. They are highly territorial, ranging over broad regions, marking trees, rocks and the like with their huge claws. Any trespasser is investigated and often attacked. Only the musk goblins (see below) are able to live in the shadow of these beasts, and often they are devoured, killed or maimed by their protectors.

WATERY WARRENS: Musk wyrms always hole up in natural caves where there is a water source. The dens are usually very deep in the ground. They hoard treasure like most larger dragons, picking over the debris of their feeding to pull back anything that interests them, which is most things. They do not pile the treasure in any noticeable fashion, but rather drop it wherever they are in the den. There is almost always a grove of bandy willows around their dens, as the sapling of these peculiar trees can only take root in the droppings of Musk Wurm dragons. The grove usually hides the den's entrance and serves as a place of refuge for the small breed of symbiotic goblins that dwell with the dragons.

GOBLIN COMPANIONS: A strange breed of goblin, who call themselves Masli, are able to live with and amongst the Musk Dragons. Scholars are unsure as to why, but the Musk Dragons never attack the Masli (although they certainly might crush one accidentally). In return, the Masli maintain the dragons lair and act as a guard system for the lair.

VIOLENT: They are the most vicious of the miasmal wyrms, filled with an ever driving urge to kill, a remnant or shadow

of its larger cousin. They attack in packs or singly, for they are fearless. They fight amongst themselves constantly, the larger or stronger gain the first place at the meal, the warmest place in the sun and so on.

THE MUSK WRYM IN THE WORLD OF AIHRDE

The musk wyrms are found throughout the world of Aihilde, living in the central temperate belt. They are very common in the Cradle of the World around the Luneberg Plains, The Toten Fields, Punj, Rhuneland, Aufstrag and the Red Hills. They were used as hunting beasts for the lords of the Winter Dark when they ruled the land not so many years past. They were bred and kept as pets and used to hunt elves and other fey. But it was against the halflings that they were used most commonly used against. Many of those folk fled to the Grossewald forests and fought a long, bitter war against the Winter Dark. The dragons were used there to hunt them, root them out and kill or maim them with disease. The halflings became skilled at many tasks, not the least of which was dragon slaying and they counted many musk wrym in their tallies. They developed magical bells (see dragon bells below) to warn them of the approaching wyrms and set ambushes and traps to kill or wound the beast. To this day the wyrms still dwell in those parts. Though the breeder pens are long since fallen into ruin the dragons themselves thrive in the wild world that is the ruin of the Winter Dark.

DRAGON, NAKAL

NAKAL, WYRMING

Small Dragon, Neutral

ARMOR CLASS: 13(description)

HIT POINTS: 13(3d6+3)

SPEED: 30 ft Fly 30 ft Swim 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
10(+0)	14(+2)	12(+1)	6(-2)	12(+1)	7(-2)

SKILLS: Stealth +4, Survival +3, Nature +3, Perception +3

SAVES: Strength +2, Dex +4, Con +3

CONDITION IMMUNITIES: Paralyzed, Unconscious

SENSES: Darkvision 60 FT, Passive Perception 18

LANGUAGES: Draconic

CHALLENGE: 1/2 (100 XP)

SPECIAL QUALITIES

ACUTE SENSE: The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

ACTIONS

MULTIATTACK: The Nakal attacks twice with its claws, once with its bite and once with its tail.

CLAWS: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) Slashing Damage.

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+2) Piercing Damage.

TAIL: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) Piercing damage plus 2(1d4) poison damage. In addition, the target must make a Constitution save (DC 12). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

NAKAL, YOUNG

Medium Dragon, Neutral

ARMOR CLASS: 14(description)

HIT POINTS: 45(6d8+18)

SPEED: 30 ft Fly 30 ft Swim 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
14(+2)	15(+2)	16(+3)	6(-2)	16(+3)	7(-2)

SKILLS: Stealth +4, Survival +5, Nature +5, Perception +5

SAVES: Strength +4, Dex +4, Con +5

CONDITION IMMUNITIES: Paralyzed, Unconscious

SENSES: Darkvision 60 Ft, Passive Perception 20

LANGUAGES: Draconic

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES

ACUTE SENSES: The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

ACTIONS

MULTIATTACK: The Nakal attacks twice with its claws, once with its bite and once with its tail.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) Slashing Damage.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6(1d6+3) Piercing Damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7(1d8+3) Piercing damage plus 3(1d6) poison damage. In addition, the target must make a Constitution save (DC 14). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

NAKAL, ADULT

Medium Dragon, Neutral

ARMOR CLASS: 15(description)

HIT POINTS: 85(10d8+40)

SPEED: 30 ft Fly 30 ft Swim 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	15(+2)	18(+4)	6(-2)	18(+4)	7(-2)

SKILLS: Stealth +5, Survival +7, Nature +7, Perception +7

SAVES: Strength +6, Dex +5, Con +7

CONDITION IMMUNITIES: Paralyzed, Unconscious

SENSES: Darkvision 60 Ft, Passive Perception 22

LANGUAGES: Draconic



CHALLENGE: 5 (1800 XP)

SPECIAL QUALITIES

ACUTE SENSES: The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

ACTIONS

MULTIATTACK: The Nakal attacks twice with its claws, once with its bite and once with its tail.

CLAWS: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 10(2d6+3) Slashing Damage.

BITE: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6(1d6+3) Piercing Damage.

TAIL: Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7(1d8+3) Piercing damage plus 3(1d6) poison damage. In addition, the target must make a Constitution save (DC 16). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

NAKAL, ANCIENT

Large Dragon, Neutral

ARMOR CLASS: 16(description)

HIT POINTS: 133(14d10+56)

SPEED: 30 ft Fly 30 ft Swim 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
18(+4)	15(+2)	19(+4)	6(-2)	18(+4)	7(-2)

SKILLS: Stealth +5, Survival +7, Nature +7, Perception +7

SAVES: Strength +7, Dex +5, Con +7

CONDITION IMMUNITIES: Paralyzed, Unconscious

SENSES: Darkvision 60 Ft, Passive Perception 22

LANGUAGES: Draconic

CHALLENGE: 7 (2900 XP)

SPECIAL QUALITIES

ACUTE SENSES: The Dragon has superior senses, granting it advantage on perception checks and nature (tracking) checks.

ACTIONS

MULTIATTACK: The Nakal attacks twice with its claws, once with its bite and once with its tail.

CLAWS: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) Slashing Damage.

BITE: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 11(2d6+4) Piercing Damage.

TAIL: Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 13(2d8+4) Piercing damage plus 7(2d6) poison damage. In addition, the target must make a Constitution save (DC 17). On a failed save, the target is paralyzed for 24 hours. On a successful save, the target is poisoned for 24 hours.

The nakal dragons are small creatures, ranging up to 12 with the tail. They stand more like a bird than a lizard, moving rapidly through the forest on their two, thick hind legs. They have enormous, clawed feet. Their arms are small and used for little more than balance for the thin, membrane that serve as wings and that stretch between their arms and the creature's body. They range in color from a rusty red to a deep green. Their underbellies are almost always sallow yellow and scaled with tiny small scales that look more like chips of bark than anything else. They have a ridge of spines, each one connected to the one behind with a thin skin laced with thousands of tiny veins. Their snouts are wide and culminate in a beak upon the upper jaw that they use to tear flesh or armor. Their long, narrow tail ends in a bulb upon which rest a host of barbs.

FOREST HUNTERS: The nakal dragons are only found in heavy forests or jungles in almost any climate. They are very territorial, marking their territory by dragging their sides against large trees. Their territory ranges up to 15 square miles, depending on the size of the dragon. They only cross out of the territory if food becomes short, or in the case of males, to hunt out an adult female to mate with. The nakal are highly predacious and skilled hunters. They are always on the move, searching for the scent of their prey, generally wild animals, but they are keenly intelligent and inquisitive and will hunt new prey-animals if that prey-animal should wander into its territory. This of course makes humans, demi-humans and humanoids perfect targets. Once they have picked up a scent they track the creature until they find it. They single out what appears to be the weakest and smallest in the herd and attack it.

FAMILY PACKS: Though often encountered alone, nakal dragons occasionally travel in groups of 2-5. If traveling in a group it is usually a family group of one adult female, one or two hatchlings, and one young adult female. On occasion, males are encountered in pairs, a young adult attaching itself to the older mature nakal in order to hone its skills as a hunter. Female young adult nakals do the same with a mature female for hunting and nesting. In both instances the young adult constantly challenges the older until it is able to kill it and take over its territory.

THE NAKAL DRAGON IN THE WORLD OF AIHRDE

The nakal dragon is found in most forested environments throughout Aihrde. They are able to withstand extreme temperatures and can be found in tropical jungles and temperate forests. They prefer old growth forests and are most commonly encountered in Aenochia, Ethrum, Inklus-Naid and Aroyo. In the Cradle of the World they are most commonly found in the Darkenfold, Eldwood and Kellerwald. The Nakal are prized for their poisons and the toxins are often found for sale in the sprawling cities of the New Empire or Avignon. They are hunted for sport by the Fontenouq, who at times, capture hatchlings and train them as guardians.

DRAGON, TAGEAN WYRM (LEAF TAILED DRAGON)

TAGEAN WYRMING

Small Dragon, Neutral Good

ARMOR CLASS: 15(description)

HIT POINTS: 42 (12d6)

SPEED: 30 ft, 50 ft Fly, 30 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
8(-1)	12(+1)	10(+0)	13(+1)	15(+2)	11(+0)

SKILLS: Nature +3, Survival +4

SAVES: Intelligence +3, Wisdom +4

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 12

LANGUAGES: Draconic, Common

CHALLENGE: 1 (200 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Tagean's spellcasting ability is Wisdom (spell save DC 12). The Tagean can innately cast the following spells, requiring no material components:

At Will: *Heat Metal* (range touch only)

3/day: *Water Breathing* (self only)

SPELLCASTING: The Tagean is a 1st level spellcaster. Its spellcasting ability is Wisdom (Spell save DC 12, +4 to hit with spell attacks). The Tagean has the following Druid spells prepared:

Cantrips (at will): *Druidcraft*, *Mending*

1st level (2 slots): *Cure Wounds*, *Entangle*, *Longstrider*

FOG BREATH: As a bonus action, the Tagean can spit out a 15 foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.

ACID SECRETION: While on land, the Tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the Tagean or in close physical contact must make a Dexterity Save (DC 11), taking 7(2d6) acid damage on a failed save, or half damage on a success.

ACTIONS

MULTIATTACK: The Tagean strikes once with its claws, once with its bite, and once with its tail. If the Tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.

CLAWS: Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d3+1) Slashing damage. In addition, the target must make a Dexterity Save (DC 11) or be grappled by the Tagean.

BITE: Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4(1d6+1) piercing damage.

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

REND: If the Tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 3(1d6) acid damage.

TAGEAN YOUNG

Medium Dragon, Neutral Good

ARMOR CLASS: 16(description)

HIT POINTS: 88 (16d8+16)

SPEED: 30 ft, 60 ft Fly, 30 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
11(+0)	14(+2)	12(+1)	14(+2)	17(+3)	12(+1)

SKILLS: Nature +4, Survival +5

SAVES: Intelligence +4, Wisdom +5

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 13

LANGUAGES: Draconic, Common

CHALLENGE: 3 (700 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Tagean's spellcasting ability is Wisdom (spell save DC 13). The Tagean can innately cast the following spells, requiring no material components:

At Will: *Heat Metal* (range touch only)

3/day: *Water Breathing* (self only)

SPELLCASTING: The Tagean is a 3rd level spellcaster. Its spellcasting ability is Wisdom (Spell save DC 13, +5 to hit with spell attacks). The Tagean has the following Druid spells prepared:

Cantrips (at will): *Druidcraft*, *Mending*

1st level (4 slots): *Animal Friendship*, *Cure Wounds*, *Entangle*, *Longstrider*, *Speak With Animals*

2nd level (2 slots): *Darkvision*, *Lesser Restoration*, *Moonbeam*, *Mirror Image*, *Misty Step*

FOG BREATH: As a bonus action, the Tagean can spit out a 20 foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.

ACID SECRETION: While on land, the Tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the Tagean or in close physical contact must make a Dexterity Save (DC 13), taking 10(3d6) acid damage on a failed save, or half damage on a success.

ACTIONS

MULTIATTACK: The Tagean strikes once with its claws, once with its bite, and once with its tail. If the Tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.

CLAWS: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4(1d4+1) Slashing damage. In addition, the target must make a Dexterity Save (DC 13) or be grappled by the Tagean.

BITE: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 6(1d8+2) piercing damage.

TAIL: Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 5(1d6+2) Bludgeoning damage.

Rend. If the Tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 7(2d6) acid damage.

TAGEAN ADULT

Large Dragon, Neutral Good

ARMOR CLASS: 16(description)

HIT POINTS: 120 (16d10+32)

SPEED: 30 ft, 60 ft Fly, 40 ft Swim

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

SKILLS: Nature +4, Survival +6

SAVES: Intelligence +4, Wisdom +6

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 14

LANGUAGES: Draconic, Common

CHALLENGE: 4 (1100 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Tagean's spellcasting ability is Wisdom (spell save DC 14). The Tagean can innately cast the following spells, requiring no material components:

At Will: *Heat Metal* (range touch only)

3/day: *Water Breathing* (self only)

SPELLCASTING: The Tagean is a 5th level spellcaster. Its spellcasting ability is Wisdom (Spell save DC 15, +7 to hit with spell attacks). The Tagean has the following Druid spells prepared:

Cantrips (at will): *Druidcraft*, *Mending*, *Thorn Whip*

1st level (4 slots): *Animal Friendship*, *Cure Wounds*, *Entangle*, *Longstrider*, *Speak With Animals*

2nd level (3 slots): *Darkvision*, *Lesser Restoration*, *Moonbeam*,

Mirror Image, *Misty Step*, *Pass Without Trace*

3rd level (2 slots): *Call Lightning*, *Dispel Magic*, *Water Breathing*, *Water Walk*

FOG BREATH: As a bonus action, the Tagean can spit out a 30 foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.

ACID SECRETION: While on land, the Tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the Tagean or in close physical contact must make a Dexterity Save (DC 15), taking 14(4d6) acid damage on a failed save, or half damage on a success.

ACTIONS

MULTIATTACK: The Tagean strikes once with its claws, once with its bite, and once with its tail. If the Tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.

CLAWS: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 8(2d4+3) Slashing damage. In addition, the target must make a Dexterity Save (DC 15) or be grappled by the Tagean.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 12(2d8+3) piercing damage.

TAIL: Melee Weapon Attack: +5 to hit, reach 10 ft, one target. Hit: 10(2d6+3) Bludgeoning damage.

REND: If the Tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 10(3d6) acid damage.

TAGEAN ANCIENT

Huge Dragon, Neutral Good

ARMOR CLASS: 17(description)

HIT POINTS: 136 (16d12+32)

SPEED: 30 ft, 80 ft Fly, 50 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
15(+2)	16(+3)	15(+2)	17(+3)	20(+5)	15(+2)

SKILLS: Nature +6, Survival +8

SAVES: Intelligence +6, Wisdom +8

DAMAGE IMMUNITIES: Acid

SENSES: Passive Perception 14

LANGUAGES: Draconic, Common

CHALLENGE: 6 (2300 XP)

SPECIAL QUALITIES

INNATE SPELLCASTING: The Tagean's spellcasting ability is Wisdom (spell save DC 16). The Tagean can innately cast the following spells, requiring no material components:

At Will: *Heat Metal* (range touch only)

3/day: *Water Breathing* (self only)



SPELLCASTING: The Tagean is a 7th level spellcaster. Its spellcasting ability is Wisdom (Spell save DC 18, +10 to hit with spell attacks). The Tagean has the following Druid spells prepared:

Cantrips (at will): *Druidcraft, Mending, Thorn Whip*

1st level (4 slots): *Animal Friendship, Cure Wounds, Entangle, Longstrider, Speak With Animals*

2nd level (3 slots): *Darkvision, Lesser Restoration, Locate Animals or Plants, Moonbeam, Mirror Image, Misty Step, Pass Without Trace*

3rd level (3 slots): *Call Lightning, Dispel Magic, Sleet Storm, Water Breathing, Water Walk*

4th level (1 slot): *Conjure Woodland Beings, Control Water, Freedom of Movement*

FOG BREATH: As a bonus action, the Tagean can spit out a 40 foot radius cloud of thick fog. The cloud cannot be seen through, and the area is considered to be heavily obscured. The cloud lasts for 1 minute before dissipating.

ACID SECRETION: While on land, the Tagean is naturally covered with a thick acid coating. Any creature that ends its turn grappled by the Tagean or in close physical contact must make a Dexterity Save (DC 16), taking 17(5d6) acid damage on a failed save, or half damage on a success.

ACTIONS

MULTIATTACK: The Tagean strikes once with its claws, once with its bite, and once with its tail. If the Tagean has a creature grappled at the beginning of its turn, it will instead use its Rend attack.

CLAWS: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 10(3d4+3) Slashing damage. In addition, the target must make a Dexterity Save (DC 16) or be grappled by the Tagean.

BITE: Melee Weapon Attack: +6 to hit, reach 10 ft, one target. Hit: 16(3d8+3) piercing damage.

TAIL: Melee Weapon Attack: +6 to hit, reach 15 ft, one target. Hit: 13(3d6+3) Bludgeoning damage.

REND: If the Tagean starts its turn grappling a target, the target automatically takes claw damage. Its Bite and Tail attacks are made at advantage. In addition, if its Acid Secretion is active, all attacks do an additional 14(4d6) acid damage.

The tagean wyrm is a long, thin light blue or green dragon. It ranges up to 30 feet including its tail, but this appendage is always half its body length, shaped as it like a broad leaf. The creature has long legs, clawed and webbed feet, but a short, thick neck. Its head is armored better than its body and its short snout is filled with scores of razor sharp teeth. It has wings, thin and wide that are able to fold in upon the creature's back, blending in with the creature's long thin scales. The tagean wyrm spends much of its time in water and suffers predation from giant sharks and other creatures, so it has developed thick, long segmented scales for protection. On the narrow chest area does the pattern is broken as one large, almost perfectly round scale exists. In an adult this scale can be three feet in diameter.

AMPHIBIOUS: This rare creature is found only near warm ocean water where it spends a good deal of its life, hunting and for safety. The creature is largely benign, but can very dangerous as it will eat anything. They come onto land frequently both to hunt and nest. When they are on land they secrete a thick residue to coat their scaly hide. Its acidic in nature and at first burns whatever it comes into contact with, eventually the secretion hardens into a thick, almost unbreakable shell.

Family Groups. They are encountered in groups 1-6 and work in tandem to hunt prey. They do this by dividing spreading out and driving the prey-animal into the nesting area where they fall upon it and rend it to pieces. The tagean wyrm is not aggressive and generally only attacks when it is hunting or threatened. It is able to assess most encounters and tries to flee from anything it deems to threatening, usually heading for the open water via flight. When cornered or hunting though the creature attacks with a mad rush, raising up on its hind legs to grasp its victim. Using its broad tail for balance it leaps upon the victim

CLEVER AND COOPERATIVE: They possess some intelligence, and are able to speak a rudimentary form of the vulgate and use some limited magics. They do not normally attack humans, elves and the like, but will do so to defend themselves. They can be made to offer their assistance if properly induced, payment in food, etc etc.

THE TAGEAN WRYM IN AIHRDE

This dragon is a very rare creature and found almost exclusively along the coasts of the Straights of Ursal and the Sea of Shenal. They are encountered more often in the Gelderland and the wilds of Aenochain Valley than near any civilized land. The Tageans prize the beasts and never kill them for they have learned to harvest the trees that the tagean wyrm despoils. For when the beast climbs onto trees, hunting or taking the sun, its secretions burn and harden the trees they use. These husks are greatly valued by the tagean weapon smiths and they are harvested, shaped and honed into battle spears (see below, magic items). Further, the chest scale is sought after by the

tageans as well for once retrieved it serves as a light weight, indestructible shield (see below). The creature is honored in tagea and the surrounding islands, temples have been built in its honor. Killing one is tantamount to an act of war from the men of tagea so holy has the beast become.

DRAGON, TAVIS WYRM

TAVIS WYRM, WYRMING

Small Dragon, Unaligned

ARMOR CLASS: 14(natural armor)

HIT POINTS: 16 (3d6+6)

SPEED: 30 ft, 20 ft burrow

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	7 (-2)

DAMAGE IMMUNITIES: Lightning, Fire, Poison

CONDITION IMMUNITIES: Poisoned

DAMAGE RESISTANCE: Bludgeoning, Piercing And Slashing From Nonmagical Weapons

SENSES: Darkvision 60 Ft, Passive Perception 10

CHALLENGE: 1/2 (100 XP)

SPECIAL QUALITIES

HEAT: The Tavis Wyrm is heat incarnate. Any non metallic, non magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 12) or the weapon is heated exactly as per the heat metal spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 3 (1d6) fire damage.

ACTIONS

BITE: Melee weapon attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d6+2) piercing damage plus 3 (1d6) fire damage.

TAVIS WYRM, YOUNG

Medium Dragon, Unaligned

ARMOR CLASS: 16(natural armor)

HIT POINTS: 37 (5d8+15)

SPEED: 30 ft, 20 ft burrow

STR:	DEX:	CON:	INT:	WIS:	CHA:
17 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

DAMAGE IMMUNITIES: Lightning, Fire, Poison

CONDITION IMMUNITIES: Poisoned

DAMAGE RESISTANCE: Bludgeoning, Piercing And Slashing From Nonmagical Weapons

SENSES: Darkvision 60 Ft, Passive Perception 10

CHALLENGE: 2 (450 XP)

SPECIAL QUALITIES



HEAT: The Tavis Wyrm is heat incarnate. Any non metallic, non magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 13) or the weapon is heated exactly as per the heat metal spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 7 (2d6) fire damage.

ACTIONS

BITE: Melee weapon attack: +5 to hit, reach 5ft, one target. Hit: 7 (1d8+3) piercing damage plus 3 (1d6) fire damage.

TAVIS WYRM, ADULT

Large Dragon, Unaligned

ARMOR CLASS: 17(natural armor)

HIT POINTS: 85 (10d10+30)

SPEED: 30 ft, 20 ft burrow

STR:	DEX:	CON:	INT:	WIS:	CHA:
19 (+4)	13 (+1)	17 (+3)	7 (-2)	10 (+0)	7 (-2)

DAMAGE IMMUNITIES: Lightning, Fire, Poison

CONDITION IMMUNITIES: Poisoned

DAMAGE RESISTANCE: Bludgeoning, Piercing And Slashing From Nonmagical Weapons

SENSES: Darkvision 60 Ft, Passive Perception 10

CHALLENGE: 6 (2300 XP)

SPECIAL QUALITIES

HEAT: The Tavis Wyrms are heat incarnate. Any non-metallic, non-magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non-magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 14) or the weapon is heated exactly as per the heat metal spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 14 (4d6) fire damage.

ACTIONS

BITE: Melee weapon attack: +7 to hit, reach 5ft, one target. Hit: 13 (2d8+4) piercing damage plus 7 (2d6) fire damage.

TAVIS WYRM, ANCIENT

Huge Dragon, Unaligned

ARMOR CLASS: 18 (natural armor)

HIT POINTS: 189 (18d12+72)

SPEED: 40 ft, 20 ft burrow

STR:	DEX:	CON:	INT:	WIS:	CHA:
23 (+6)	14 (+2)	18 (+4)	7 (-2)	10 (+0)	7 (-2)

DAMAGE IMMUNITIES: Lightning, Fire, Poison

CONDITION IMMUNITIES: Poisoned

DAMAGE RESISTANCE: Bludgeoning, Piercing And Slashing From Nonmagical Weapons

SENSES: Darkvision 60 Ft, Passive Perception 10

CHALLENGE: 11 (7200 XP)

SPECIAL QUALITIES

HEAT: The Tavis Wyrms are heat incarnate. Any non-metallic, non-magical weapon that strikes a tavis wyrm is automatically destroyed by the heat. Any non-magical metallic weapon striking a tavis wyrm requires its wielder to make a Dexterity save (DC 15) or the weapon is heated exactly as per the heat metal spell. Any creature that starts its turn within 5 feet of a tavis wyrm suffers 28 (8d6) fire damage.

ACTIONS

BITE: Melee weapon attack: +10 to hit, reach 5ft, one target. Hit: 19 (3d8+6) piercing damage plus 10 (3d6) fire damage.

Denizens of the elemental plane of fire, these creatures are often found in the mortal realms. They have long, snake-like bodies with two well-developed forearms. With a head and jaws much like a dragon's, tavis wyrms are often mistaken as the offspring of one of the greater drakes.

DENIZENS OF FIRE: These wyrms are able to squeeze themselves through very tight tunnels and often surprise their prey in this manner. They radiate an incredible amount of heat, which they use to burrow through solid rock, fusing and melting the stone in passing. These creatures travel to the mortal realms and prime material plane to derive sustenance from there which cannot be found in their home elemental plane.

DRAGON, TULMAT (SPIKE TAIL)

TULMAT WYRMING

Large Dragon, Lawful Neutral

ARMOR CLASS: 14 (description)

HIT POINTS: 78 (12d10+12)

SPEED: 30 ft 90 ft Fly

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

SKILLS: Perception +3

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 13

LANGUAGES: Common, Draconic

CHALLENGE: 3 (700 XP)

SPECIAL QUALITIES

TULMAT POISON: Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 13). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 7(2d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is of course permanent.

ACTIONS

MULTIATTACK: The Tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.

CLAWS: Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 9(2d6+2) Slashing damage.

BITE: Melee Weapon Attack. +4 to hit, reach 5 ft, one target. Hit: 13(2d10+2) Piercing damage.

TAIL: Melee Weapon Attack. +4 to hit, reach 10 ft, one target. Hit: 7(2d4+2) piercing damage plus the target is exposed to Tulmat poison.

POISON CLOUD BREATH WEAPON (RECHARGE 5-6): The Tulmat breathes in a 15 foot cone. All creatures in the cone are exposed to Tulmat poison.

TULMAT YOUNG

Large Dragon, Lawful Neutral

ARMOR CLASS: 16 (description)

HIT POINTS: 105 (14d10+28)

SPEED: 30 ft 90 ft Fly

STR: 16(+3) **DEX:** 16(+3) **CON:** 14(+2) **INT:** 12(+1) **WIS:** 14(+2) **CHA:** 12(+1)

SKILLS: Perception+5

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 15

LANGUAGES: Common, Draconic

CHALLENGE: 5 (1800 XP)

SPECIAL QUALITIES

TULMAT POISON: Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 15). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 10(3d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is of course permanent.

ACTIONS

MULTIATTACK: The Tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.

CLAWS: Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 10(2d6+3) Slashing damage.

BITE: Melee Weapon Attack. +6 to hit, reach 5 ft, one target. Hit: 14(2d10+3) Piercing damage.

TAIL: Melee Weapon Attack. +6 to hit, reach 10 ft, one target. Hit: 8(2d4+3) piercing damage plus the target is exposed to Tulmat poison.

POISON CLOUD BREATH WEAPON (RECHARGE 5-6): The Tulmat breathes in a 25 foot cone. All creatures in the cone are exposed to Tulmat poison.

TULMAT ADULT

Huge Dragon, Lawful Neutral

ARMOR CLASS: 17(description)

HIT POINTS: 127(15d12+30)

SPEED: 30 ft 90 ft Fly

STR: 19(+4) **DEX:** 16(+3) **CON:** 14(+2) **INT:** 14(+2) **WIS:** 15(+2) **CHA:** 13(+1)

SKILLS: Perception+5

SAVES: Dexterity+6, Intelligence+5

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 15

LANGUAGES: Common, Draconic

CHALLENGE: 7 (2900 XP)

SPECIAL QUALITIES

TULMAT POISON: Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 17). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 14(4d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is of course permanent.

ACTIONS

MULTIATTACK: The Tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.

CLAWS: Melee Weapon Attack. +7 to hit, reach 5 ft, one target. Hit: 14(3d6+4) Slashing damage.

BITE: Melee Weapon Attack. +7 to hit, reach 5 ft, one target. Hit: 20(3d10+4) Piercing damage.

TAIL: Melee Weapon Attack. +7 to hit, reach 10 ft, one target. Hit: 11(3d4+4) piercing damage plus the target is exposed to Tulmat poison.

POISON CLOUD BREATH WEAPON (RECHARGE 5-6): The Tulmat breathes in a 35 foot cone. All creatures in the cone are exposed to Tulmat poison.

TULMAT ANCIENT

Gargantuan Dragon, Lawful Neutral

ARMOR CLASS: 19(description)

HIT POINTS: 187(15d20+30)

SPEED: 30 ft 90 ft Fly

STR: 22(+6) **DEX:** 16(+3) **CON:** 14(+2) **INT:** 16(+3) **WIS:** 17(+3) **CHA:** 14(+2)

SKILLS: Perception+7

SAVES: Dexterity+7, Intelligence+7

DAMAGE RESISTANCE: Poison

SENSES: Passive Perception 17

LANGUAGES: Common, Draconic

CHALLENGE: 12 (8400 XP)

SPECIAL QUALITIES

TULMAT POISON: Tulmats have a unique poison, which they use in both their breath weapon and their tail spikes. Any creature exposed to it must make a Constitution save (DC 19). On a success, the poison has no effect. If the save is failed, the target immediately has the poisoned condition and takes 17(5d6) poison damage. At the end of each of their turns, the target must make another Constitution save. On a success, they suffer half damage and no longer need to make saves. If they fail, they take full damage and continue to be poisoned. If they fail the save by more than 5, they are also incapacitated. Once Incapacitated, they continue to save at the end of each of their rounds. On a successful save, they take half damage and no longer need to save. On a failed save, they take full damage. If they fail a save by more than 5, they are reduced to 0 hit points and must begin making death saves as normal. Any effect caused by this poison lasts for 1 hour except for death, which is of course permanent.

ACTIONS

MULTIATTACK: The Tulmat attacks with 2 claws, one bite and one tail attack. Or it uses its breath weapon.

CLAWS: Melee Weapon Attack. +10 to hit, reach 10 ft, one target. Hit: 20(4d6+6) Slashing damage.

BITE: Melee Weapon Attack. +10 to hit, reach 15 ft, one target. Hit: 28(4d10+6) Piercing damage.

TAIL: Melee Weapon Attack. +10 to hit, reach 20 ft, one target. Hit: 16(4d4+6) piercing damage plus the target is exposed to Tulmat poison.

POISON CLOUD BREATH WEAPON (RECHARGE 5-6): The Tulmat breathes in a 45 foot cone. All creatures in the cone are exposed to Tulmat poison.

The tulmat, or spike tailed dragon, is a large creature with a body some 20 feet long and a tail and neck of equal length. When fully mature the creature can range up to 70 feet long and have a wing span even longer. They are light green creatures, with a hint of orange in the membranes of their wings. Their eyes are sharp and narrow and sit astride a fang filled snout, the end of which is capped by a boney aperture that looks a little like a horn. Its hind legs are long and thin and it has no forearms. Unusual for dragons, its belly is armored as much as its backside, though its spine is lined with thick plates. Behind its head, long hair-like feathers grow and its tail ends in a knob of small spikes.

MASTERS OF THE SKY: The tulmat dragon nests in high mountains, or on occasion in very tall and large trees. They range over a vast swath of country, hunting for prey. They do so by floating on the updrafts, much as does a normal bird of prey, watching for movement. They have extraordinarily good vision and are able to detect even slight movements at great distances. Being intelligent they are also able to discern what exactly they are looking at. They do not shy away from attacking large parties, knowing that their breath weapon is able to kill creatures quickly. They are not vengeful however, and eat only what they need. If during a combat they have immobilized their prey animal and the opportunity to seize it and carry it off presents itself, the tulmat does so, carting the unfortunate victim to its next to be devoured.

SOLITARY AERIE: They are solitary creatures and are only seen with others of their own kind when they are mating. At such times they are very aggressive. They give birth to live young, usually during flight. The young quickly adapt to flight or die. They build nests much as do birds from woven branches, sticks, and similar debris. These are usually very tall and deep as they renew them each year. Here they keep their treasures as the tulmat wyrms are particularly inclined to take gems, jewels, magic items, and even gold when the opportunity presents itself.

UNIQUE THINKERS: The tulmat are intelligent, able to speak the Vulgate clearly. They do not think like most other creatures so they often are not able to understand them or get their own points across.

IN AIHRDE

The tulmat wyrm has long haunted the skies of Aihilde. Originating in the deeps of the Zuala jungles as an off shoot



of the more powerful green dragons, they spread rapidly into the north so that that they are now common in all climes and regions.

During the long wars between the Dwarves and Goblins, when the kobold peoples first came to Aihirde, they encountered the tulmat wyrms before all other creatures. It is said by the learned that the tulmat wurm the kobold's first encountered took pity on the small creatures largely because his belly was full; it is not entirely known why the dragon did not feed upon the kobolds. They lived for a great while in the shadow of one another, working in concert on occasion.

The kobolds tell of a time when a tribe of men pressed their peoples living in the northern mountains. The war dragged on for several years when the expansion of the men began to threaten the hunting grounds of several of the tulmat. These creatures attacked the men so fiercely that the kobolds came to them with promises of gems and jewels if they would help them drive the men from the plains. This arrangement began a century's long alliance between these dragons and the kobolds. Eventually the dragons allowed the kobolds to ride them, but only with promises of saddles studded with jewels and gems of wondrous beauty. Even today the powerful kobold tribes live near tulmat dragons, feeding them and working with them on their long hunts.

DRAGON, UNK WYRM (HORNED DRAGON)

UNK WYRMING

Small Dragon, Neutral Evil

ARMOR CLASS: 12(description)

HIT POINTS: 22 (4d6+8)

SPEED: 20 ft 10 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
6(-2)	8(-1)	14(+2)	5(-3)	10(+0)	5(-3)

SKILLS: Stealth+1

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Poisoned

SENSES: Passive Perception 10

CHALLENGE: 1/8(25 XP)

SPECIAL QUALITIES

CAMOFAGE: The Unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.

INNATE SPELLCASTING: The Unk can cast each of the following spells once per day, requiring no material components. Its Spellcasting ability is Wisdom (Spell Save DC 10). Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.

ACTIONS

MULTIATTACK: The Unk makes two Claw attacks and one Bite attack.

CLAWS: Melee Weapon Attack: +1 to hit, reach 5 ft, one target. Hit: 1(1d3-1) Slashing Damage.

BITE: Melee Weapon Attack: +1 to hit, reach 5 ft, one target. Hit:2(1d6-1) Piercing Damage.

POISONED SPITTLE BREATH (RECHARGE 6): The Unk can spit a glob of poisonous goo at a target up to 30 feet away. The target must make a Dexterity save (DC 10). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 5(2d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 10), taking another 5(2d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (Acrobatics) check against a DC of 10. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

UNK YOUNG

Medium Dragon, Neutral Evil

ARMOR CLASS: 15(description)

HIT POINTS: 91 (14d8+28)

SPEED: 20 ft 10 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
12(+1)	8(-1)	15(+2)	5(-3)	10(+0)	5(-3)

SKILLS: Stealth+1

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Poisoned

SENSES: Passive Perception 10

CHALLENGE: 2(450 XP)

SPECIAL QUALITIES

CAMOFAGE: The Unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.

INNATE SPELLCASTING: The Unk can cast each of the following spells once per day, requiring no material components. Its Spellcasting ability is Wisdom (Spell Save DC 10). Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.

MUSK: If the Unk has released its breeding musk or is in an area where such musk has been released, it goes into a frenzy. The Unk gains advantage on all attacks, but all attacks against the Unk are also at advantage.

EXPOSED GLAND: The creatures poison gland is on the surface of its body behind its head. Anyone who knows about this weakness (DC 20 nature check) can try to target it. The attack is made at disadvantage, but any hit is a critical.

ACTIONS

MULTIATTACK: The Unk makes two Claw attacks and one Bite attack.

CLAWS: Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3(1d4+1) Slashing Damage.

BITE: Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit:6(1d10+1) Piercing Damage.

POISONED SPITTLE BREATH (RECHARGE 6): The Unk can spit a glob of poisonous goo at a target up to 40 feet away. The target must make a Dexterity save (DC 12). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 7(3d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 12), taking another 7(3d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (Acrobatics) check against a DC of 12. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

UNK ADULT

Medium Dragon, Neutral Evil

ARMOR CLASS: 16(description)

HIT POINTS: 105 (14d8+42)

SPEED: 20 ft 10 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
16(+3)	8(-1)	16(+3)	5(-3)	10(+0)	5(-3)

SKILLS: Stealth+1

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Poisoned

SENSES: Passive Perception 10

CHALLENGE: 3(700 XP)

SPECIAL QUALITIES

CAMOFLEAGE: The Unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.

INNATE SPELLCASTING: The Unk can cast each of the following spells once per day, requiring no material components. Its Spellcasting ability is Wisdom (Spell Save DC 10). Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.

MUSK: If the Unk has released its breeding musk or is in an area where such musk has been released, it goes into a frenzy. The Unk gains advantage on all attacks, but all attacks against the Unk are also at advantage.



EXPOSED GLAND: The creature's poison gland is on the surface of its body behind its head. Anyone who knows about this weakness (DC 20 nature check) can try to target it. The attack is made at disadvantage, but any hit is a critical.

ACTIONS

MULTIATTACK: The Unk makes two Claw attacks and one Bite attack.

CLAWS: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5(1d4+3) slashing Damage.

BITE: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8(1d10+3) Piercing Damage.

POISONED SPITTLE BREATH (RECHARGE 6): The Unk can spit a glob of poisonous goo at a target up to 50 feet away. The target must make a Dexterity save (DC 15). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 10(4d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 15), taking another 10(4d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (Acrobatics) check against a DC of 15. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

UNK ANCIENT

Large Dragon, Neutral Evil

ARMOR CLASS: 18(description)

HIT POINTS: 133 (14d10+56)

SPEED: 20 ft 10 ft Swim

STR:	DEX:	CON:	INT:	WIS:	CHA:
21(+5)	8(-1)	18(+4)	5(-3)	10(+0)	5(-3)

SKILLS: Stealth+2

DAMAGE IMMUNITIES: Poison

CONDITION IMMUNITIES: Poisoned

SENSES: Passive Perception 10

CHALLENGE: 6(2300 XP)

SPECIAL QUALITIES

CAMOFLEAGE: The Unk innately uses minor illusions to hide itself. It has advantage on all Stealth checks.

INNATE SPELLCASTING: The Unk can cast each of the following spells once per day, requiring no material components. Its Spellcasting ability is Wisdom (Spell Save DC 11). Phantasmal Force, Dissonant Whispers, Hallucinatory Terrain.

MUSK: If the Unk has released its breeding musk or is in an area where such musk has been released, it goes into a frenzy. The Unk gains advantage on all attacks, but all attacks against the Unk are also at advantage.

EXPOSED GLAND: The creature's poison gland is on the surface of its body behind its head. Anyone who knows about this

weakness (DC 20 nature check) can try to target it. The attack is made at disadvantage, but any hit is a critical.

ACTIONS

MULTIATTACK: The Unk makes two Claw attacks and one Bite attack.

CLAWS: Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 10(2d4+5) slashing Damage.

BITE: Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 16(2d10+5) Piercing Damage.

POISONED SPITTLE BREATH (RECHARGE 6): The Unk can spit a glob of poisonous goo at a target up to 60 feet away. The target must make a Dexterity save (DC 17). On a failed save, the target is coated with the poison. They immediately suffer the poisoned condition. They also take 15(6d4) poison damage. The coating remains and continues to do damage. At the end of each of their turns, the target must make a Constitution save (DC 17), taking another 15(6d4) poison damage on a failed save, or half as much on a successful one. The target can attempt to remove the poison by spending an action and making a Dexterity (Acrobatics) check against a DC of 17. If they succeed, they remove the poison coating and stop taking damage. The poisoned condition lasts for 1 hour regardless.

Unk wyrms are virtually wingless, long legged dragons with wide torsos, broad mouths and stubby tails. Their scaly skin is thick and hangs from their body in multiple folds. The scales themselves are long and pointed and interrupted by thick black spikes sprinkled across the creatures back and legs. Even its underbelly is covered in these pointed scales. The Unk wyrm averages about 15 feet in length, including their tail. At their broadest point they are about 4-5 feet wide. Their heads are as large as their torsos, covered in small, boney nobs. However, jutting from the back of their skulls are long, thick, cone shaped spikes that serve as armor for the soft tissue of their upper backs and neck. Beyond this soft tissue They range in color from mottled grey to deep green.

BREEDING FRENZY: Unk wyrms are solitary hunters and are only encountered with other unk dragons when they are breeding. At such times the males secrete a very powerful musk from glands on the back of the neck. The musk drives both males and females into a frenzy and they will attack almost anything they come across. Females are attracted to the musk and will travel great distances to find its source. In such times it is not uncommon to encounter a dozen or so Unk dragons in one area.

WANDERING RAVAGERS: The Unk wyrms are voracious feeders and after they exhaust the food supply in one area they move to another. For this reason they are encountered almost everywhere. Their ability to camouflage themselves allows them to change colors and blend in with the new environment. They are stationary hunters as well. They are not able to move quickly so they hide themselves and wait for a target of opportunity to pass by.

WIDE RANGING MENACE: Unk Wyrms are found in almost any climate and any terrain. They prefer rocky, scrub, forest or desert terrain where they are able to take greater advantage of the environment and use their camouflage abilities. They are competent, if slow swimmers and are able to use the thin membrane that stretches between their forelegs and torsos to float or glide at sea. Sailors have reported sighting these strange horned dragons bobbing in the deep oceans.

THE UNK WYRM IN AIHRDE

When Inzae gave the clutch of eggs to the All Father there were many dragons kept therein, some great, some not so. The unk wyrm was one of those breeds that was runt and garnished little attention from the All Father. Though they are one of the most ancient breeds in Aihrde they are rarely recognized as true dragons at all. Only the dwarves are schooled in their habits for the eldritch goblins used them from time to time as mounts and were able to take advantage of their acidic vomit and concoct poisons and other toxins. They also fashioned many shields and armors from their scales and heads. They are found throughout Aihrde except in the Great Northern Shelf and Great Southern Ice Shelf.

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