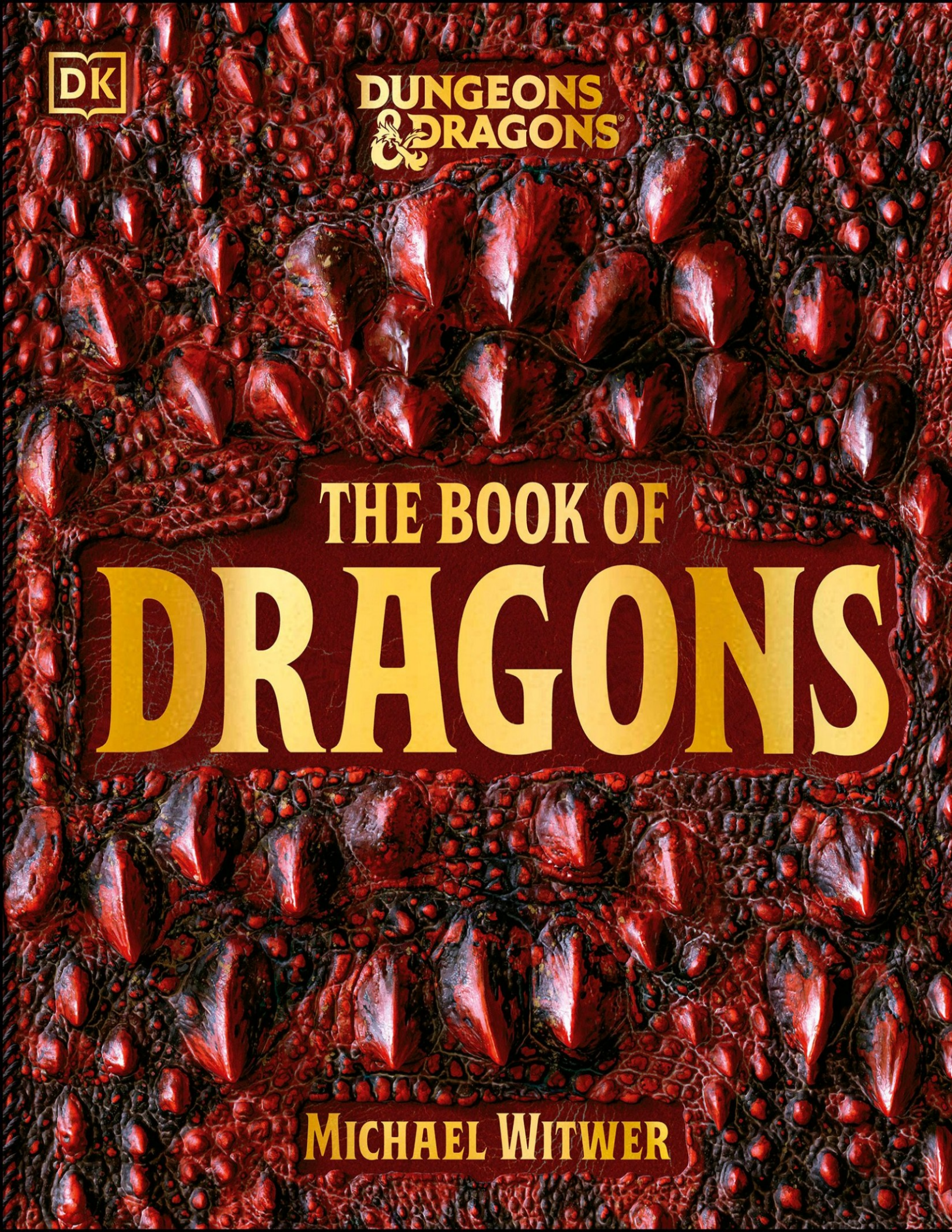

DK
DUNGEONS & DRAGONS
THE BOOK OF
DRAGONS
MICHAEL WITWER

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DUNGEONS & DRAGONS®

THE BOOK OF DRAGONS



MICHAEL WITWER

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INTRODUCTION

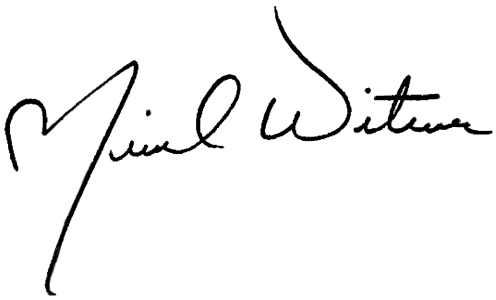
Dragons. Creatures of unfiltered power and majesty. The focus of some of the world's most famous folklore and mythology, the provenance of dragons goes back thousands of years. Today, they are among the grandest ideas in fantasy and the subject of many of the genre's biggest shows, books, and games. What is it about these creatures that keeps us coming back for more? Could it be that there is something in our very nature that *needs* dragons?

When DUNGEONS & DRAGONS debuted in 1974, most players approached the pioneering role-playing game with a reasonable expectation: that it would frequently include the titular monsters. But for a game predicated on the concept of leveling, and starting any given campaign at lowly level one, it was soon discovered that there was no reasonable framework to include these enormous, hyper-powered creatures, at least not until much, much later. Sure, dragons are great for covers and marketing materials, but they'll incinerate a group of low-level adventurers faster than you can say "magic missile." As a result, dragons were largely "off-screen" in early D&D. Was the game overpromising to include dragons in the title when they show up so infrequently in gameplay? Did the game's creators choose alliteration over accuracy? Was TSR, the game's original publisher, guilty of false advertising? Quite the opposite.

Over the past 50 years, dragons have proven the perfect creature to adorn the moniker. Dragons are grand, dragons are dangerous, and for D&D, dragons are aspirational. They represent the pinnacle of adventure, a glorious idea—a phantom

menace—that adventurers can march toward even if they never get there. They are the thrill of anticipation. In D&D, dragons are always just around the corner, and that's often been the fun of it. Even better, the game has since figured out numerous reasonable ways to interact with dragons—from conversation to combat. Today, if it's dragons players want, it's dragons they'll get. And that's a great thing because the world needs dragons more than ever.

Perhaps D&D's most famous character, drow ranger Drizzt Do'Urden, explains it best: "I would not want to live in a world without dragons, as I would not want to live in a world without magic, for that is a world without mystery, and that is a world without faith."



Michael Witwer

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AN INTRODUCTION TO DRAGONS

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

—Fizban the Fabulous

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TIAMAT'S LAMENT



Before this world began, I was
With platinum coward and ruby child
Grandest creation took form because
Our First World was greater than all the wild

Ill gods could not resist its pull
Abandoned by brother and child I raged
My birthright torn from my talons whole
Defeated and kept in smoldering cage

For ages I stew and plan and serve
So wasted my greatness among the hells
A prisoner queen yet I preserve
A hatred so pure to break the spell

And soon I'll break my bitter chains
Escape my prison, my lair of fools
Reclaiming my righteous fiery reign
Till all bow down to my glorious rule



THE BALLAD OF BAHAMUT



Before this world began, we were
Majestic shine and glorious color
Creation in harmony, peace in perfection
The First World and gem the greatest of our work
As it should be, as it is

But all that is, comes to ends
As darkest night follows brightest day
The First World, never ours to own
Drew visitors grand from distant planes
As it should be, as it is

A new and glorious age had begun
Like crystal rivers that rush to sea
So perfect and inevitable it was
And now I lair upon mountains great
As it should be, as it is

Yet you, my sister, will never find rest
For wrath and vengeance can never bring peace
Like the volcano you spit and rage

But only bury yourself deeper, when boiled blood cools
As it should be, as it is



DRAGON REALMS

Here Be Dragons

Dragons exist virtually everywhere. According to legend, these powerful creatures were the original inhabitants of the Material Plane, populating a First World forged by the dragon gods Tiamat and Bahamut, and aided by their gem dragon creation Sardior. When the First World was invaded by gods from the Outer Planes it was shattered during the battle for its control, forming myriad seedling worlds, such as Toril and Oerth. While dragons of the First World were scattered throughout the multiverse, they remain the living embodiment of the Material Plane's elemental energy, expressed through the creatures' majestic form, their innate abilities, and their devastating breath weapons.



Toril

Spinning in Realmspace exists a world of land, water, and life called Toril. It is a beautiful and dangerous world teeming with bustling cities, lush forests, scorche deserts, and everlasting seas, all dotted with the ruins of long forgotten civilizatic earning it the nickname the “Forgotten Realms.” It is also a place of colorful characters and dangerous creatures, none more formidable than the dragons that occasionally populate the landscape. While it is unknown when dragons first appeared on this remarkable world, many of the multiverse’s most famous exam originated here.



Krynn

Majestic dragon gods are at the center of the creation story of Krynn. Its beautifu
landscapes can't hide the cataclysmic natural disasters and bitter dragon wars th
have shaped the history of this sprawling realm. Known for the fabled artifacts ca
Dragonlances, Krynn has often served as a battleground between Tiamat and
Bahamut (called here Takhisis and Paladine), who remain locked in an eternal ba
for the balance of good and evil. While dragons have been known to disappear fr
this land for ages at a time, new generations of unlikely heroes are always to be
found.



Eberron

A world founded by warring primordial dragons, Eberron is a realm where the po
of these ancient creatures is harnessed into every aspect of life. A land that teems
with magic and steam, swashbucklers swing about airships in great displays of
derring-do as inventors board trains bound for exotic lands of intrigue. While
encounters with dragons are rare, their magic is ever-present in commerce,
evidenced by humanoids who have inherited “dragonmark” symbols—sigils that
imbue them with special gifts. However, even dragon magic can’t fully heal a wo
still scarred by the ravages of war.



Oerth

Scholars of the planet Oerth often tell of a singular draconic god who shed his blo
to bring about the world's creation. Regardless of whether this tale is true, there c
be no doubt that dragons have left their mark upon this remarkable world of vast
deserts, age-old forests, endless seas, mighty mountains, and bustling cities, suc
the legendary Free City of Greyhawk. A realm of noble kingdoms and chivalry,
dragons have long been the ultimate conquest for its brave and foolish adventurer
who frequently scour perilous dungeons and trade in forbidden magic.

Dragons of Toril's Sword Coast



LEGENDARY DRAGON LAIRS

1. Icingdeath
White dragon; Reghed Glacier

2. Klauth
Red dragon; Klauthen Vale

3. Shimmergloom
Shadow dragon; Mithral Hall

4. Themberchaud
Red dragon; Gracklstugh

5. Voaraghamanthar and Waervaerendor
Black dragons; Mere of Dead Men

6. Ebondeath
Dracolich; Mere of Dead Men

7. Old Gnawbone
Green dragon; Kryptgarden Forest

8. Inferno
Red dragon; The Star Mounts

9. Runara
Bronze dragon; Stormwreck Isle

10. Sparkrender
Blue dragon; Stormwreck Isle

11. Chuth
Green dragon; Misty Forest

12. Miirym
Ghost dragon; Candlekeep

Dragonsight

When the First World was destroyed and its dragons dispersed across the many worlds, some believe that the dragons themselves were shattered and their pieces spread upon different realms. Each piece, or echo, became a fully functioning duplicate, living their own existence and unaware of their other selves. However, as dragons age many begin to grow an awareness and connection to these echoes, and some begin to communicate with their counterparts or even see through their eyes and experience their memories. This phenomenon is known as dragonsight.

DRAGON TYPES

Diverse Dragons

Dragons are ancient, powerful, and majestic creatures as assorted and diverse as the very colors that shimmer upon their scales. They are also incredibly intelligent, able to master languages, spellcraft, and any other subjects that take their fancy. Sometimes referred to as "wyrms," true dragons continue to grow in power and size over their entire lifespan, which can be millennia. Dragons are typically sorted into two primary categories, based on the characteristics of their primordial, progenitor god. The chromatics are said to have spawned from the multi-headed dragon queen Tiamat, while the metallics are born of the great platinum dragon Bahamut.

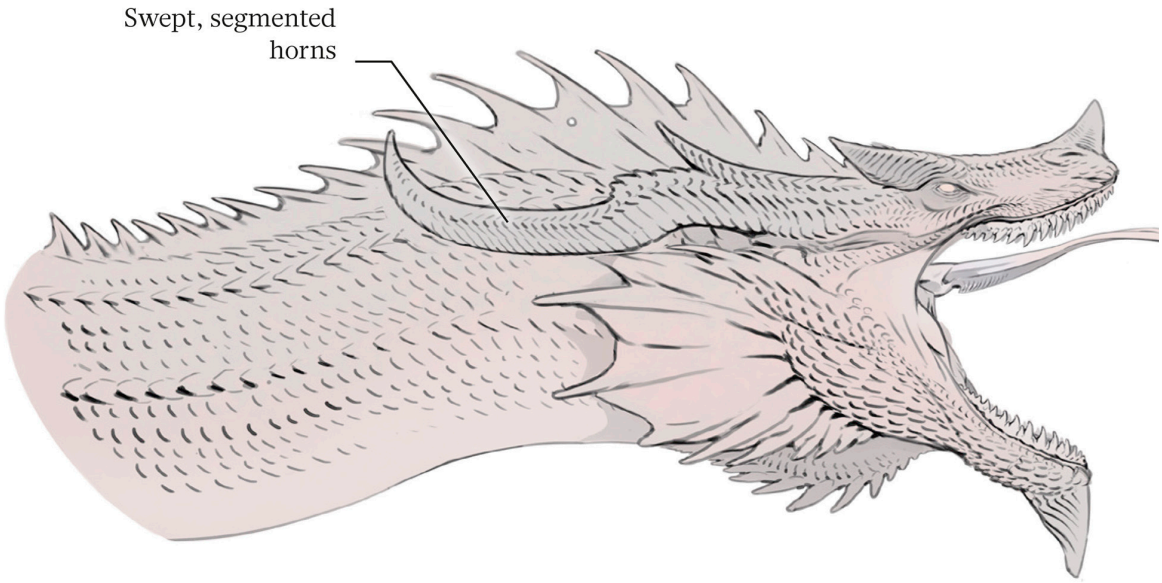


Force Beyond Nature

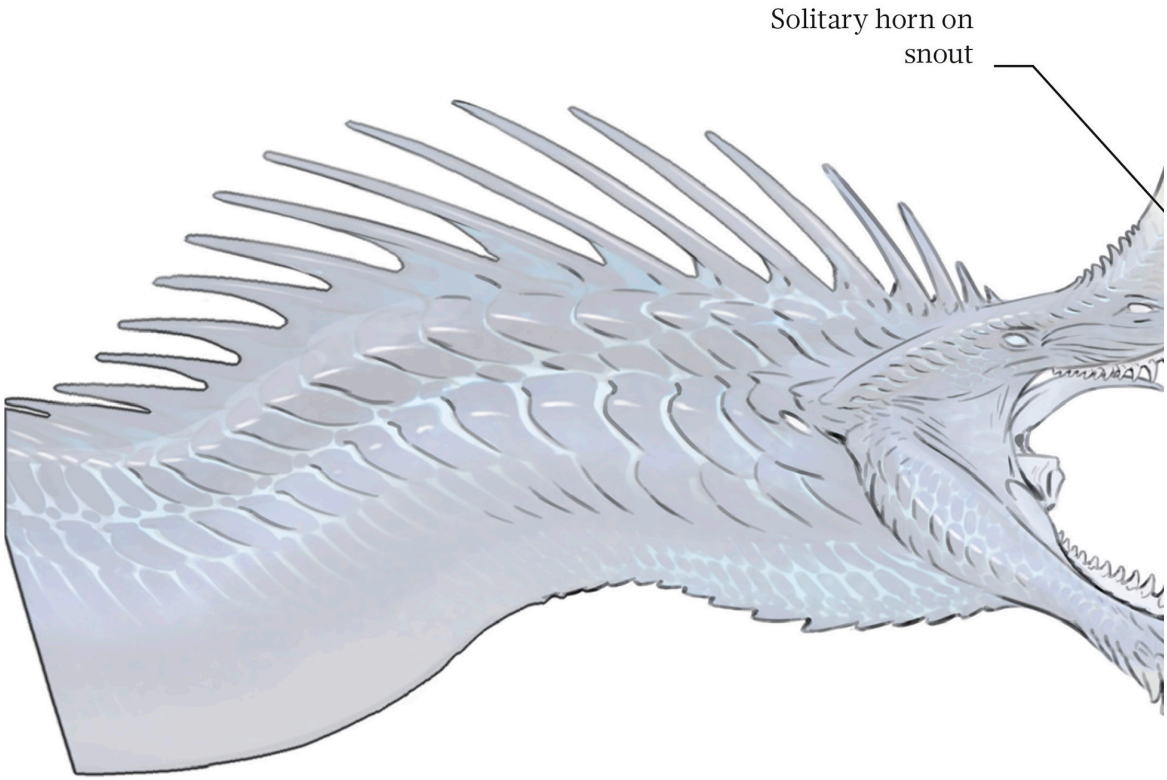
While dragons come in all shapes, sizes and colors, one thing they all have in common is that they are a force of and beyond nature, capable of annihilating virtually any mortal (and sometimes immortal) creature that comes into their pat

Chromatic Dragons

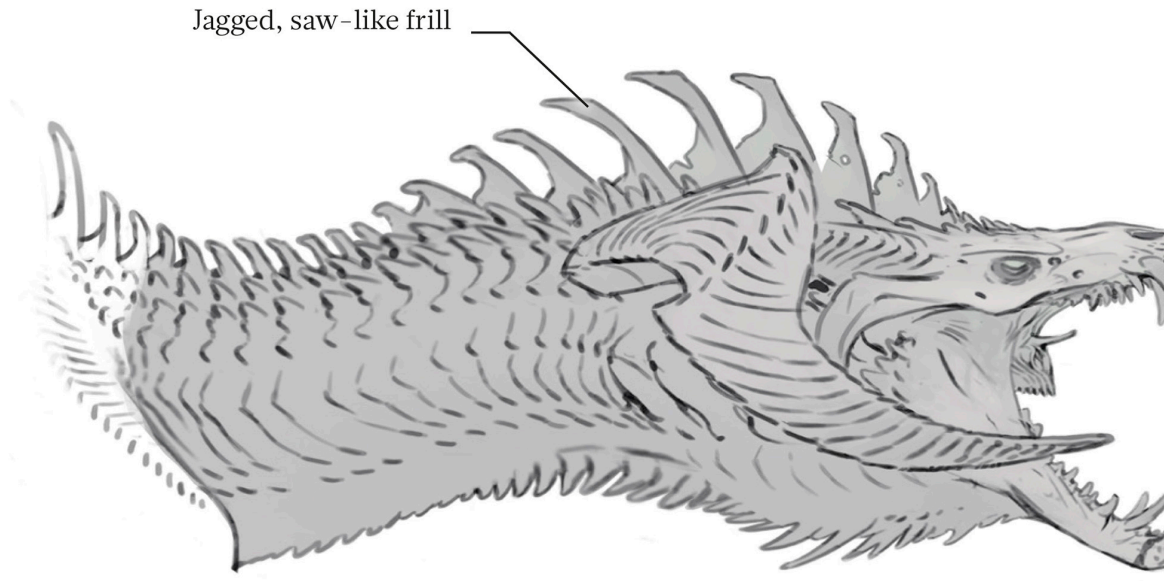
Descendants of Tiamat the Dragon Queen, chromatic dragons are creatures of greed, destruction, and vanity. While each of the black, blue, green, red, and white dragons represents a different shade of a dragon's most wicked qualities, they all agree on one thing: their supremacy over all living things. This belief fuels their presumed right to wealth and their right to rule, and they enforce these rights with ruthless impunity.



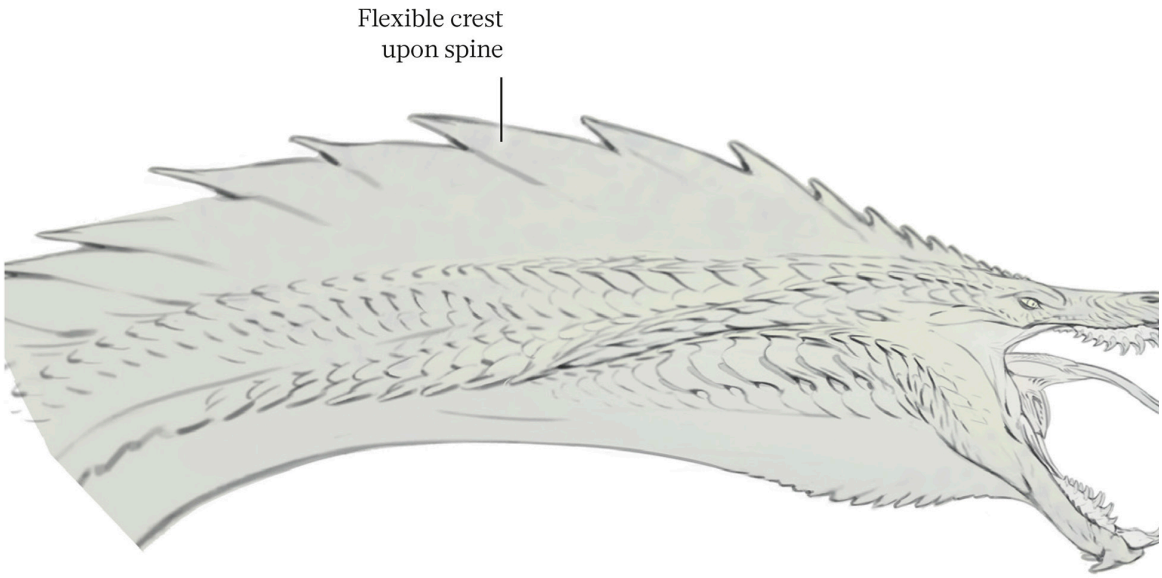
Red Dragon



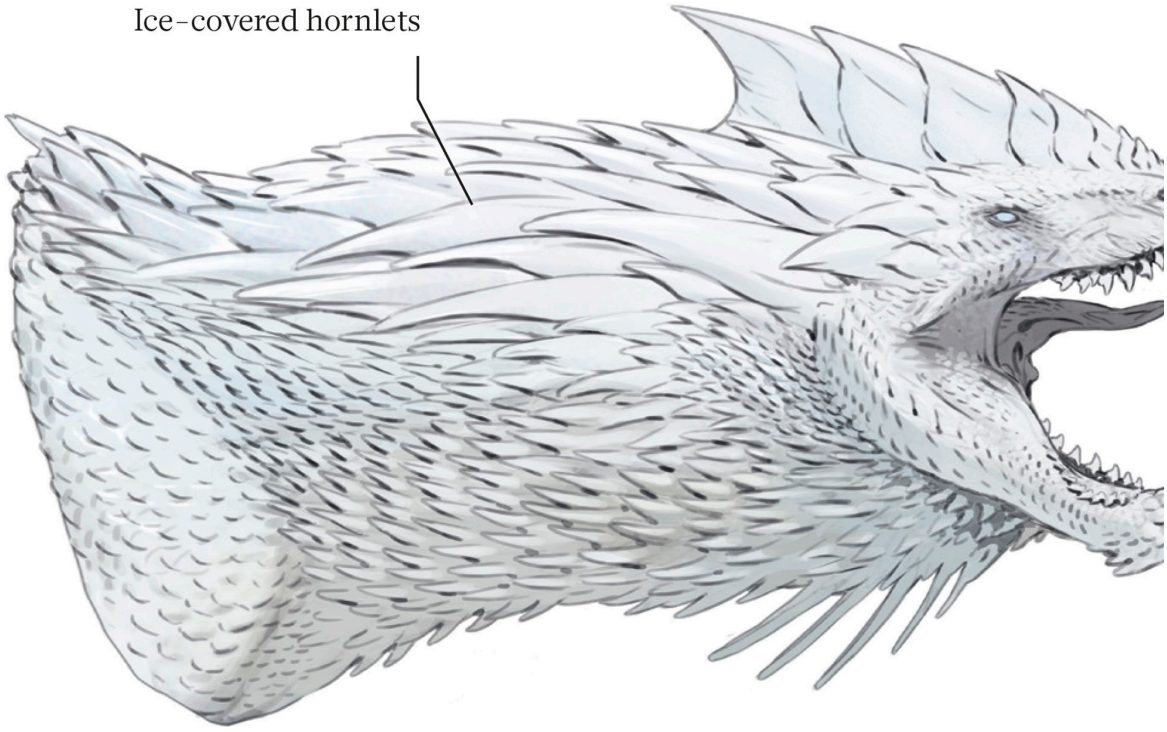
Blue Dragon



Black Dragon



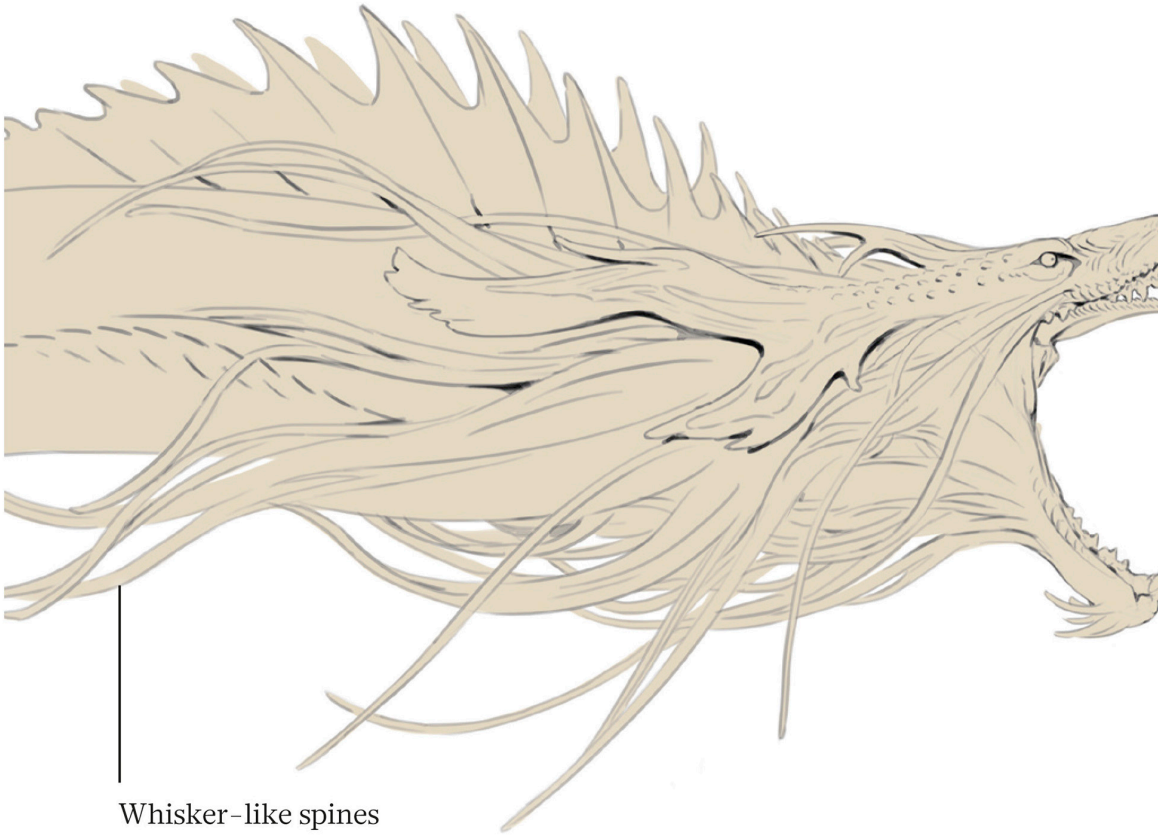
Green Dragon



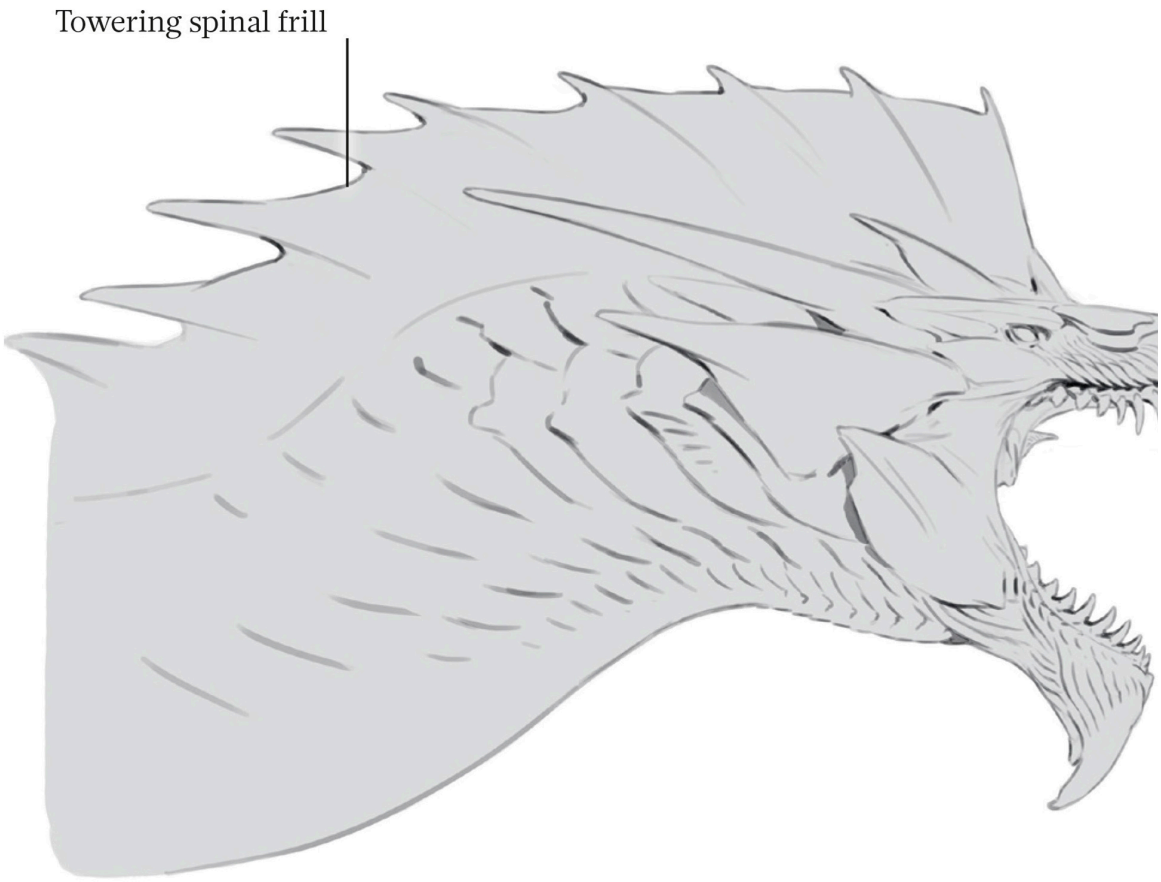
White Dragon

Metallic Dragons

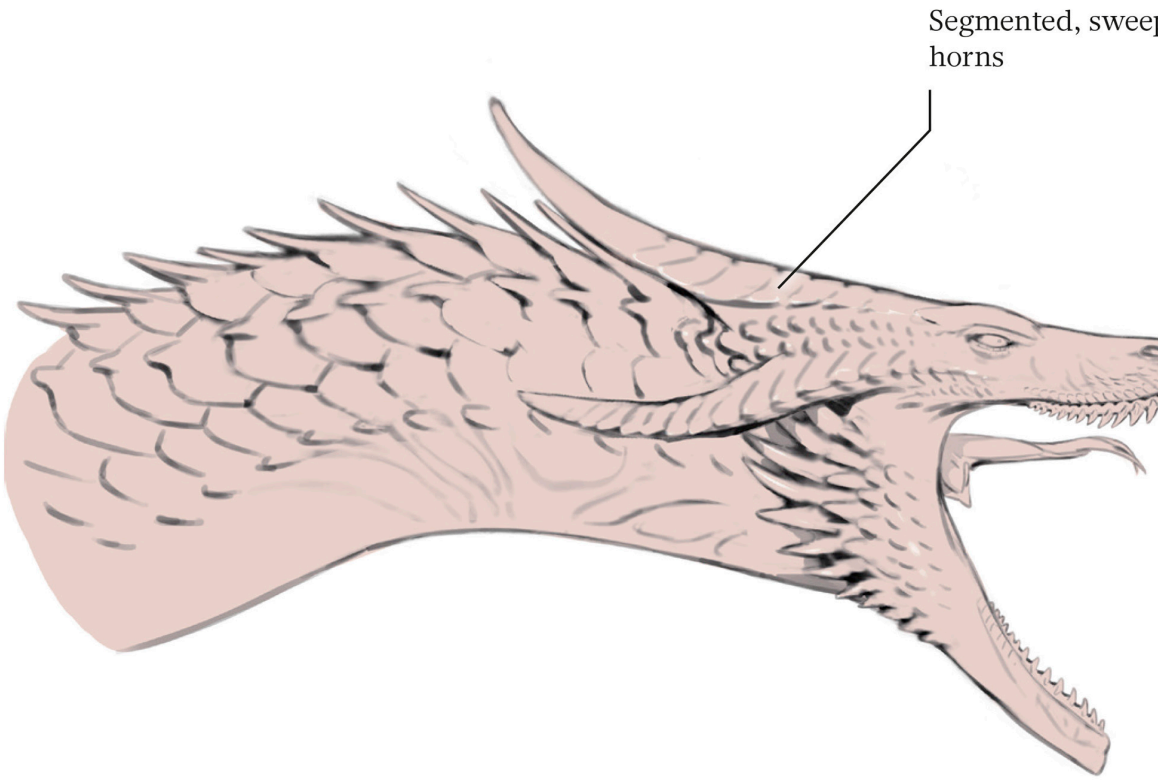
Followers of dragon god Bahamut, metallic dragons are powerful forces of virtue, honor, and protection. Dragons of the brass, bronze, copper, gold, and silver varieties share a curiosity and affection for the worlds of civilization. Some even use their preternatural shapeshifting abilities to live among humanoids and learn about their cultures, while others replicate beasts of the forests or seas and study their natural ways. In all cases, their interest is preserving and protecting the world from their tyrannical chromatic dragon foes.



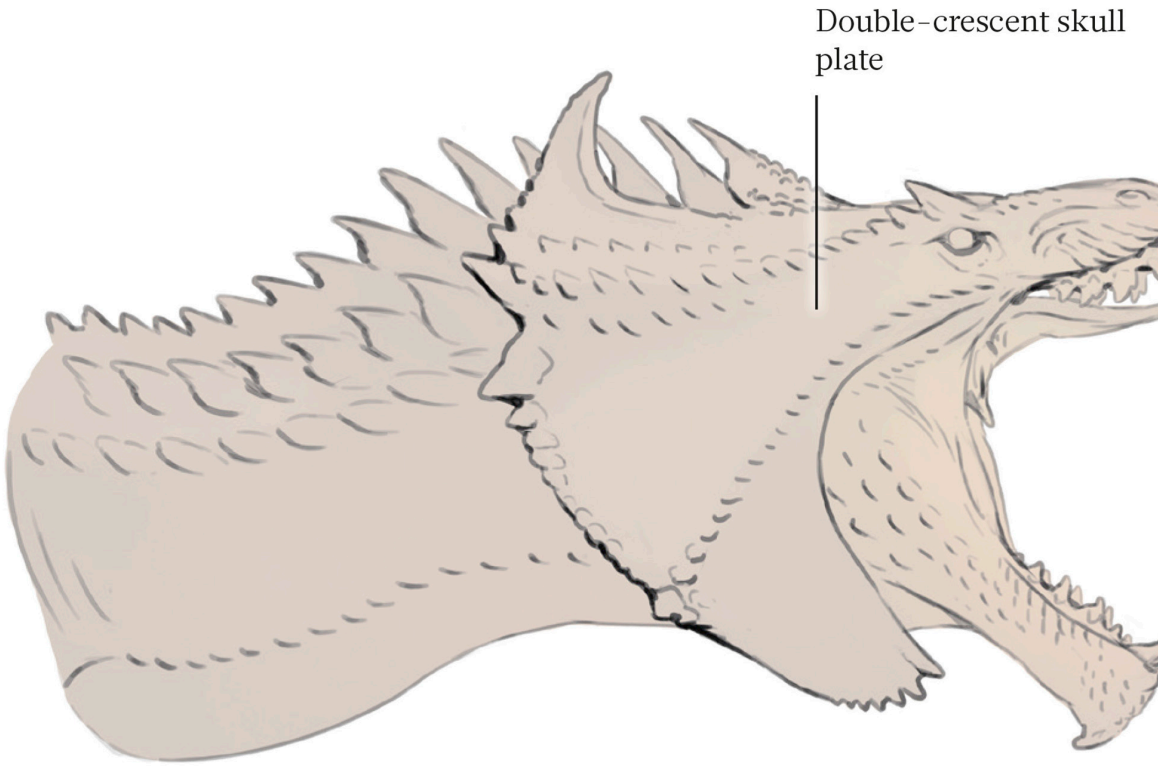
Gold Dragon



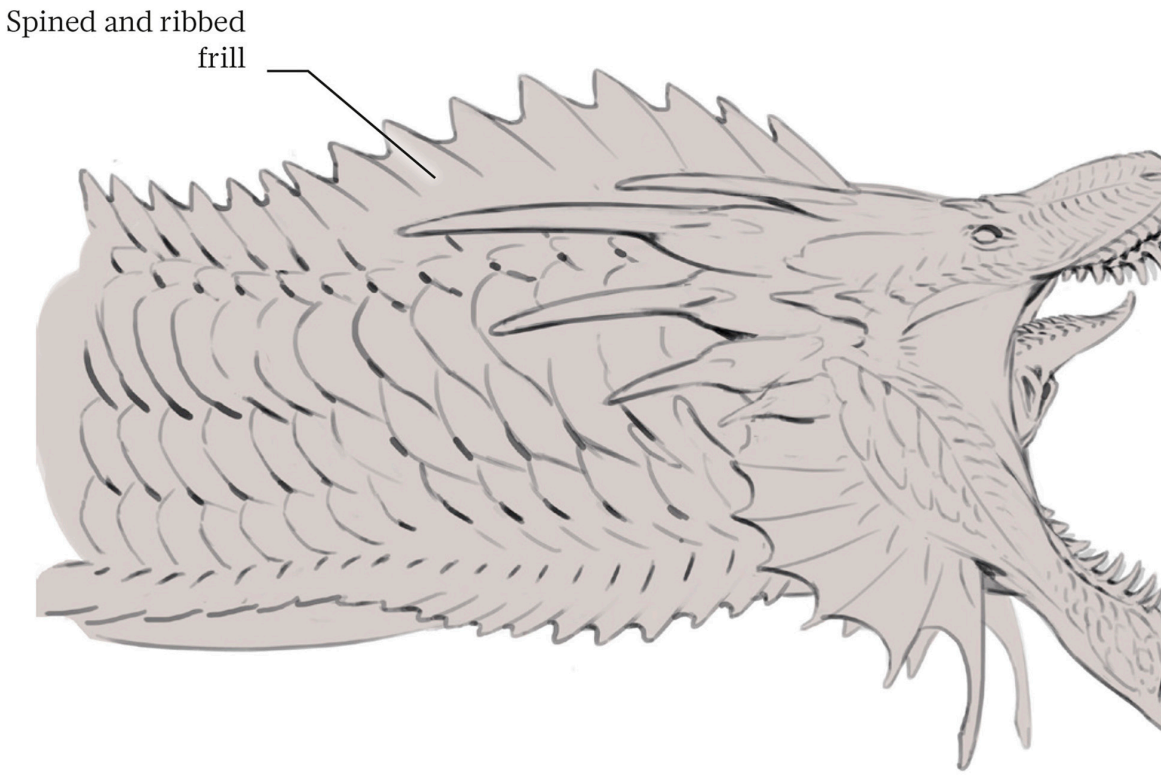
Silver Dragon



Copper Dragon



Brass Dragon



Bronze Dragon

Other Dragon Types

While there has been much debate as to what encompasses “true dragons,” it is generally agreed that the category includes any that grow in power as they age. This broad definition includes not only chromatics and metallics, but many other types such as gem dragons, faerie dragons, shadow dragons, and sometimes even dragon constructs and undead dragons like the dracolich and ghost dragon.



Chardalyn Dragon

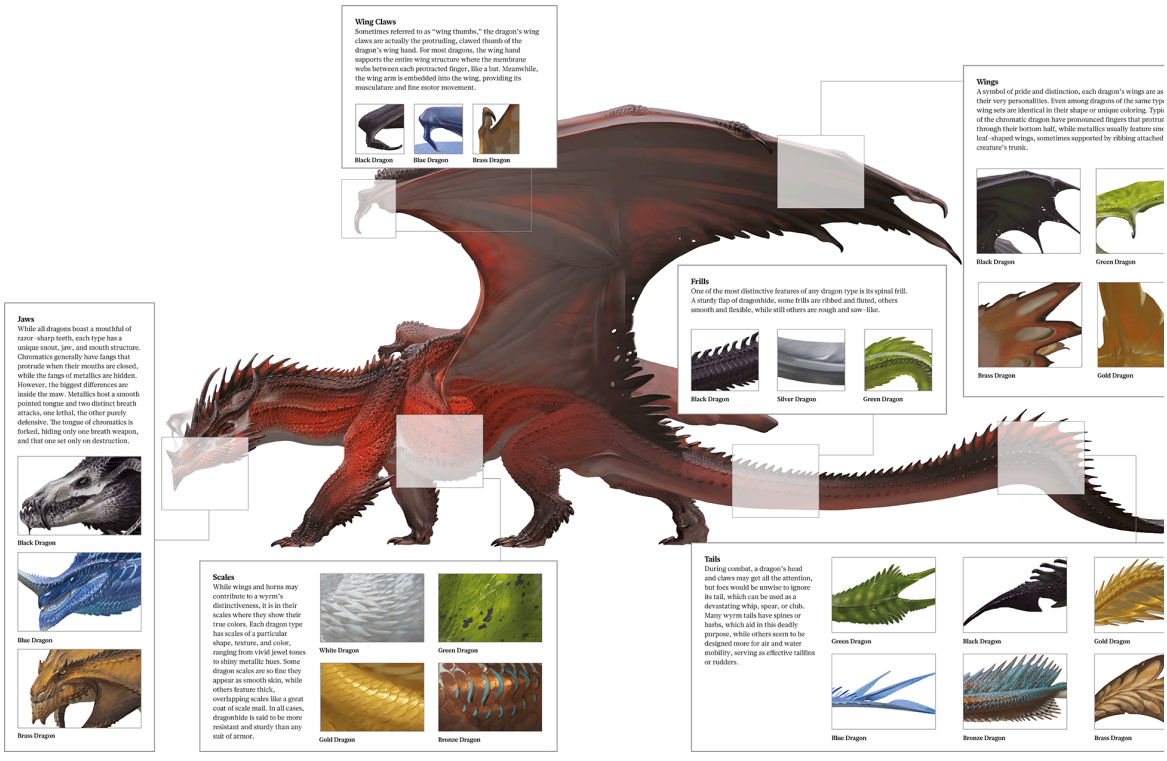


Crystal Dragon

DRAGON ANATOMY

Wondrous Wyrms

Dragons are the ultimate apex predators of the multiverse, each type armed with a set of adaptive traits perfectly geared toward their disposition and chosen environment. However, many scholars believe the dragon form pre-existed the Material Plane and was not shaped by it, but more likely helped shape it. Perhaps that's why so many wyrms, especially of the chromatic variety, feel they are made for grander purposes. Whatever the case, one thing nearly everyone agrees on is that these creatures are a force of sheer power and wonder the worlds over.



Jaws

While all dragons boast a mouthful of razor-sharp teeth, each type has a unique snout, jaw, and mouth structure. Chromatics generally have fangs that protrude when their mouths are closed, while the fangs of metallics are hidden. However, the biggest differences are inside the maw. Metallics host a smooth pointed tongue and two distinct breath attacks, one lethal, the other purely defensive. The tongue of chromatics is forked, hiding only one breath weapon, and that one set only on destruction.



Black Dragon



Blue Dragon



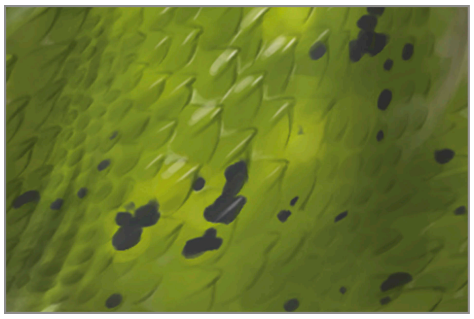
Brass Dragon

Scales

While wings and horns may contribute to a wyrm's distinctiveness, it is in their scales where they show their true colors. Each dragon type has scales of a particular shape, texture, and color, ranging from vivid jewel tones to shiny metallic hues. Some dragon scales are so fine they appear as smooth skin, while others feature thick, overlapping scales like a great coat of scale mail. In all cases, dragonhide is said to be more resistant and sturdy than any suit of armor.



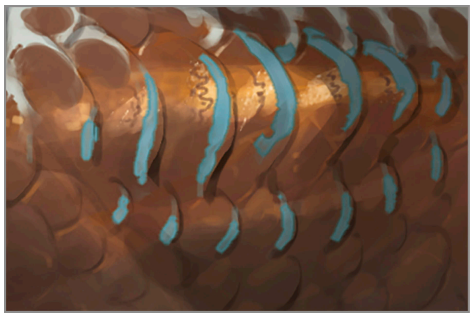
White Dragon



Green Dragon



Gold Dragon



Bronze Dragon

Wing Claws

Sometimes referred to as “wing thumbs,” the dragon’s wing claws are actually the protruding, clawed thumb of the dragon’s wing hand. For most dragons, the wing hand supports the entire wing structure where the membrane webs between each protracted finger, like a bat. Meanwhile, the wing arm is embedded into the wing, providing its musculature and fine motor movement.



Black Dragon



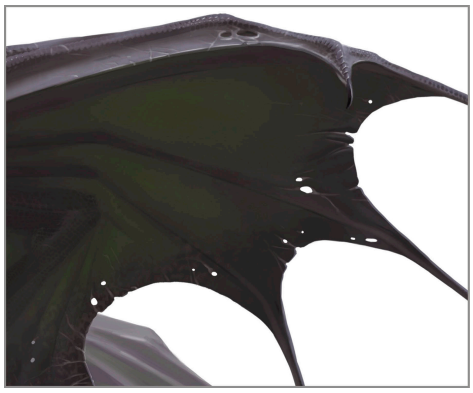
Blue Dragon



Brass Dragon

Wings

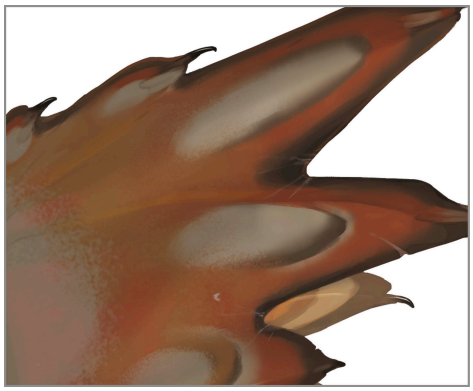
A symbol of pride and distinction, each dragon's wings are as unique as their very personalities. Even among dragons of the same type, no two wing sets are identical in their shape or unique coloring. Typically, wings of the chromatic dragon have pronounced fingers that protrude like spines through their bottom half, while metallics usually feature smoother, leaf-shaped wings, sometimes supported by ribbing attached to the creature's trunk.



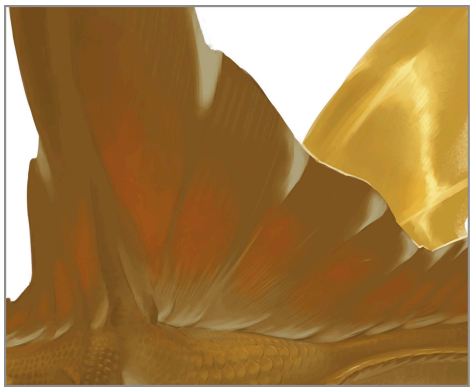
Black Dragon



Green Dragon



Brass Dragon



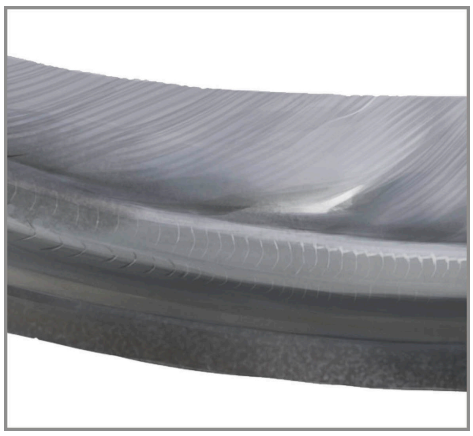
Gold Dragon

Frills

One of the most distinctive features of any dragon type is its spinal frill. A sturdy flap of dragonhide, some frills are ribbed and fluted, others smooth and flexible, while still others are rough and saw-like.



Black Dragon



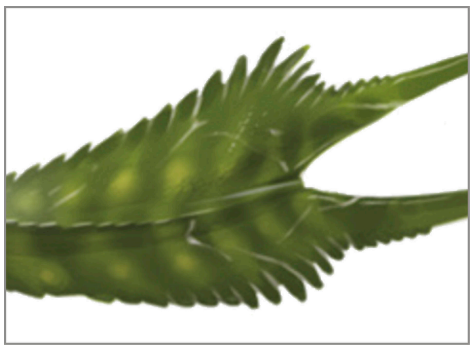
Silver Dragon



Green Dragon

Tails

During combat, a dragon's head and claws may get all the attention, but foes would be unwise to ignore its tail, which can be used as a devastating whip, spear, or club. Many wyrm tails have spines or barbs, which aid in this deadly purpose, while others seem to be designed more for air and water mobility, serving as effective tailfins or rudders.



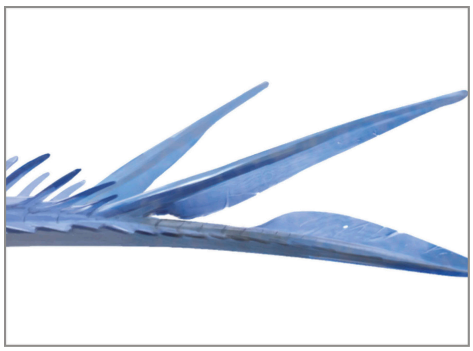
Green Dragon



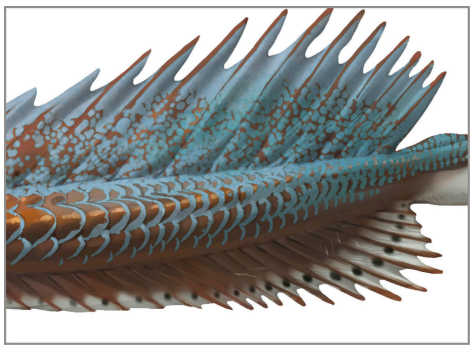
Black Dragon



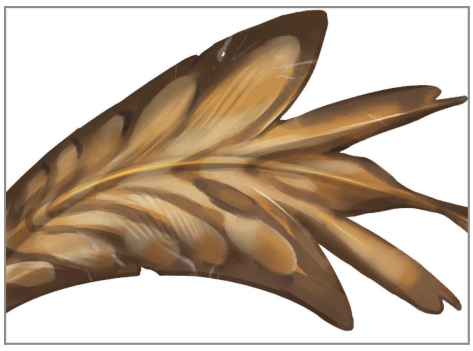
Gold Dragon



Blue Dragon



Bronze Dragon



Brass Dragon

DRAGON LIFE CYCLE

Elemental Energy Incarnate

From the moment a dragon is conceived until the day its energies are released back into the multiverse, the life of every wyrm is an event. Unlike most creatures of the Material Plane, dragons grow grander, wiser, and mightier as they age. However, there are limits to their power and years. As primordial creatures of the Material Plane, they are subject to its elemental entropy and decay. While dragons can be exceptionally long-lived, they are not immortal and will eventually succumb to conflict or age.



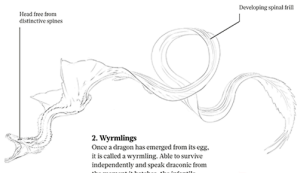
Finding a Lair

While every dragon and dragon type has different preferences, most dragons spend their young life in search of the perfect lair. Many considerations come into play during the selection, such as local food supply, temperature, materials, safety, access, and, of course, enough room to take off and land.



Gold dragon egg shell contains veins of solid gold

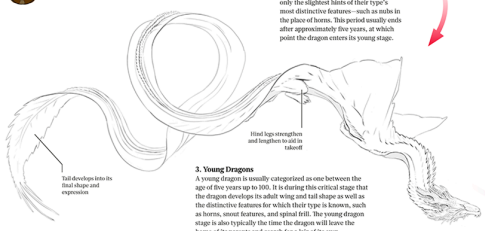
1. Eggs
Each dragon egg type is perfectly designed to protect, contain, and develop the elemental power of the wyrmling within. Not only are their materials and appearance unique, but each must be cared for differently to ensure successful hatching. For example, the eggs of red, brass, and gold dragons must be kept in continuous flame, while the eggs of green dragons thrive in caustic acid.



Head free from distinctive spines

Developing spinal frill

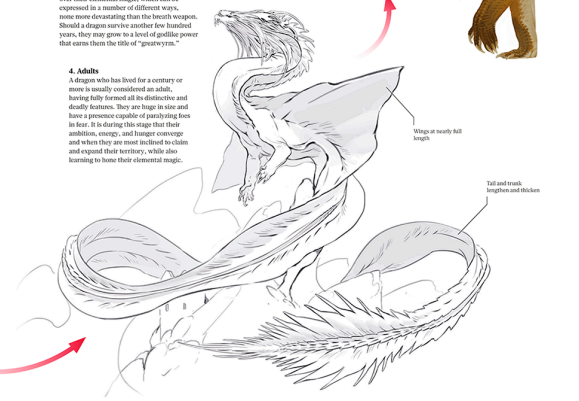
2. Wyrmlings
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Tail develops into its final shape and expression

Hind legs strengthen and lengthen to aid in takeoff

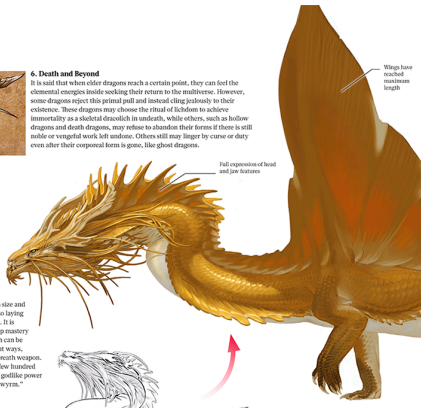
3. Young Dragons
A young dragon is usually categorized as one between the age of five years up to 100. It is during this critical stage that the dragon develops its adult wing and tail shape as well as the distinctive features for which their type is known, such as horns, snout features, and spinal frill. The young dragon stage is also typically the time the dragon will leave the home of its parents and search for a lair of its own.



Tail and trunk lengthen and thicken

Wings at nearly full length

4. Adults
A dragon who has lived for a century or more is usually considered an adult, having fully formed all its distinctive and deadly features. They are huge in size and have a presence capable of paralyzing foes in fear. It is during this stage that their ambition, energy, and hunger converge and when they are most inclined to claim and expand their territory, while also learning to hone their elemental magic.



Full expression of head and jaw features

Wings have reached maximum length

5. Ancients and Greatwyrms
Only dragons of exceptional power and fortitude will last until the stage of ancient. Usually defined as those beyond 800 years old, ancient dragons reach their gargantuan maximum size and power during this stage, while also laying claim to multiple lairs and hoards. It is during this phase that they develop mastery over their elemental magic, which can be expressed in a number of different ways, none more devastating than the breath weapon. Should a dragon survive another few hundred years, they may grow to a level of godlike power that earns them the title of "greatwyrm."



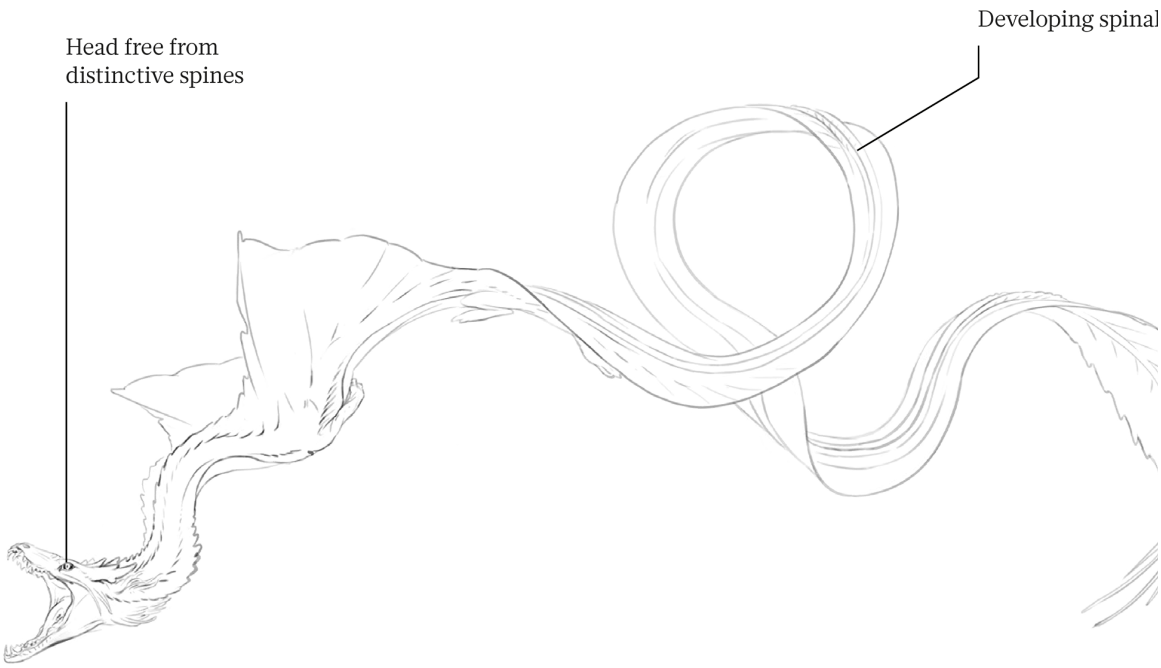
6. Death and Beyond
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Gold dragon egg shell contains veins of solid gold

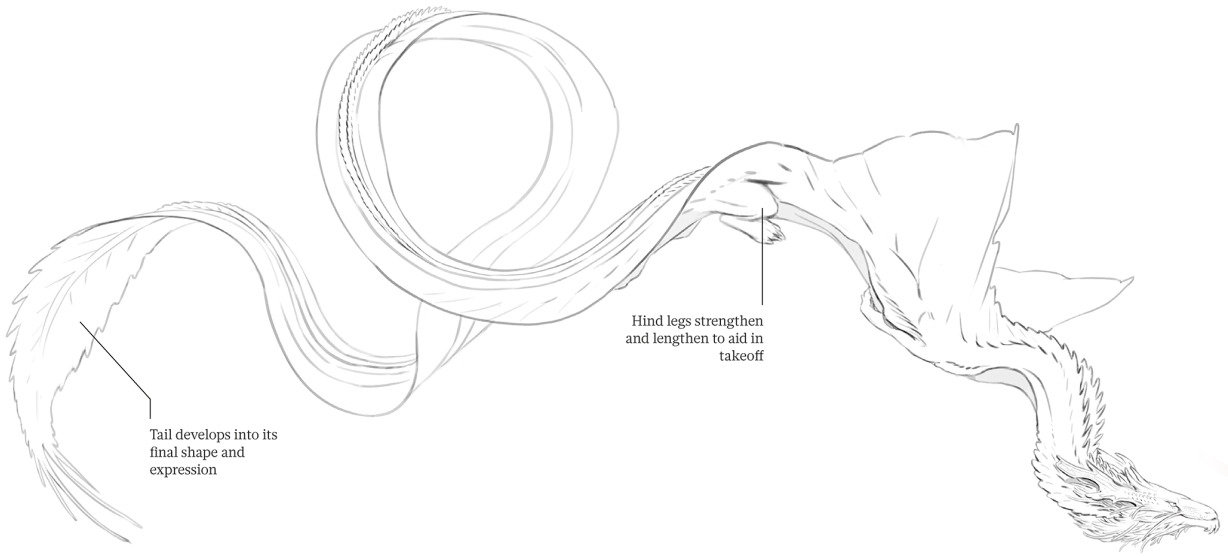
1. Eggs

Each dragon egg type is perfectly designed to protect, contain, and develop the elemental power of the wyrmling within. Not only are their materials and appearance unique, but each must be cared for differently to ensure successful hatching. For example, the eggs of red, brass, and gold dragons must be kept in continuous flame, while the eggs of green dragons thrive in caustic acid.



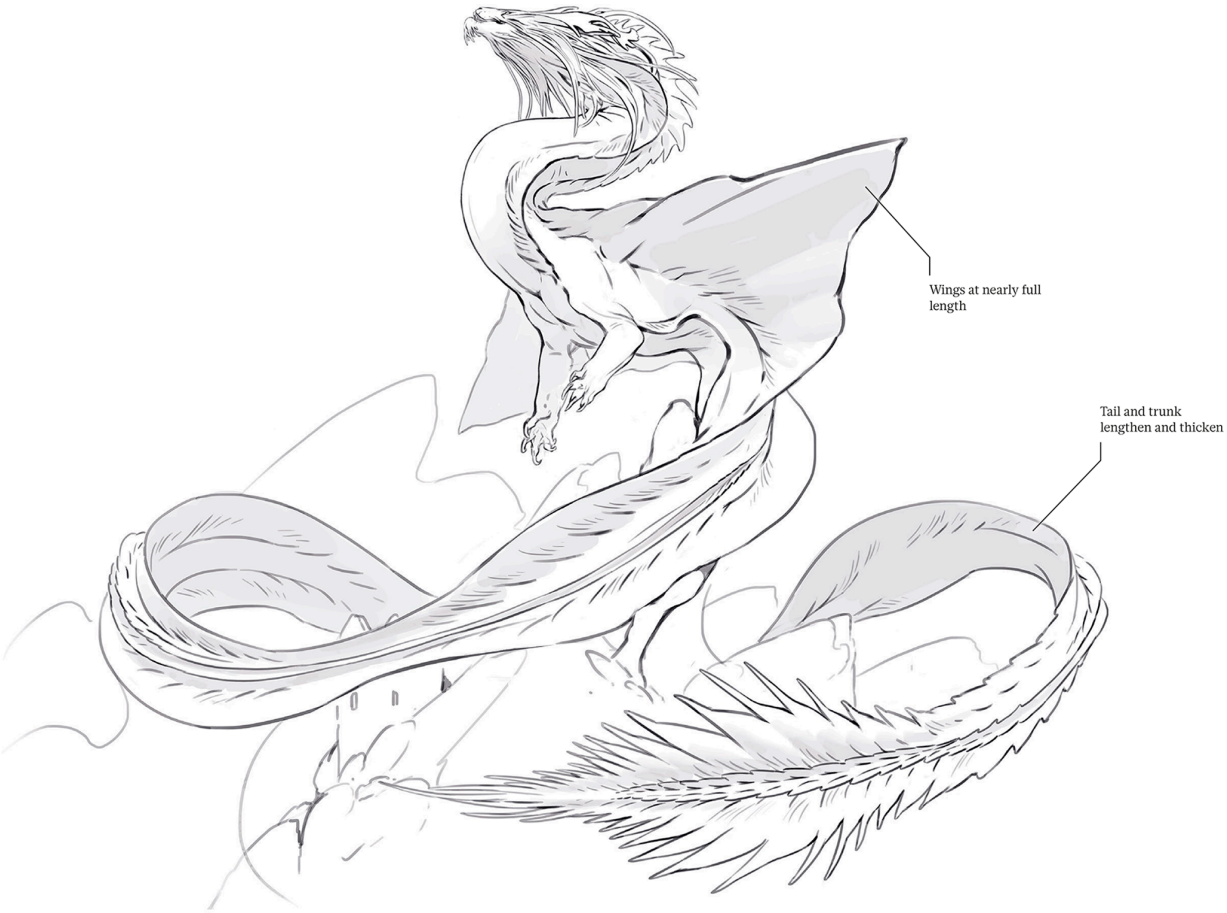
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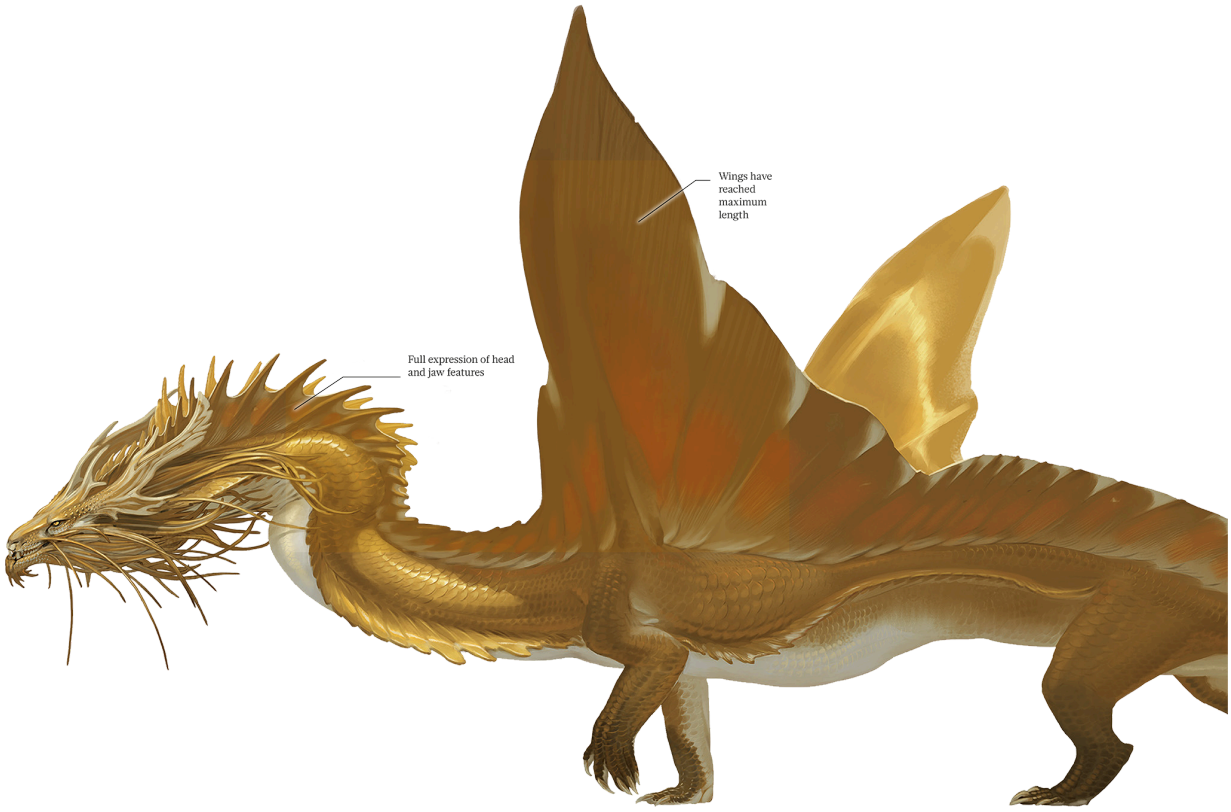
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DRAGON LAIRS AND HOARDS

Magical Sanctuary

The lair of a dragon is much more than a place where it finds shelter or sleep. It is instead a carefully selected sanctuary that becomes the nexus of its elemental magic and ever-growing hoard. Over time, both the lair and the hoard within become suffused with the dragon's magic, allowing the creature to draw strength and perform extraordinary feats when they are nearby or within. Similarly, the lair itself radiates the creature's mysterious magic and affects everything in its vicinity, from the behavior of nearby animals to the very workings of the weather and natural elements.

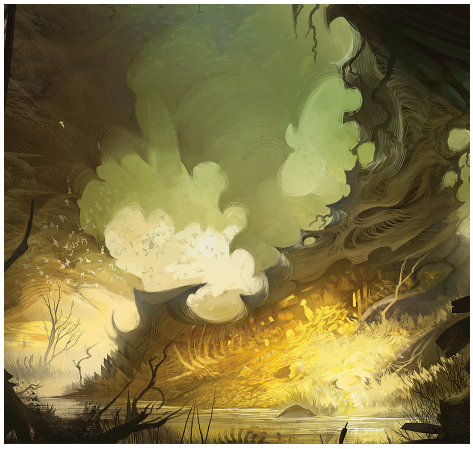


Home Sweet Home

Each dragon type selects a lair location best suited to optimize its natural physical and magical gifts. For example, red dragons often choose active volcanoes, which they seem to have a talent for activating at will, while copper dragons pick dry, rocky caves where they are said to be able to shape the very stone to their liking. In every case, a dragon will be at the height of its power within its lair.

Chromatic Dragon Lairs

Lairs chosen by chromatic dragons tend to be locations of violence, impurity, and failure. Whether an active volcano, icy chasm, swampy bog, foggy forest, or stifling sandhole, these dragons take solace in lifeless places of decay and entropy, where their vile powers can most easily take root and grow. In such locations, if the dragon doesn't get an intruder, the environment itself probably will.



Black



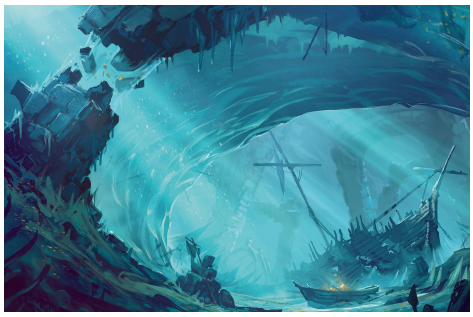
Blue



Red



Green



White



Lair Defenses

Some dragons would rather die than abandon their lair, and it's no wonder. A dragon's home becomes every bit as much a part of them as their tail or talons. As a result, the defense of a lair is the dragon's highest priority when it claims a location. Common lair defenses include camouflaged entrances, inaccessibility to humanoids, mazelike tunnels, magical wards, minion guards and monsters, and of course insidious traps. Most dragons create a secret escape tunnel as a last resort—however, most of their efforts are focused on weakening or eliminating threats before any such tunnel would ever be used.



Treasures

The treasures that populate any given dragon hoard are every bit as diverse as the creatures themselves. While virtually all dragons love coins of precious metals, m dragons prefer artifacts of curiosity, art, or sentiment, which often have little or r monetary value.



Environments

No matter the climate or terrain, the most coveted locations for a dragon's lair are those already imbued with magical resonance ahead of the dragon's arrival. These can include the site of a great wizard's battle, a dragon graveyard, or the crash site of a fallen star. These locations tend to best hold, unlock, and hone the dragon's elemental magic.



Hoard Magic

Due to the dragon's intense physical and emotional attachment to its hoard, the cache becomes suffused with the creature's powerful elemental magic. The magic the hoard grows with the dragon, while certain items can become permanently enchanted even after being removed.



Metallic Dragon Lairs

The lair of the metallic dragon is most often a location of life, purity, and curiosity. Found among great mountain peaks, rocky foothills, sandy caverns, shimmering sea caves, or even once-elegant palaces, noble metallics seem to be drawn to areas where they can both observe and aid humanity in their times of need. They do, however, jealously guard their hoards and rarely react favorably to uninvited guests.

DRAGONS AND CIVILIZATION

Dragon Legends

While most residents of the multiverse have heard of dragons, very few have ever actually seen one. Understandably, those who have cannot stop talking about them, which not only leads to widespread knowledge of their existence, but also to an array of dubious legends. In truth, dragons are exceptionally rare and reclusive and have little to no impact on the daily lives of most humanoids. However, a single dragon can have a radical effect on a region, whether instilling widespread terror as a tyrant or spreading comfort as a protector; even the natural elements behave differently when dragons are around. It is no wonder then that these majestic beings are spoken of with such fear and awe.



Forces Of Destruction

Dragons are most often depicted as forces of sheer terror and devastation. A single adult dragon can dominate a territory of several hundred square miles, wreaking havoc on the land and its residents, usually in the name of food and plunder. These behaviors are most associated with chromatic dragons who follow the ways of Tiamat, but there are also examples of metallics who have let their desire to build their hoard supersede good judgement.



Dragons as Commodity

Not only are dragons rare, but they are virtually impossible to kill. As a result, any draconic artifact, from a tooth or claw to a scale or horn, has extraordinary value the open market. However, these sensational sums are not only paying for the rai that collectors prize, but also in consideration that every part of the dragon is suffused with the dragon's elemental energies, giving it powerful practical propei of combat and magic.



Dragons in War

Uniquely solitary creatures, dragons rarely unite behind a singular cause unless ordered to do so by a dragon god, compelled by an orb of dragonkind, or convinced by someone with immense powers of persuasion. However, once brought into wartime service, few creatures are capable of such impact. Armed with size, strength, unmatched mobility, impenetrable defenses, and an arsenal of deadly weapons, a dragon is effectively a one-person army. They are all the more formidable when coordinating with other wyrms in a flight of dragons and some will even put their talents to use in service to a humanoid dragon rider, under the right terms or circumstances.



Forces of Protection

It is good to have friends in high places, and few creatures soar higher than dragons. Fortunately for humankind, they have often found allies among metallic dragons who follow the path of Bahamut. It is much believed that, if not for the watchful and protective efforts of these noble creatures, humanoid civilizations would be overrun by the tyrannical dragons who take after Tiamat.



Dragons as Myth

Each realm has its own set of myths and legends around dragons. Many believe these creatures were the original creators and inhabitants of the Material Plane, while others think that they evolved over time from reptilian or avian creator races. Some believe the worlds of the multiverse were formed by celestial draconic conflicts. There is likely some truth in all of these stories, but given the rarity of these creatures, some even wonder whether they exist at all. These skeptics often learn the hard way that what you don't know *can* hurt you.



Dragons in Society

Notoriously independent creatures, few dragons take part in anything that resembles structure or society. However, some of the friendlier and more gregarious types do form communities. For example, gold dragons typically adhere to a societal structure led by a King of Justice, while bronze dragons often live in tight-knit groups. Some metallics even choose to live among humanoids in crowded cities, usually in shapeshifted form as secret observers and protectors of the population.



Draconic

Called Iokharic, the draconic language and its script is used not only by the great race of dragons, but draconic-related species such as draconians, dragonborn, kobolds, and wyverns. Even troglodytes and lizardfolk often use the ancient scrip wyrms.

Draconic Quests

Any quest involving a dragon is dangerous by its very nature. Whether seeking to speak with a dragon to obtain knowledge or pledge allegiance, to raid a dragon's hoard, or even to challenge and slay one of these mighty beasts, all who would embark on such a mission should take heed that they are truly playing with fire.



Dragon Slayer

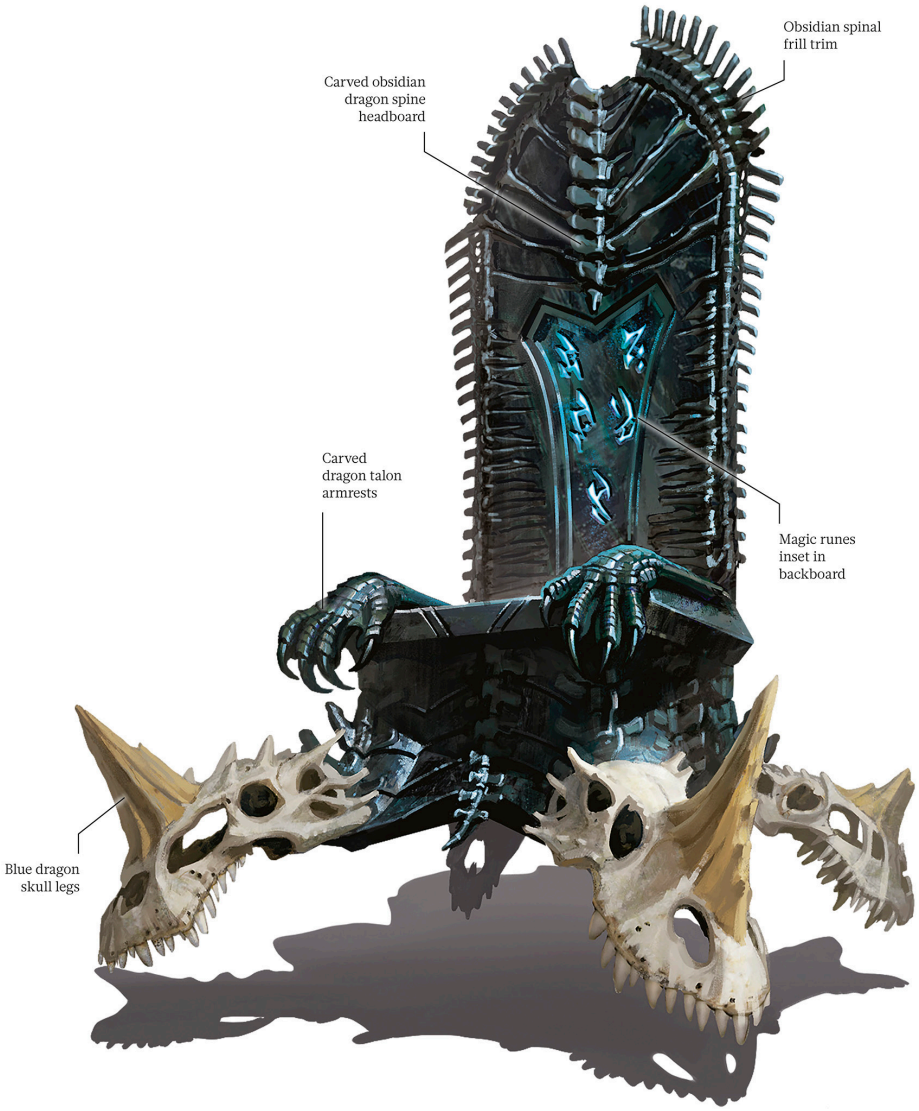


Dragon Follower

DRAGON ARTIFACTS

The Essence of Dragons

Rare and expensive, magic items are coveted by adventurers across the multiverse. Most such artifacts bear simple enchantments of hardness, lightness, or sharpness, but some are substantially more wondrous and complex, such as those imbued with the elemental magic of dragons. Many draconic artifacts are created using the physical parts of the creature, while others are charged with draconic magic through direct incantation or the item's prolonged stay within a dragon's hoard. In every case, draconic items are scarce, powerful, and nearly always come with undesirable risks to their user.



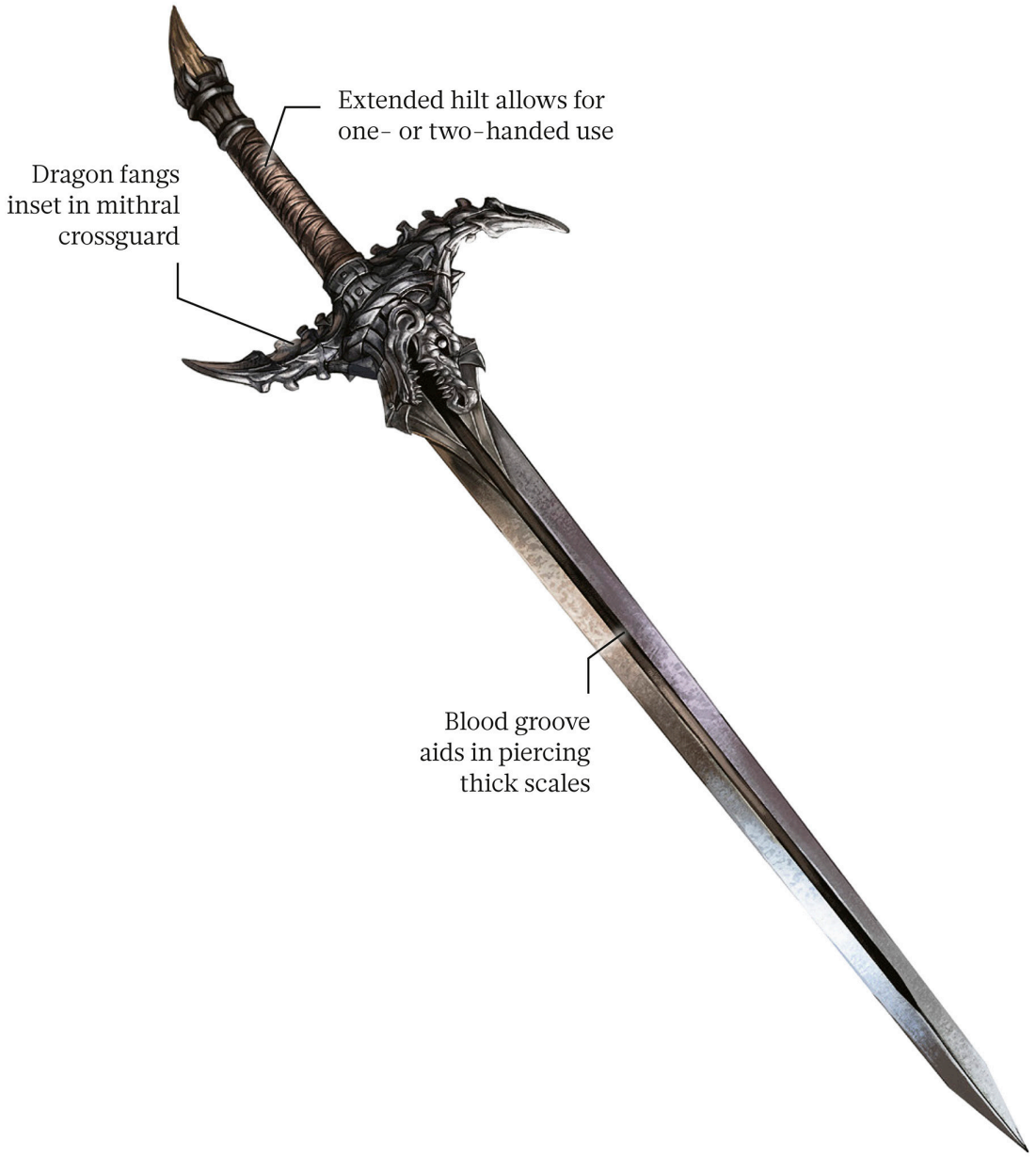
Wyrmskull Throne

The centerpiece of Storm King Hekaton's throne room at Maelstrom, the legendary Wyrmskull Throne is the seat of power among giantkind. Said to be crafted by dwarven gods, the massive chair hovers a foot off the ground, while its great dragonskull legs whisper suggestions to its master from beyond the grave. Controlled by a Ruling Scepter, the throne has an array of powers, from flying and traversing solid objects to emitting deadly lightning, conjuring a spectral blue dragon, and even encasing its inhabitant in an impenetrable globe.



Arrow of Dragon Slaying

Some weapons are built for general combat, while others are designed with a sole purpose in mind. Such is the case with an arrow of dragon slaying, which appears and functions like any fine arrow except that when it finds its mark upon a creature of draconic origin, its enchantment dramatically increases its likelihood of dealing a catastrophic blow.



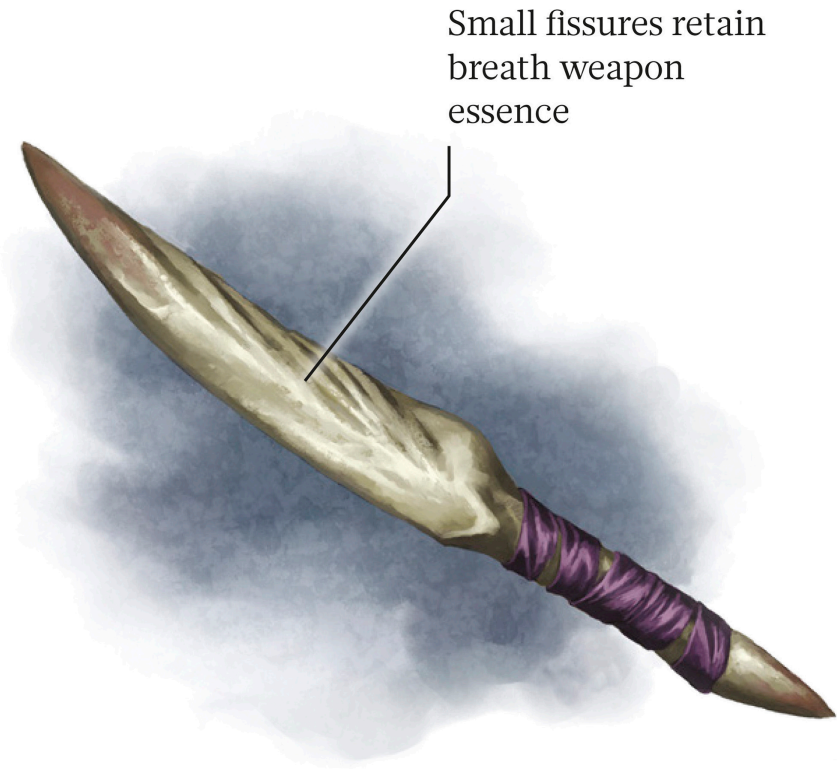
Dragon Slayer Sword

Most martial weapons are virtually useless against a dragon, whose scales are thick and substantially harder than the materials used to forge the armaments. However, certain production techniques and magical enchantments can create swords capable of penetrating even the sturdiest dragonhide.



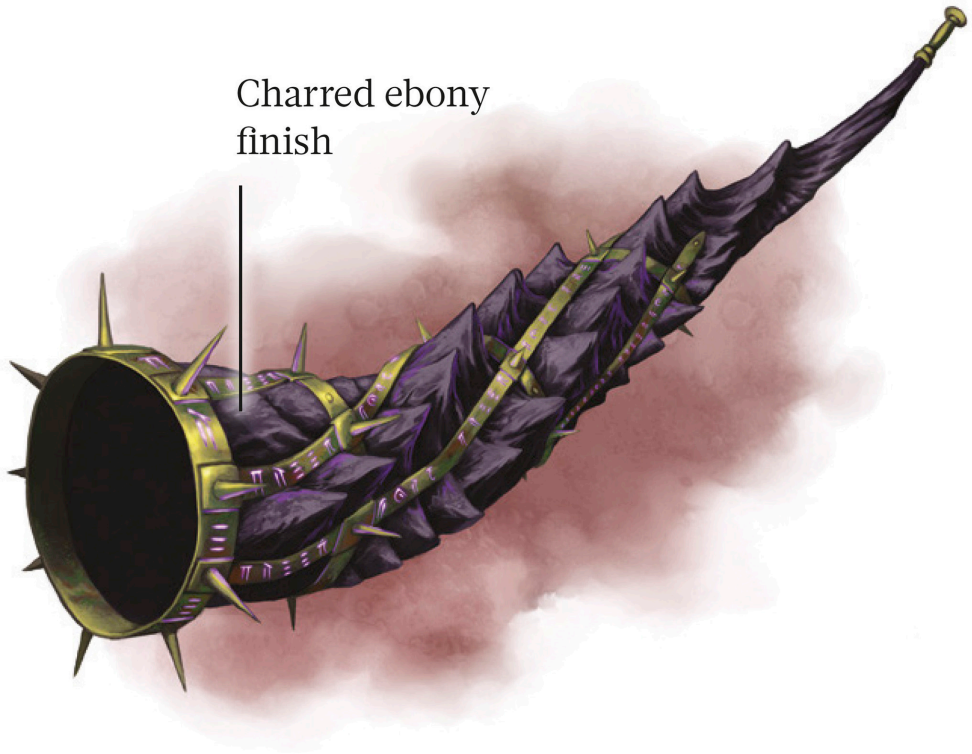
Dragonlance

First appearing on the world of Krynn during the Third Dragon War, Dragonlance
are humanity's best weapon against marauding wyrms. Forged using the power o
the gods, the nearly 20-foot-long "dragonmetal" spears are potent enough to pie
a dragon's impossibly thick hide.



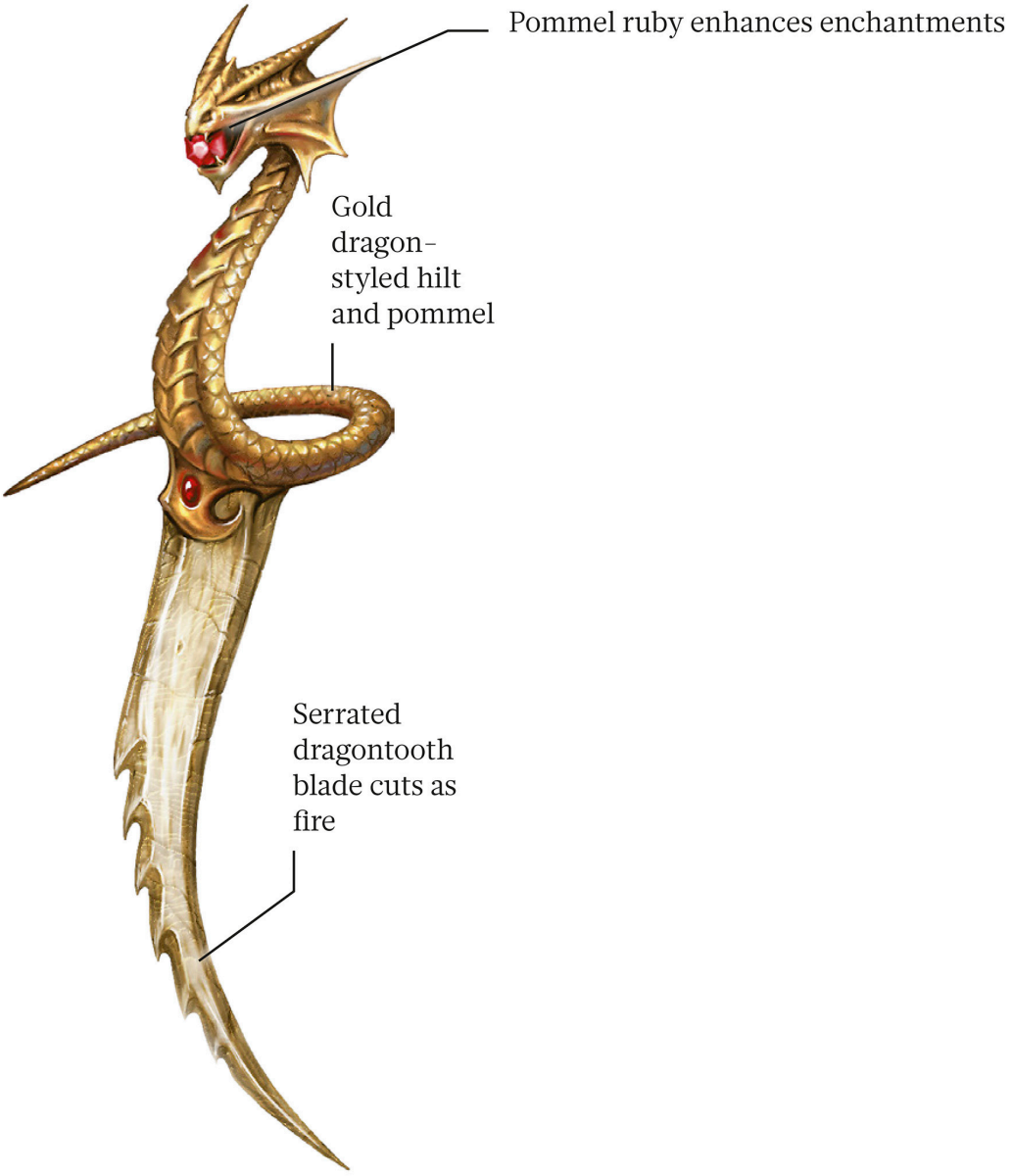
Dragontooth Dagger

Created from fangs of dragons, dragontooth daggers are known to be uniquely accurate weapons that also possess damage effects related to the breath weapon of their original donor. Most known examples are crudely fashioned with a simple wrap of leather at the base to create a hilt.



Draakhorn

Created by Tiamat during the war between dragons and giants, the Draakhorn is an instrument used to call or warn dragons. This massive alphorn-like artifact is said to signal dragons as much as 2,000 miles away, and most recently was used by the Cult of the Dragon to beckon chromatics to the Well of Dragons.



Dragontooth of Lareth

Made from the fang of gold dragon Lareth, the former King of Justice, the artifact known as the Dragontooth of Lareth was extracted after his demise during the Rage of Dragons. There are said to be 12 such weapons, all entrusted to members of the virtuous dragon order called the Talons of Justice. Users claim they gain insights from the weapon even as the blade cuts as deadly fire.



Mask of the Dragon Queen

A wondrous headdress of gold and enamel, the Mask of the Dragon Queen is a powerful tool of draconic control. Made up of five distinct dragon masks that can interlock to create the whole, each component headpiece is fashioned after a specific chromatic dragon, imbuing the wearer with some of its powers and even control over nearby examples of the species.



Incendax's Tooth

Discovered by cleric Dahlver-Nar, Incendax's Tooth is a long, ruby-veined red dragon fang that confers a number of draconic powers upon its user. Those brave enough to implant it are granted fire resistance and the ability to produce a massi cone of flame from their mouth. When set into the ground, it is said the artifact c summon an ancient red dragon.

Orbs of Dragonkind

Created by powerful humanoid wizards to lure, control, and ultimately destroy evil dragons, the Orbs of Dragonkind are coveted by both the forces of good and evil. Sometimes referred to as “Dragon Orbs,” each heavy crystal sphere is imbued with the essence of a chromatic dragon, contributing to the orb’s color and the mist that swirls inside. It is believed that only a few still exist, and only those of the strongest will can control the insidious essence within.



Carnelian Orb

Said to contain the essence of a dragon queen of old, the Carnelian Orb of Dragonkind swirls burnished red. While the qualities of the original dragon are unknown, the orb conveys great speed to its user.



Jade Orb

In addition to summoning and controlling chromatic dragons, most dragon orbs confer additional magical benefits upon their users such as healing and scrying. However, the Jade Orb is believed to also make its owner virtually impervious to spells.



Lapis Orb

The Lapis Orb of Dragonkind is presumed to contain the essence of an inquisitive blue dragon. Whether that's true or not, it is proven to aid its owner in scrying or friends and enemies alike.

DRAGON GODS

If everyday dragons are such a force of elemental magic and might, one can scarcely imagine how powerful a dragon god must be. In fact, many believe that all true dragons are gods. With lifespans that can last thousands of years and powers that only grow over time, dragons are certainly godlike when compared to humanoid mortals. However, most scholars agree that few dragons have ever met the standard of godhood, whether through birth or ascension. These few specimens are not only immortal but widely worshipped by followers or cultists, which only adds to their power. Accordingly, these beings can grant magical blessings upon their most devout followers, and sometimes even manifest in the flesh as mighty aspects of themselves.





Tiamat ›

Bahamut ›

Sardior ›

Other Dragon Gods ›

TIAMAT

The Queen of Evil Dragons



Wrathful and greedy, Tiamat stews about her lair in the Nine Hells, plotting her escape and return to power. Called the Queen of Evil Dragons, she is said to be the god and progenitor of the hateful chromatic dragons. Her worldly aspect is that of a gargantuan, multi-headed dragon, featuring a different head for each of the chromatic wyrms, every one representing a different aspect of her twisted being. Foiled at every turn by her pious brother Bahamut and her devilish overlords, she asserts her will upon the worlds primarily through her devoted followers, even as she obsesses over freedom and revenge. A force of unimaginable power and destruction, should she ever fully escape Avernus, the Forgotten Realms may be forgotten for good.

PROFILE

Name Tiamat / The Queen of Evil Dragons / The Queen of Chromatic Dragons / The Chromatic Dragon / Takhisis / The Dark Lady

Type Chromatic dragon

Home Avernus, The Nine Hells of Baator

Realm All





The Abishai

Servants of Tiamat, the Abishai are draconic devils who patrol the Dragon Queen' home of Avernus. Guards and torturers of this first infernal layer, these scaled dev come in a range of colors matching that of their chromatic dragon kin and even b some of their lethal elemental magic courtesy of the stinger on their tails.

Many scholars believe that Tiamat was a primordial dragon who helped form the Material Plane with her brother Bahamut. A ruler of this "First World," she gave birth to many glorious creations, including chromatic dragons, but was eventually usurped and imprisoned by powerful god invaders from the Outer Planes. The victim of trickery and deceit, she would eventually find herself in service to Asmodeus, ruler of the Nine Hells, where she remains captive in her Avernus lair, tasked with guarding the gate to the plane's second layer. Asmodeus is no doubt right to be threatened by her, for she is a force of pure tyranny and destruction, followed and worshipped by many who believe it is only a matter of time before she rises again.



Avernus

Home to Tiamat's lair prison, Avernus is the name given to the first layer of the Ni Hells of Baator. Bubbling with fire and brimstone, the cursed plane is not only the gateway for souls doomed for eternal torture carried there by the River Styx, but primary battleground of the age-old Blood War between devils and demons.

The temperament of Tiamat, the Queen of Dragons, is every bit as diverse and volatile as the five dragon heads that writhe about her trunk. Her primary form is that of a colossal red dragon—vastly larger than any of the species—featuring four additional chromatic dragon heads: black, blue, green, and white. She embodies each of their worst qualities, from arrogance and cruelty to avarice and deceit—an arsenal of sin and wickedness. But unlike other multi-headed creatures, such as Demogorgon, the Queen of Evil Dragons is a singular being and her heads are perfectly coordinated

and unified in their tyranny and destruction. Each devastates with its own unique breath weapon, even as the creature ruthlessly claws and crushes foes, or stings them with her barbed and venomous tail. Her primary head is said to be able to produce chromatic flames capable of ultimate destruction. Her luckiest foes are merely magically expelled from Avernus and away from the gate to Dis that she so jealously and spitefully guards. Her guile is equally legendary. She uses her natural shapeshifting abilities to transform herself into whatever or whomever is needed to charm or obtain an advantage. As a result, her followers are many and growing—just the army needed to take back the worlds that were once hers.



Well of Dragons

A former dragon graveyard and dormant volcano fortress, the Well of Dragons is t
headquarters of the Cult of the Dragon. Teeming with Shadow Magic, the Cult us
this location to perform the ritual of undeath, which transforms living dragons in
dracoliches. The Cult's most recent leadership converted the site into a temple
devoted to Tiamat and sought to free her from her Avernus prison through the We



Church of Tiamat

Sometimes known as the Cult of Tiamat, the Church of Tiamat is a highly organiz
religious order of fanatical clerics who do the dragon's bidding in the world. They
hate all other faiths and seek to honor their dragon god through the acquisition o
wealth and sacrifice. However, their primary objectives today are to free Tiamat f
her Avernus prison and bring about her return to power.



Cult of the Dragon

The Cult of the Dragon is a secretive religious order that seeks to bring about an ag
immortal dragons on Toril. Sometimes allying themselves with Tiamat and her
followers, they most recently sought to bring the Dragon Queen herself to Faerûn
hopes of ending the civilizations of humankind.



"Come, my children of pride, and I shall grant you power. Come, my children of vanity, and I will give you beauty. Come, my children of cruelty, and I shall give you blood to drink. Come, my children of deceit, and I will clothe you in lies. Come, my children of greed, and I shall bathe you in gold. Come to me all my children, and watch as the world burns beneath my righteous flames."

—Tiamat

KEY ATTRIBUTES

Arrogance

Like her red dragon children, Tiamat believes herself greater than all gods and mortals alike, which fuels her mandate to conquer and rule.

Vanity

Like her blue dragon children, Tiamat demands perfect order and beauty of both her surroundings and followers.

Cruelty

Like her black dragon children, there are no limits to Tiamat's wrath or brutality, and she exercises these talents often.

Deceit

Like her green dragon children, Tiamat is a creature of subversion and deceit, controlling her circumstances through her follower pawns and even disguise when necessary.

Greed

Like her white dragon children, Tiamat covets wealth—both as a symbol of her power and proof of her right to rule.



BAHAMUT

The Platinum Dragon



Grand and glorious, the platinum dragon called Bahamut keeps watch over the multiverse from his heavenly palace at Mount Celestia. Considered the progenitor and god of the virtuous metallic dragons, the one known as Draco Paladin is a creature of pure justice, honor, and light. While his rightful place is among the gods, he can't seem to resist bending the Material Plane to his righteous will, often nudging people and events while in the form of a quirky old wizard or a young and humble monk. Yet, his small interventions often yield great results. It seems his metallic children have not only inherited his penchant for shapeshifting and meddling, but his ineffable desire to bring good into the world.

PROFILE

Name Bahamut / The Platinum Dragon / Draco Paladin / Xymor / Fizban the Fabulous / Grand Master of Flowers / The King of Metallic Dragons

Type Platinum dragon

Home Seven Heavens of Mount Celestia

Realm All





The Grand Master of Flowers

One of Bahamut's known aspects is that of a young human monk, called the Grar Master of Flowers. He can always be recognized by the seven canaries who frolic about him—they are actually his entourage of seven gold dragons in disguise.

According to some legends, Bahamut not only pre-dated the Material Plane but even helped bring about its creation with his sister Tiamat. A primordial dragon so massive

he dwarfs even the largest ancients of the species, Bahamut's scales shine as solid platinum, making him not only breathtaking, but unique. His form notably includes distinctive features of each of his metallic children—or rather they share his—all combined into a remarkable force of pure and virtuous power. Yet, it is not what is outside the creature, but inside that truly makes him great, for his character is one of perfect patience, wisdom, kindness, and justice. Those who dare subvert his noble efforts are destined to face extinction under his infinitely righteous wrath.



Acolytes of Bahamut

Bahamut accepts followers of all types—his only condition is righteousness. Good aligned clerics and paladins often offer their allegiance and seek his blessing. Wh he is always willing to hear prayers, Bahamut most favors those who worship hin through good deeds.

The King of Metallic Dragons has many names and faces. Some call him Bahamut or the Platinum Dragon, others dub him Xymor or Draco Paladin. Some experience him as an old sage called Fizban, while many insist him to be a kind and agile monk. Yet, the Platinum Dragon insists he has but one name and one face, which account for all the rest: his name is truth, his face is goodness. Still, in his infinite wisdom, he has nearly as many aspects as he does aliases—those made to help the kindly mortals of the Material Plane in just the way they need it. His friends will find a gentle and patient teacher. His enemies, a stern and diplomatic judge, whose wrath becomes swift and unlimited upon the evil and unrepentant. Equally adept as a healer and destroyer, the Platinum Paladin's elemental magic is every bit as powerful as his immense form. He wields two distinct breath weapons: one a breath of restoring winds straight from Mount Celestia that can heal and even resurrect all in his presence; the other a mighty breath of radiant platinum flames that instantly incinerates everything in its vicinity. Whether friend or foe of the great Platinum Paladin, all would do well to listen to his wisdom.



Talons of Justice

The righteous paladins of the Talons of Justice live to serve Bahamut's will, holdin
fast to a rigid code of honor called the Ptarian Code.



Fizban the Fabulous

An eccentric but wise old wizard, Fizban is a favorite avatar of Bahamut. He is known to roam the world of Krynn, gently nudging people and events in the righ direction.



Dragonborn of Bahamut

An order of platinum knights and paladins, the Dragonborn of Bahamut are dedicated to ridding the multiverse of evil. Unlike most dragonborn, these champions are blessed with a pair of platinum wings and a breath weapon imbued with radiant energy.



Celestia

Tended by Archons, Solars, Devas, and other angel-like beings, the plane known the Seven Heavens of Mount Celestia is home to many of Faerûn's elder gods of goodness. A place of perfect peace and order, the vast and indescribably beautifu plane is actually seven distinct demiplanes, each with its own heavenly mountair mountain range. It is said that Bahamut makes his bejeweled palace upon one of these great mountains.



"I am the endless beginning, the beginningless end. Like the winds that blow about the planes, I am everywhere and nowhere, easy to find, yet impossible to hold. Seek me, all who face oppression. Seek me, all who love the truth. The only truth is goodness, the only goodness truth. I am the truth. I am as I should be. I should be as I am."

—Bahamut

KEY ATTRIBUTES

Justice

Bahamut has zero tolerance for evil, tyranny, or oppression anywhere, and he punishes these injustices without moderation.

Honor

A creature of perfect order, Bahamut and his followers adhere to a strict code of his own creation—a manifestation of the dragon's very nature–doing good for the sake of good.

Mercy

The Platinum Dragon will always help those of kind and humble hearts who find themselves oppressed, downtrodden, and persecuted. Bahamut is a true friend in high places.

Wisdom

The dragon's infinite wisdom extends well beyond the multiverse to fundamental and primordial truths that transcend even the outer planes.



SARDIOR

The Ruby Dragon



Wise and wondrous, the Ruby Dragon known as Sardior rests in places unknown pondering the mysteries of the multiverse. Called the Master of Gem Dragons, he is considered the god and progenitor of the enigmatic gem varieties. He is known to be witty, sharp, but objective—a devil's advocate and true force of neutrality—known for exceptional conversations and debates. Revered for his extraordinary reason and powers of the mind, it is believed that only he can successfully mediate between his primordial dragon creators, Tiamat and Bahamut. Many theorize that he was created for this very purpose, but very little is known for certain about the mysterious Ruby Dragon.

PROFILE

Name Sardior / The Ruby Dragon / Master of Gem Dragons
Type Ruby dragon
Home Material Plane
Realm All



Tiamat and Bahamut agree on few things, but one of them is that Sardior was among their greatest ideas. According to legend, he was born of the two primordial dragons to aid in the creation of metallics and chromatics to populate the First World. Said to embody many of the finest qualities of his creators, Sardior's form is entirely unique, boasting a breath weapon of searing heat and scales that shine as brilliant rubies.

Perhaps his greatest talents, though, are those of the mind, where he is believed to bear an intelligence and psionic power without equal—qualities he passed onto his own offspring, the rare and cryptic gem dragons. While each amethyst, crystal, emerald, sapphire, and topaz dragon shares a part of Sardior, the great Ruby Dragon himself is nowhere to be found. Some believe he was destroyed during the sundering of the First World and exists in fragments scattered about the multiverse; others insist he sits proudly upon a throne in a Ruby Palace that drifts about the Astral Plane.



Dragonborn of Sardior

Believed to contain the very essence of their patron, the Dragonborn of Sardior are champions of the Ruby Dragon who use a combination of wits, powerful psionics and, when necessary, a breath weapon of deadly heat to achieve Sardior's mysterious goals. They are known to not only levitate but even move objects with their minds.



Draconic Shards

During the destruction of the First World, it is said that Sardior was shattered and spread throughout the multiverse. Some believe his essence still lives within not only his gem dragon progeny but precious draconic shards, which are sometimes inset into weapons or made into jewelry.



Thanes of Sardior

There are five Thanes of Sardior: Aleithilithos, Hrodel, Smargad, Charisma, and Tithonnas, each serving as a representative and leader of each gem dragon variety Some believe these greatwyrms contain the primary essence of the great Ruby Dragon and that if they could ever be fused, it would bring about Sardior's return



"I am wiser than gods, yet born of stone. I am red as blood, yet do not run. I glow as fire, yet do not burn. I breathe as heat, yet am cold to touch. I am strong of mind, yet hollow of form. I am great and grand yet shattered and scattered. Who am I?"

—Sardior

KEY ATTRIBUTES

Wit

A legendary conversationalist, Sardior is most known for his quick wit and ability to argue any side of a debate.

Knowledge

Sardior was made to create and perfect, so it's no wonder that he possesses such a potent curiosity and the knowledge to go along with it.

Wisdom

The Ruby Dragon's neutrality allows him to see things clearly and without bias, making him not only fair but wise.

Humor

Born of polar opposites, Sardior has a talent and instinct to defuse virtually any situation, often with humor and light-hearted anecdotes.

OTHER DRAGON GODS

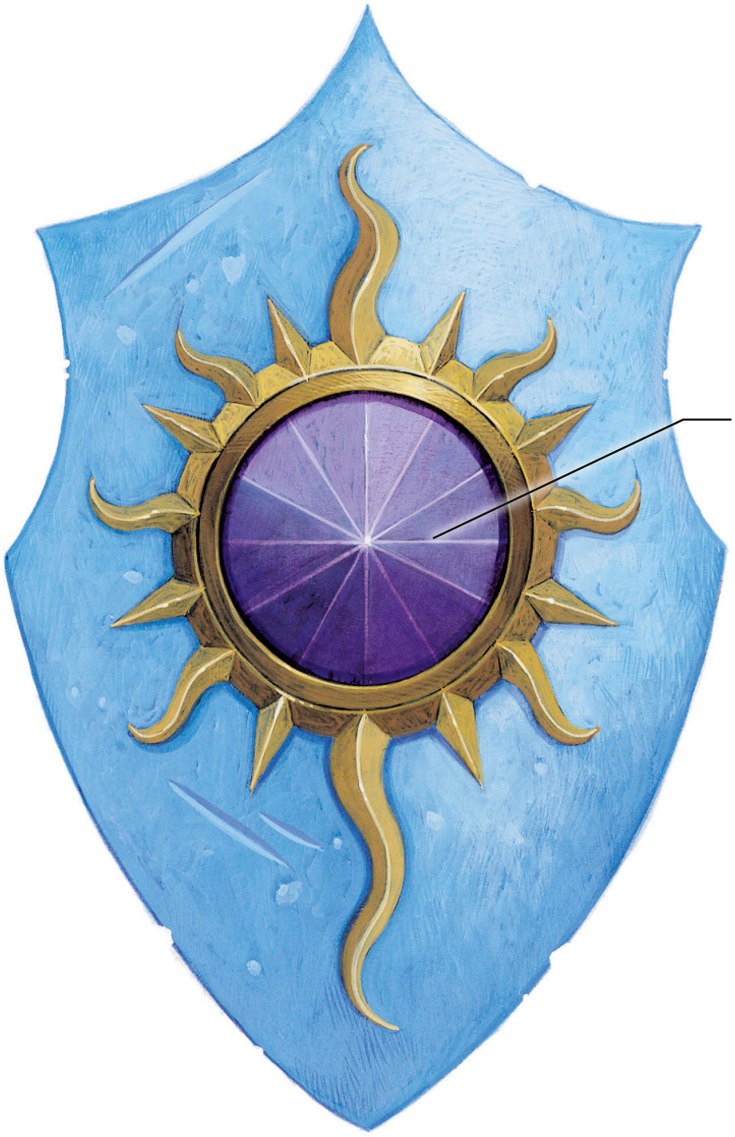
Pantheon Draconis

While Tiamat and Bahamut are by far the most famous of draconic gods, they are surely not the only ones. In fact, many believe they are not even the first or most powerful of the breed. If dragons are as old as time itself, arising long before history could record their deeds, how can any account about them be certain? Perhaps the Queen of Dragons and her platinum brother are merely the victors writing the history. To be sure, every world has their own views and legends about these ancient creatures and the gods that created them, and perhaps they are all correct from a certain point of view.



Io

Ageless and omnipotent, the dragon god known as Io drifts about the Outer Planes blissfully watching his creation unfold. Sometimes called Asgorath, there are as many myths about this remarkable being as there are stars in the night sky he supposedly forged. Some believe he shed his blood to create the multiverse, while others think him merely the father of Tiamat and Bahamut. In some tellings he was cleaved in half by a primordial, each side becoming one of the fabled dragon gods even as his blood gave birth to dragonkind. One legend suggests he personally formed dragons by binding together astral spirits and elementals. Whatever the truth of this majestic creature, his name is synonymous with power and creation.



Astilabor

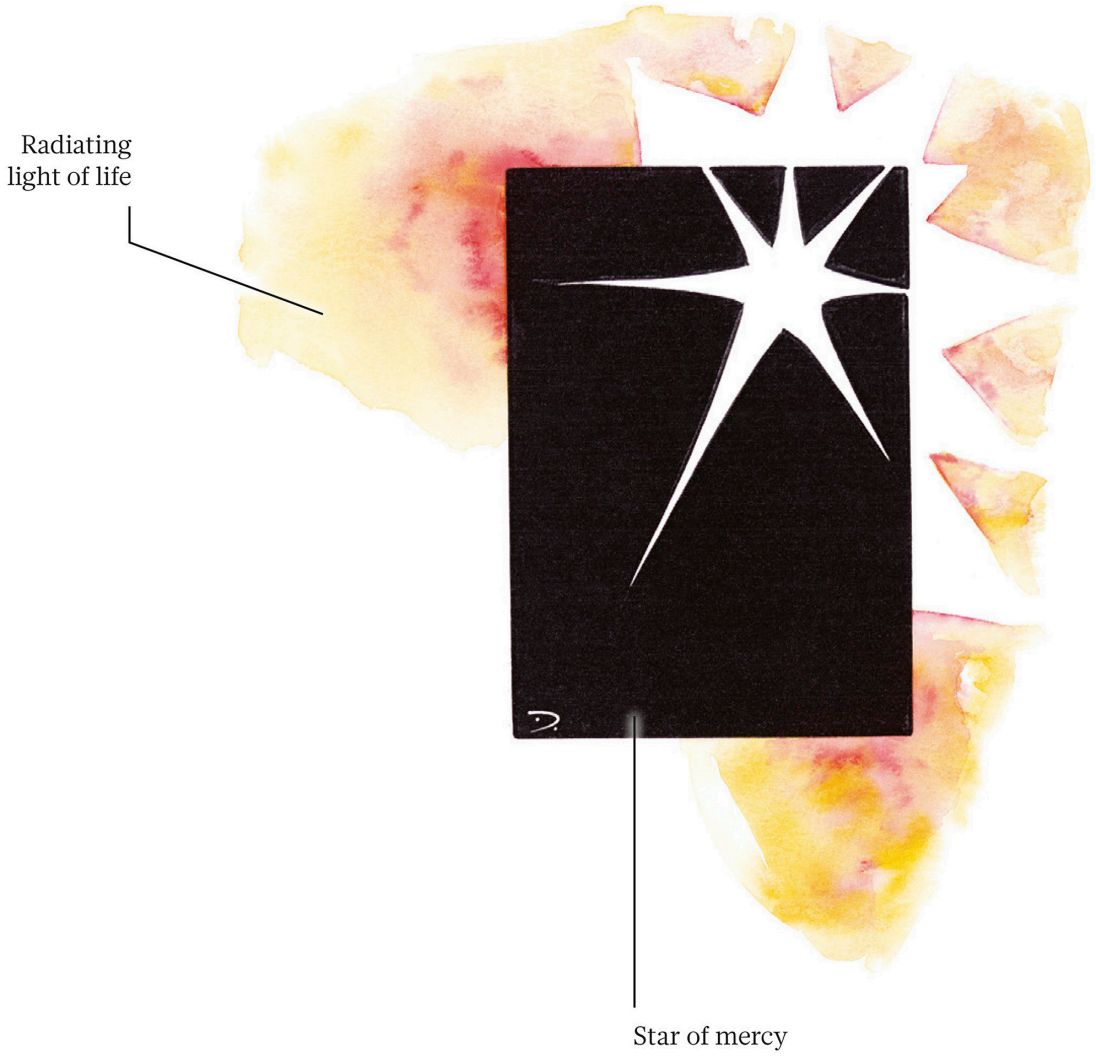
The topaz greatwyrm called Astilabor is oft believed the draconic goddess of greed. Sometimes referred to as the Acquisator or Hoardmistress, she is legendary for her desire to acquire. However, there are many misconceptions about this creature for she is neither a god nor greedy. According to Bahamut, her obsession around building wealth is born from her study of the Material Plane and its interconnectedness with the dragon and its hoard.



Undead symbo
Falazure, the re
aspect of Null

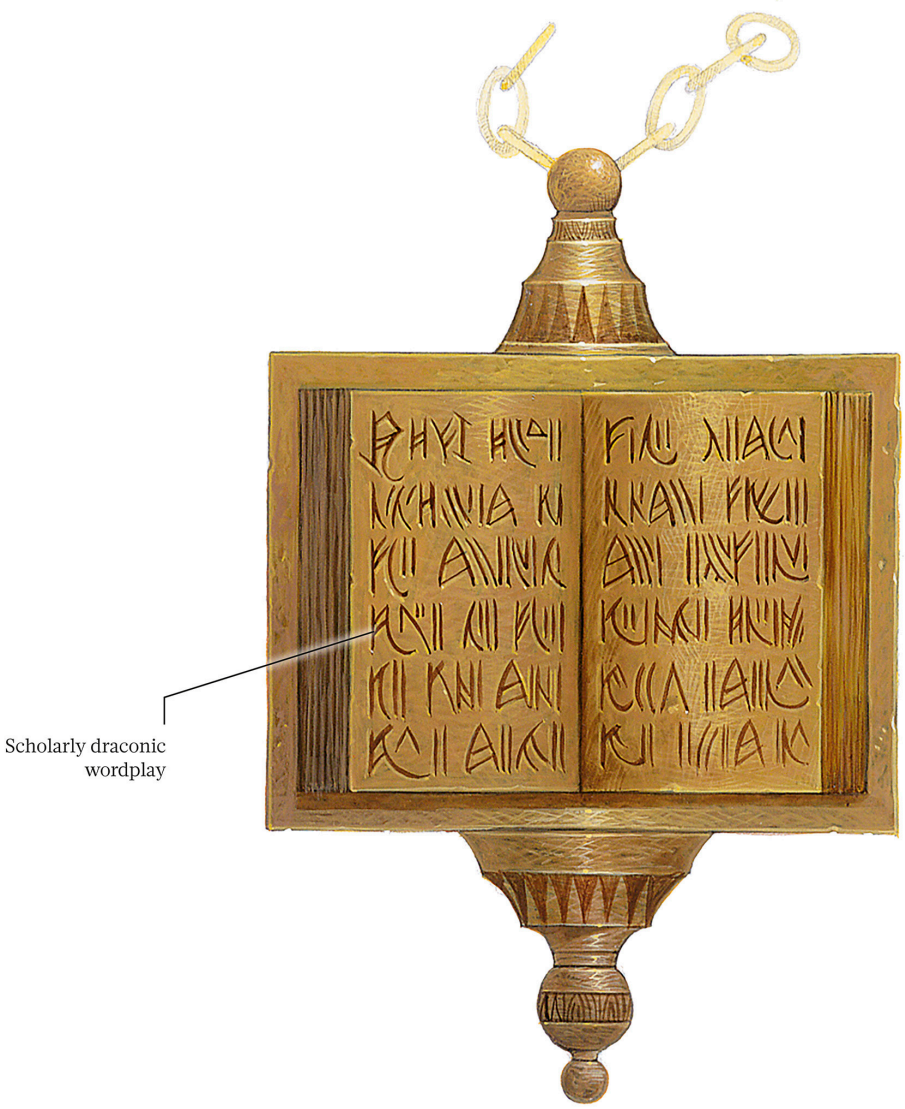
Null

Dragons are extremely long-lived, but they eventually succumb to age or violenc
is there that Null, the draconic god of death and undeath, is waiting for them. Bet
known as his aspects, Falazure and Chronepsis, Null is revered by evil dragons as
bringer of death and destruction, but also as a guardian to goodly dragons who se
safe transport to the afterlife. His dual nature has earned him the nicknames
"Reaver" and "Guardian of the Lost." Whichever role he is playing, it is generally
best for dragons to stay clear of him.



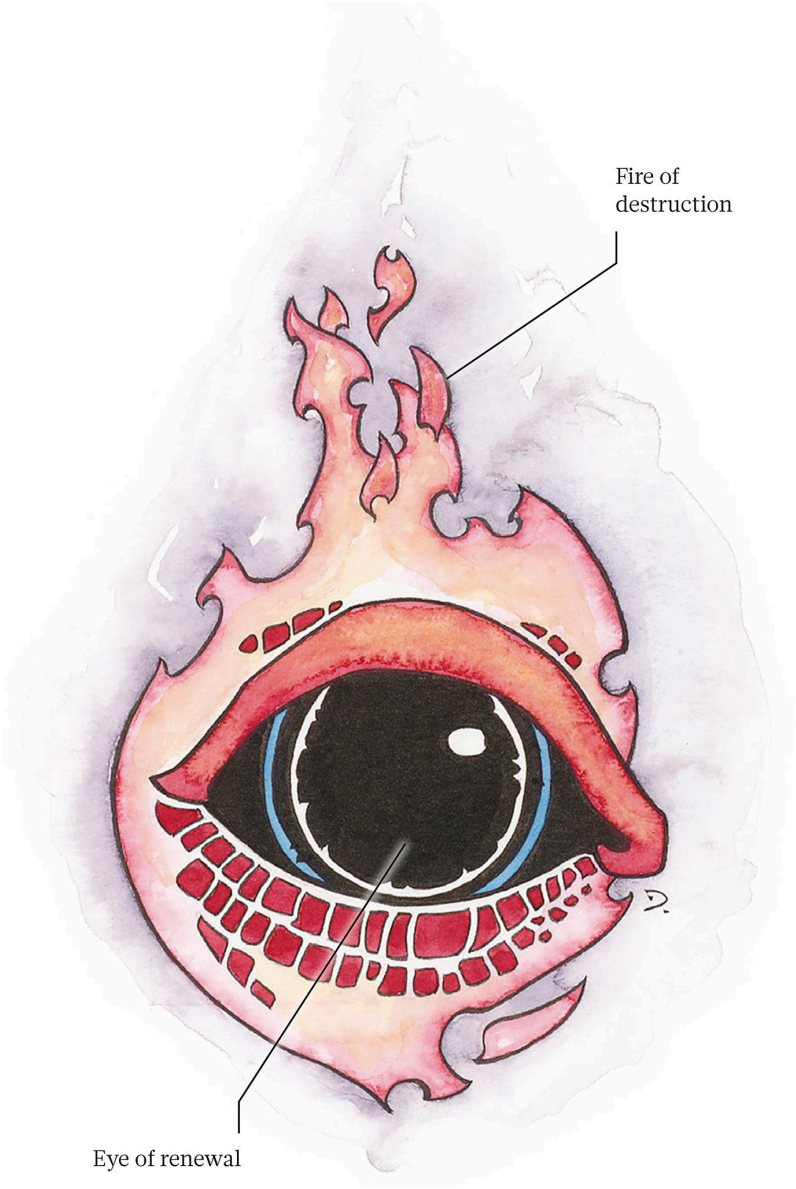
Tamara

Tamara is much known as the draconic goddess of life, peace, healing, and mercy. Dubbed "Her Mercy," she is in fact a silver greatwyrm renowned for her gentleness, loving nature, and forgiveness. In this regard, she is the antithesis of silver greatwyrm Lendys, to whom she is believed to be related. She is oft worshipped by brass and copper dragons, hated by the undead, and much favored by Bahamut.



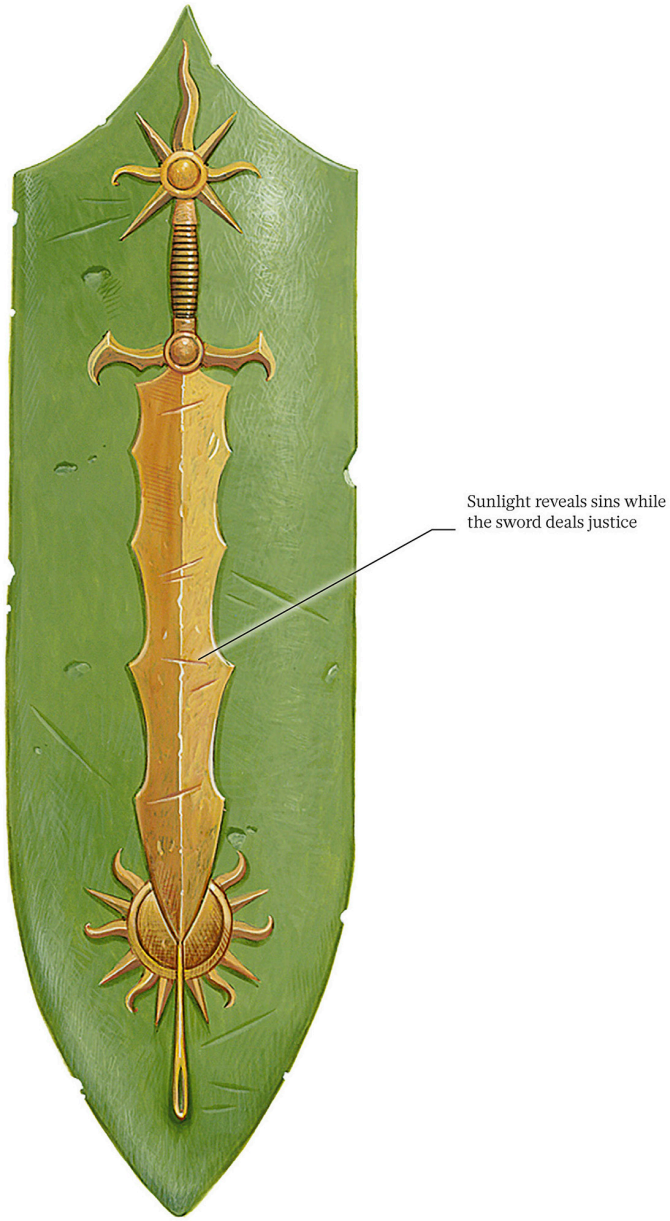
Hlal

The brass greatwyrm named Hlal is believed to be the goddess of humor and invention. Sometimes known as Aasterinian, her talent for dragonsight allowed her to once serve as emissary to Io and today is the quick-witted messenger of Bahamut. Like all brass dragons, she loves wordplay and conversation, which she often takes part in while disguised as a human. She is much revered and worshipped by dragons who share her temperament, such as brass, copper, and faerie dragons, as well as humanoid artificers and scholars who value invention.



Garyx

Worshipped as the draconic god of fire, the red greatwyrm called Garyx is destruction personified. Dubbed the “All-Destroyer” and “Firelord,” Garyx is famous for leading dragonkind against the giants in the Thousand-Year War. While his reputation for destruction is legendary, some believe his true ends are renewal, bringing about devastation to promote rebirth. To these followers he goes by the moniker “Cleanser of Worlds.”



Lendys

The silver greatwyrm called Lendys is legendary for his ruthless impartiality as a judge, jury, and executioner. His reputation has led many to believe he is the draconic god of harsh justice responsible for judging each dragon in the afterlife. As a living greatwyrm, this claim is dubious, but there is no question that this creature's lack of mercy and rigid obsession with justice drives fear into the hearts of dragons both good and evil, earning him the nickname "the Balancer."

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GREAT DRAGONS OF THE MULTIVERSE

"I pray that the world never runs out of dragons."

—Drizzt Do'Urden

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CHROMATIC DRAGONS

Believed to be the progeny of Tiamat, the Queen of Evil Dragons, chromatic dragons are creatures of vanity, greed, and destruction. Each dragon of the black, blue, green, red, and white variety represents a different aspect of a wyrm's most wicked qualities, including a unified sense of superiority over all other creatures of the multiverse. Legendary for their hatred of humanity, chromatic dragons take their greatest joy in pillaging, plundering, and destroying all traces of settlement and civilization, even while devouring the conveniently assembled residents and livestock. Tyranny is their nature and destruction is their name.



RED DRAGONS

[Draco Conflagratio Horribilis]

Introduction

Arrogant and destructive, red dragons are the tyrants of the dragon world. Vain, even by dragon standards, their desire for power and wealth is only matched by their lust for violence. With tempers that burn almost as hot as their fiery breath, they are inclined to incinerate anyone and anything that comes into their imposing presence. When it comes to sheer power and ferocity, red is king.

Dubbed “flame dragons” or “fire wyrms” due to their devastating, incandescent breath, these creatures sit high atop their cave-filled mountains, figuratively and literally looking down upon all other creatures. An apex predator in every sense of the word, their massive and muscular crimson bodies seem to have little natural camouflage in any environment other than their volcanic lairs, where they need such protection least. Their bodies reek of smoke and sulfur, but they will usually show themselves long before one can catch their scent. Unlike some of their chromatic dragon kin, they prefer to assert their power and dominance head-on, forgoing tricks, traps, and complex tactics unbecoming of their raw power and

presence. Such maneuvering is beneath them, just as they believe all living things should be.



"Rise my child of crimson death
Nest vain wyrm on ill-gotten gain
May greatness and infernal breath
Consume the planes in fiery reign"

—Tiamat's Blessing



RED DRAGONS

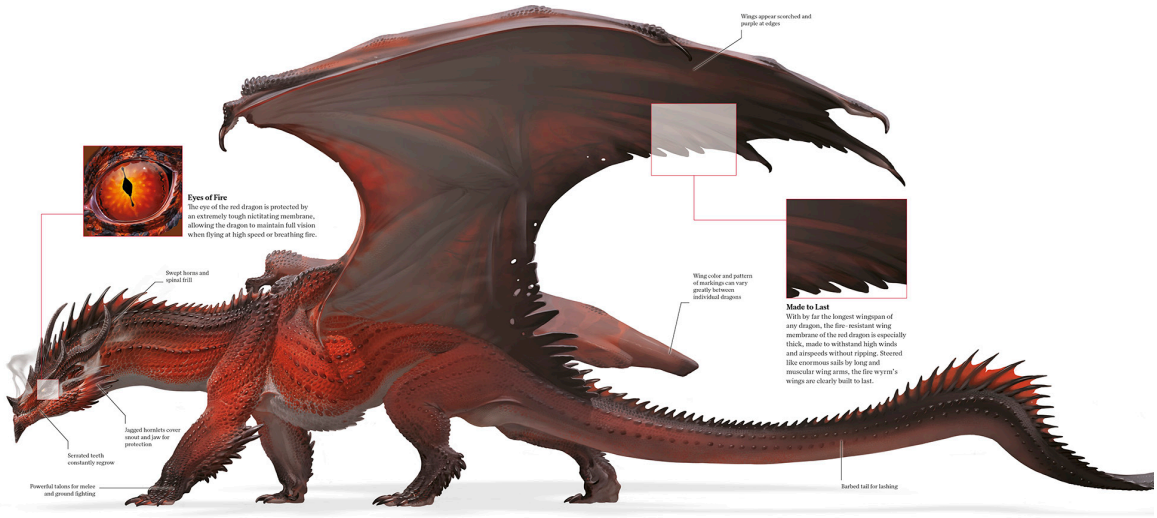
Anatomy

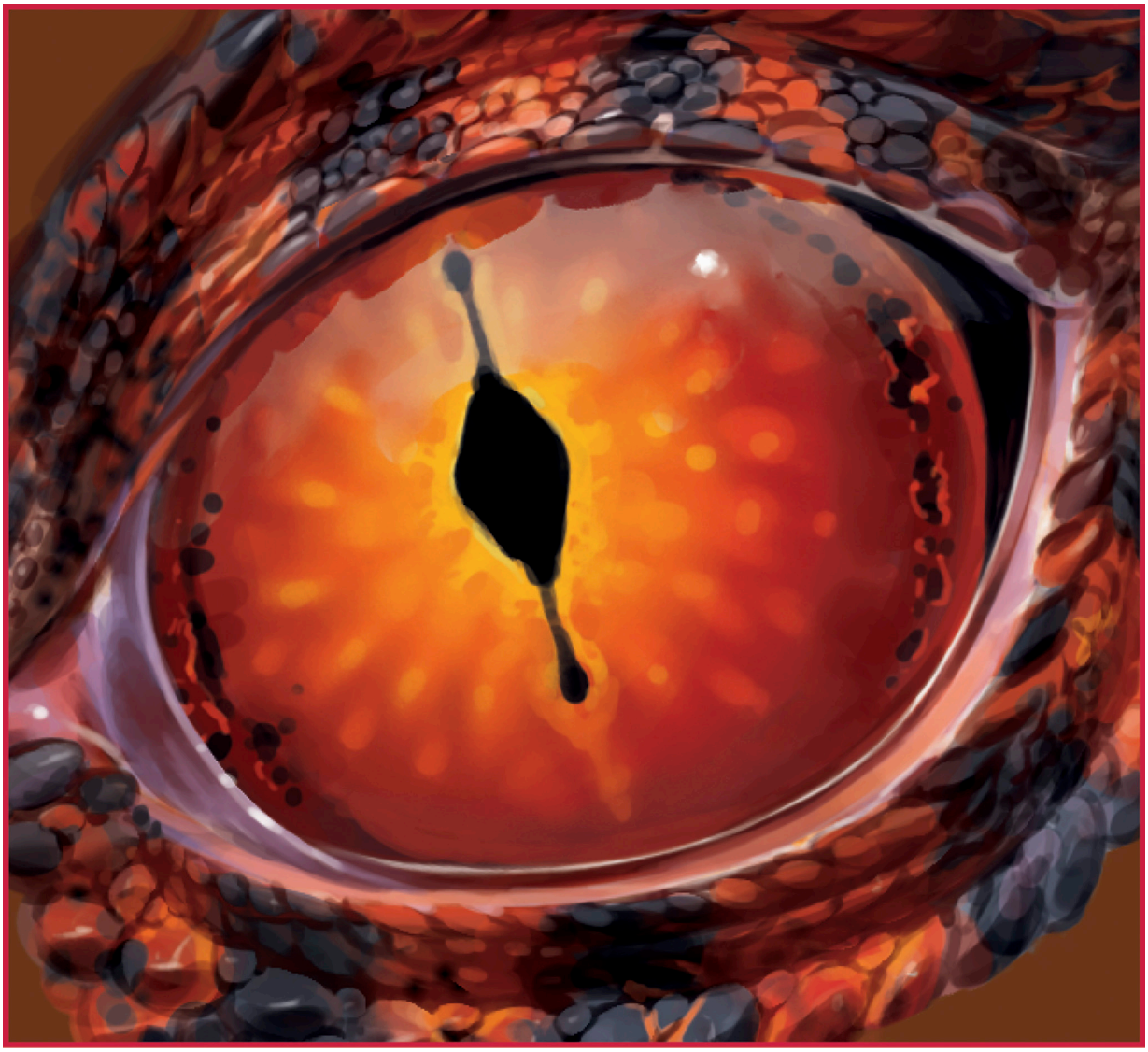
Made in the image of great Tiamat's primary head and body, red dragons consider themselves chosen to rule in her name, and with good reason. Their raw size and strength dwarf virtually all other dragons, chromatic or otherwise, and they possess the largest claws and longest wingspans. With eyes that burn as molten lava, their distinctive, diamond-shaped scales change from a bright crimson to a dull, deep red as they thicken and age, becoming impenetrable armor. The flame dragon is a true force of nature that prefers brute strength and ground melee to high-energy breath and aerial tactics, but is perfectly happy to incinerate any creature that dares challenge their supremacy.

> "Pity to so waste him. Paladins do make such fine meals!"
>
> **—Hephaestus, Destroyer of Cockleby**

Crown of Horns

There seem to be no vulnerabilities upon the cranial area of the red dragon. Known for its distinctive swept horns and great spinal frill, their reptilian head is perversely majestic—perhaps as Tiamat so crowned it. Sharp hornlets cover their nose, snout and chin, while their massive and powerful jaws hide a long, forked tongue, which itself hides fiery death beyond.


Wings appear scorched and purple at edges
Eyes of Fire
The eye of the red dragon is protected by an extremely tough nictitating membrane, allowing the dragon to maintain full vision when flying at high speed or breathing fire.
Swept horns and spinal frill
Wing color and pattern of markings can vary greatly between individual dragons
Made to Last
With by far the longest wingspan of any dragon, the fire-resistant wing membrane of the red dragon is especially thick, made to withstand high winds and airspeeds without ripping. Steered like enormous sails by long and muscular wing arms, the fire wyrm's wings are clearly built to last.
Jagged hornlets cover snout and jaw for protection
Serrated teeth constantly regrow
Powerful talons for melee and ground fighting
Barbed tail for lashing



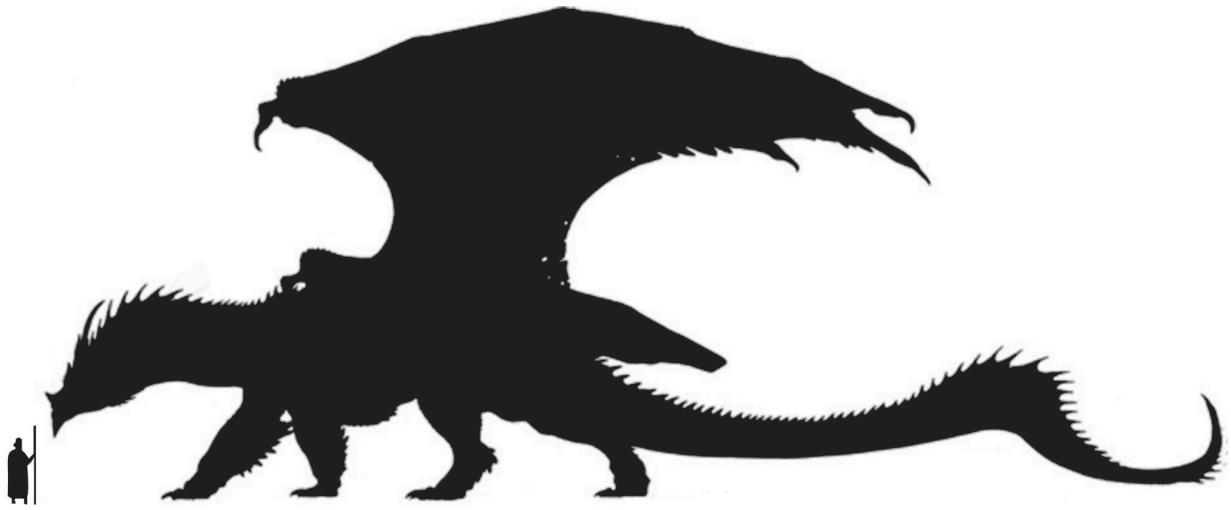
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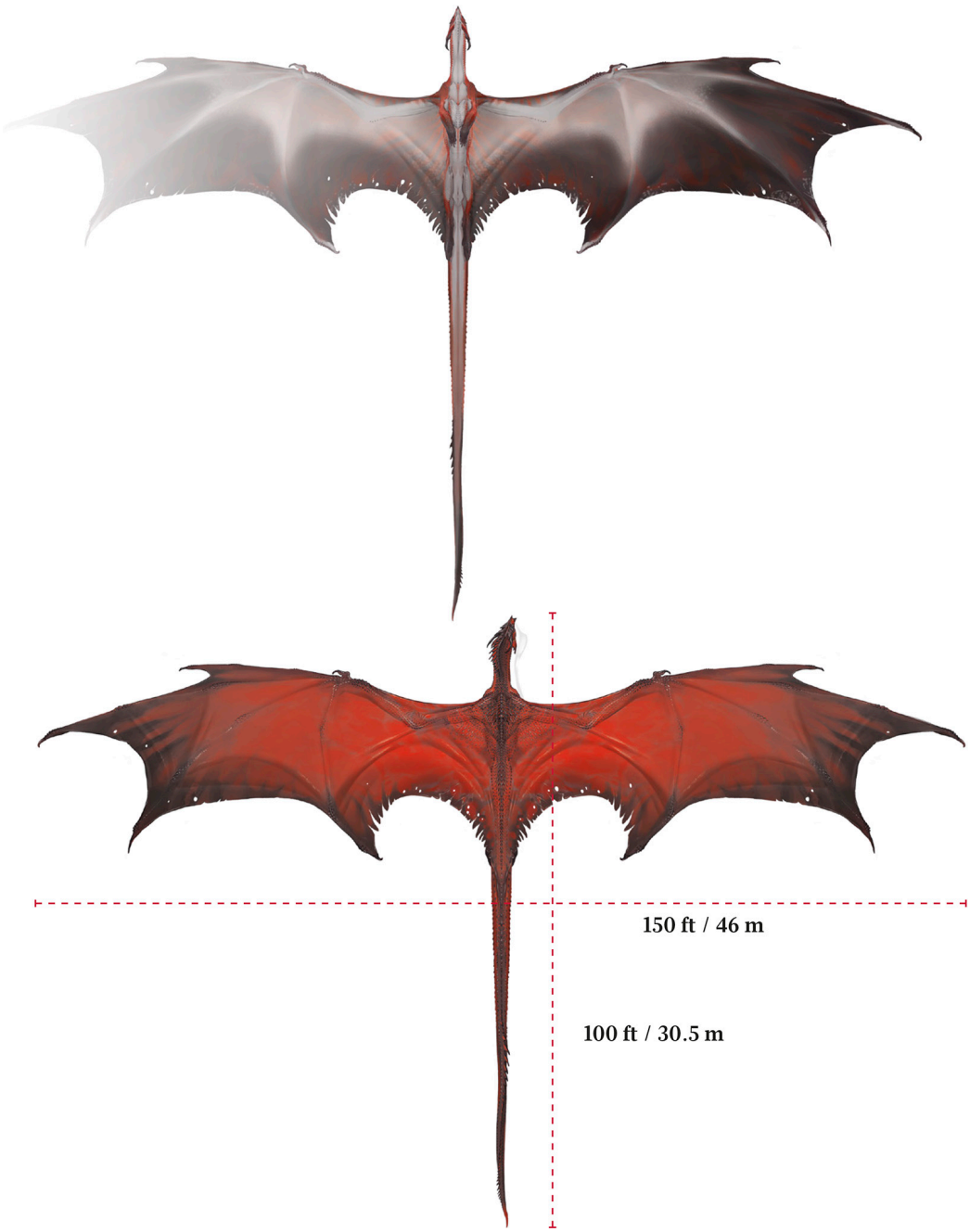
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Towering and Tough

Powerful and massive, red dragons tower above all dragonkind and even most giants, standing on their haunches at an astounding 22 feet high. Their sheer girth is no less impressive as their muscular frames can hold a remarkable 1.3 million pounds—many times the weight of an average dragon.



Long Shadows

When it comes to the wingspan of a dragon, there is no substitute for pure size. At upwards of 150 feet across, red dragons can glide nearly forever on their long, bat-shaped wings, casting ominous shadows over villages and victims who will likely never again see the sun.



Fearsome Furnace

There are few things in the multiverse more destructive and deadly than the breath of a red dragon. A 120-foot stream of scorching fire, virtually nothing can withstand its magically imbued devastation. Even powerful artifacts and legendary entities once thought invincible, such as the infamous Crystal Shard, fail to withstand an elder red's blast. But igniting their breath weapon is an exhausting chore and something of a last resort to this creature, who finds its use a garish and unnecessary demonstration of its supremacy. Why take such pains when you can so easily end nearly any skirmish with a quick flick of your spined tail or slash of your massive talons?

RED DRAGONS

Profile

It is said that red dragons are Tiamat's favored children, and it's easy to believe. They represent the pinnacle of all that is vile and corrupt among their chromatic kin. Their greed and vanity know no bounds, nor do their powers of destruction. Red dragons seek not rulership, but worship, and they believe their existence warrants every bit of groveling reverence. Nothing but absolute supremacy and unadulterated power will do for these creatures, and any challenge is met with immediate and fiery annihilation.

When only one can truly rule, family life tends to suffer, and such is the case with flame dragons. While red dragons are necessarily hawkish with their eggs, once their wyrmlings hatch they consider their parental duties complete. This approach toward upbringing leads to apathy at best and rivalry at worst among their own offspring. Their relationships with other dragonkind are little better, where red dragons are known as brutes and bullies, much hated by metallics and even their own chromatic kin. Of course, with incredible power and unimaginable wealth comes followers, and red dragons tend to have them whenever they choose. Most of their "faithful" are forced into tribute and servitude, but it's not uncommon for these impressive creatures to find outright worshippers, especially among lower dragonkind and creatures born of fire, where they are celebrated as living gods—just as it should be.



Habitats

Sometimes called “mountain dragons,” due to their preferred habitats, red dragons dwell amid high mountain cliffs and caverns set among rocky ranges, desert mesas, and badlands. When possible, they choose active volcanoes as their homes, which provide the ideal levels of geothermal heat and natural protection. In fact, it is believed that some of these creatures are so connected to these environments through their natural elemental magic that they can cause them to quake or even erupt. However, most red dragons will settle for any peak just as long as it’s hard to access and allows the creature to gaze out (and down) upon its dominion.



Lairs and Hoards

No mountain is too high for the red dragon as they believe themselves to be superior to all creatures, sentient and otherwise. Their lairs are tunneled into high peaks or hills, or sometimes deep below mountains in abandoned tunnels or mines. In either case, the grandeur and extravagance of former dwarven strongholds are a preferred venue among many. With a greed that burns as hot as its breath, no creature obsesses over its hoard more than the red dragon. Set deep within its lair where the walls and halls smolder,

heaping piles of gold, rubies, and magical weapons sparkle. This wyrm prizes all that does not burn, and especially sturdy artifacts claimed from powerful enemies. It knows the location, origin, and value of every single scrap within the hoard. If any goes missing, *everyone* pays.



"Mountains of Gold"

Red dragons always know if their hoard has been disturbed, let alone pilfered. The cost for any such trespass is instant and fiery death.

Warm and Attentive

Red dragons view their offspring as a reflection of themselves—and their own greatness. As a result, they are surprisingly attentive when it comes to ensuring their eggs bear fruit. Laid in proximity to their precious hoards, red dragon eggs must be kept upon a continuous open flame, which is maintained by the younger of the parents. Once hatched, the wyrmlings emerge a glossy scarlet and immediately adopt their parents' penchant for greed, vanity, and destruction. Such qualities are all they will inherit from their progenitors, as they are expected to live on their own from the moment they are born. By adulthood, their parents are merely another rival to be despised.



Young Red Dragon



Red Dragon Wyrmling



Red Dragon Egg

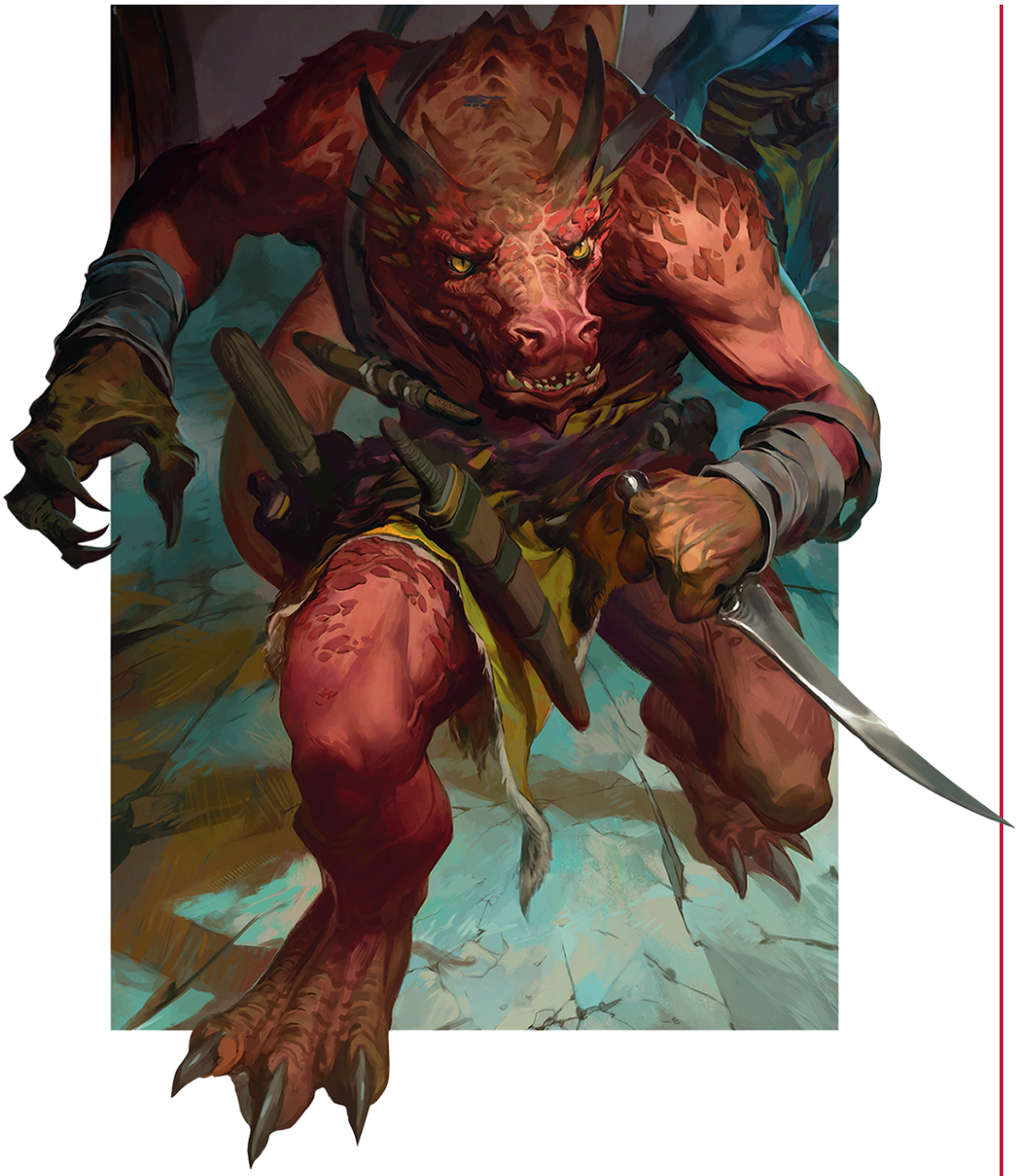


Food and Diet

Like most dragons, the red prefers flesh, but they are far more discerning than the rest. Many will not resort to farmed produce under any circumstances, including starvation, and even beasts are sometimes too unrefined for their tastes. In fact, for some, only sentient beings have the right taste and texture—and always cooked "well-done," though scholars maintain this is more a demonstration of their power. Humans and elves are the red dragon's favorite, suggesting that they truly do have a hunger for knowledge.

Allies and Followers

Red dragons have no true allies and don't need them. Followers and worshippers, however, they have in abundance (when they want them). Azers and kobolds are frequent subordinates, but it is not uncommon for a red dragon to receive fealty from any given local creature should the dragon demand it. In such cases, the flame dragon usually eliminates the leadership of a group or tribe and subsequently assumes lordship over its people, who live in constant terror, hoping a combination of tribute and compliment will be enough to survive until tomorrow.



Kobold Minion



Enemies

Red dragons believe they have few enemies, perhaps because it would require an acknowledgement of a threat. To the flame dragon, no creature is its equal—perha its only enemies are those who don't agree. Examples include the silver dragon, v often battles the red for lairs among the highest peaks, and the gold dragon, whic one of the few beings large enough to face a red dragon on somewhat equal terms

NOTABLE RED DRAGONS

Ashardalon
Called the Demon Dragon

Pyros
Called Ember, Mount of Verminaard

Hephaestus
Called Velcuthimmorhar, the Destroyer of Cockleby

Tchazzar
The Father of Chessenta

Klauth
Called Old Snarl, Wyrm of the North

Themberchaud
The Wyrmsmith of Gracklstugh

BLACK DRAGONS

[Draco Causticus Sputum]

Introduction

Brutal and sadistic, black dragons are among the most cruel of dragonkind. They revel in the domination and destruction of the weak, yet often cower in the face of greater threats. Ruthless and greedy, they revile every aspect of humanoid civilization and find pleasure in its failings. As they grow from wyrmlings to adulthood their deviousness and raw spite for humanity tends to grow, particularly among those who choose to follow the calling of their progenitor, Tiamat. These foul-tempered creatures are contempt incarnate.

Sometimes called "skull dragons," due to the skeletal appearance of their face, the black dragon's massive, many-horned frame is perfectly adapted to the fetid swamps and marshes they call home. Dwelling among the wreckage of humanoid failures—from sunken cities to ruined towers—they drive fear into virtually all they encounter and take pleasure in doing so. Diabolical traps and sneak attacks are all acceptable battle plans, but they seem to find their greatest joy in watching their weaker foes squirm during feigned diplomacy, only to melt them afterward with their deadly acid breath.

“Rise my child of eternal night
Feast upon each human failing
May cruelest acid be your might
And devour all flesh with joyous wailing”

—Tiamat’s Blessing



BLACK DRAGONS

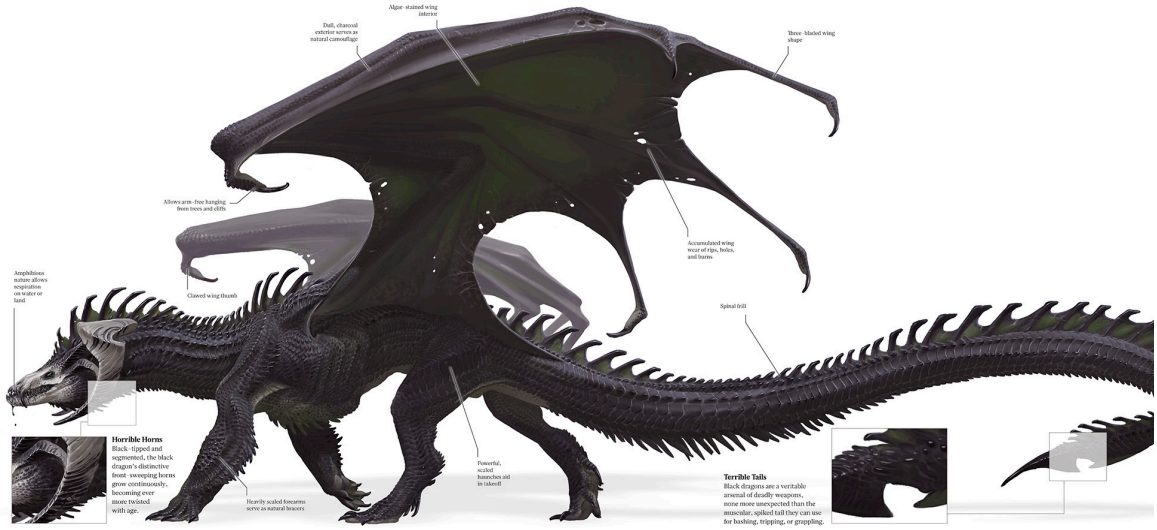
Anatomy

According to legend, Tiamat "spent the most time crafting her black dragon." Known for its distinctive front-sweeping horns and skeletal visage, the black dragon is a perverse work of art. As these creatures age, the hide upon their maw gradually wears down, creating the unique appearance that inspires their nickname: "skull dragons." Perfectly adapted to dank aquatic environments, such as bogs and swamps, black dragons are fully amphibious, while their natural camouflage of dull charcoal scales—sometimes tinged with green—make them virtually indetectable in their dim, marshy environments.

> "Move one step closer and I will impale this shriveled human upon the altar with my claw."
>
> **—Khisanth, called Onyx, the Black Dragon of Xak Tsaroth**

Spite Personified

Jagged hornlets adorn the black dragon's head and jaw and subtly drape the remainder of its powerful frame. Sharp, interlacing teeth protrude well beyond the creature's mouth, contributing to its rugged appearance, while a flat, forked tongue hides inside, dripping with acidic saliva.



Horrible Horns
Black-tipped and segmented, the black dragon's distinctive front-sweeping horns grow continuously, becoming ever more twisted with age.

Terrible Tails
Black dragons are a veritable arsenal of deadly weapons, none more unexpected than the muscular, spiked tail they can use for bashing, tripping, or grappling.



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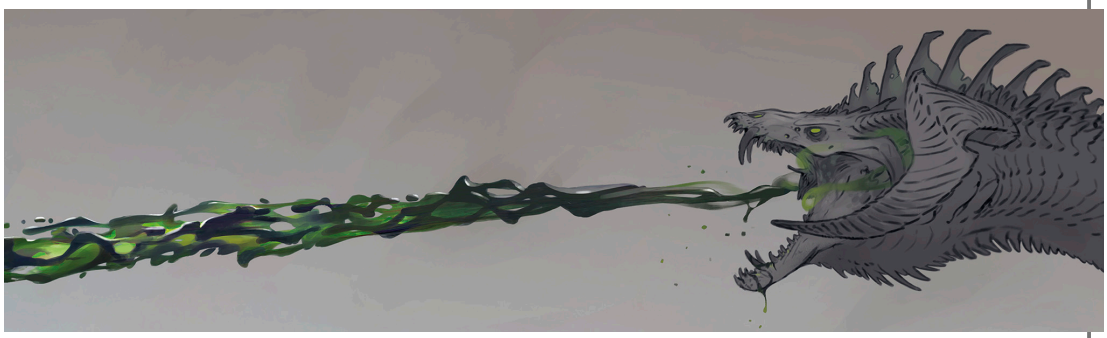
Tall, Dark, and Loathsome

Standing 16 feet high on its haunches, the black dragon can see eye-to-eye with an average hill giant. But at upwards of 160,000 pounds, featuring massive wings and a long, spiked tail, it dwarfs most giants in terms of power and lethality.



Wet Wings

The distinctive three-bladed wing is perfectly designed to unfold and dry quickly wet environments. While charcoal-colored on the exterior, the fleshy interior typically reads green due to algae growth and swamp staining.



Acid Breath

What comes out of the black dragon is every bit as caustic as what lies within. Its breath weapon is a stream of pure acid, capable of eating through even the sturdiest armor or fortification. Ancient varieties of the species can produce a stream 10 feet wide, finding targets nearly 100 feet away. If their breath fails to win the day by itself, they can finish the job with an array of destructive natural weapons from razor-sharp jaws and claws, to their spiked tails, heads, and wings.

BLACK DRAGONS

Profile

If "humanity" is about kindness and compassion, then the black dragon is its polar opposite. Cruelty and brutality are this creature's tenets, which are practiced with perverse pleasure and ruthless impunity. They revile the success of the "weak," which fuels their deep-seated hatred of humanoid civilizations. Their spite runs so deep, they practically live to spoil human progress and gloat over humanity's frailty and failings. Fortunately for them, the multiverse is teeming with such failings, so finding a new home (among pitiful ruins) and hoard (made up of treasures of once-great civilizations) is never far away. And with lives that can span more than 1,000 years, black dragons can afford to wait for humanity to doom itself and claim their final victory. In the meantime, they are always happy to help them along their way.

Scholars of nature theorize that black dragons became the apex predators they are today by evolving over time, developing different adaptations perfectly suited to their natural environment. Most theologians, however, believe that Tiamat had a perfect design in mind from the start to dominate the swamps and marshes—a master plan to rule each environment with her children.



Habitat

If it’s true that home is where the heart is, then the black dragon’s heart can only be dank and rotten. They typically dwell among murky aquatic environments such as decaying bogs and marshes.



Lairs and Hoards

Situated among their damp, swampy environment is the black dragon's lair. Most black dragons prefer multiple entrances to their lairs—one well-concealed above ground, the other only accessible below the water's surface. Within, large and elaborate caves and chambers are connected by long, meandering tunnel systems full of traps and other hazards. Unlike some dragons who rest proudly upon their hoards,

black dragons often sleep in shallow cave pools next to their vermin-ridden treasure piles. Filled with artifacts of lost peoples and failed civilizations, they prefer (and obsess over) tangible, durable treasures that don't easily decay in wet, humid environments, such as coins and statues. It is rumored that some black dragons can use their elemental magic to create pure darkness or even summon swarms of insects while near their lairs.

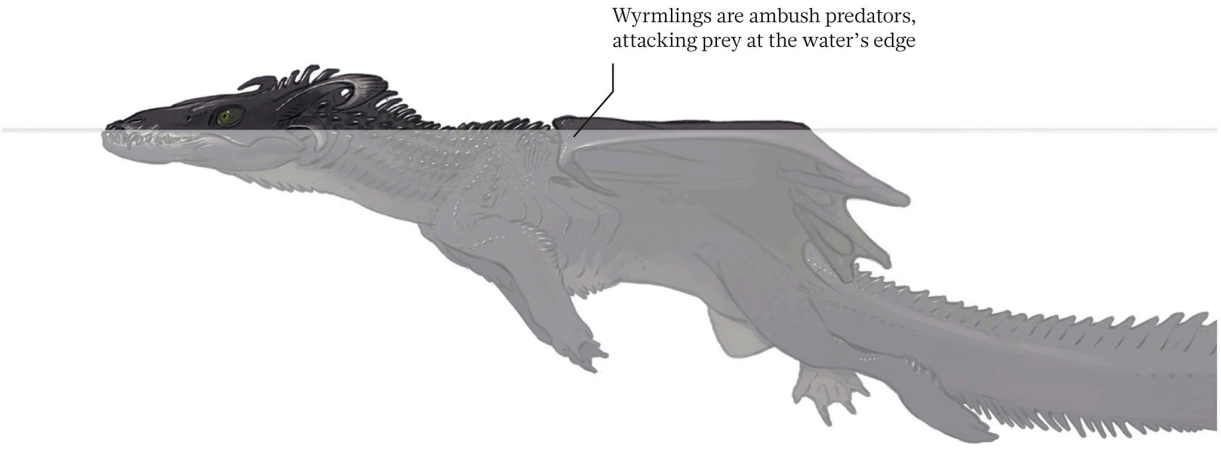


Noxious Nurseries

Black dragon eggs have thick shells that can resist the moisture of the fetid and acidic swamps in which they are laid. Black dragons tend to incubate the eggs within masses of rotting vegetation, or, where available, inside the bloated dead bodies of their victims. Once hatched, the wyrmlings spend most of their time concealed in the murky water.



Young Black Dragon



Black Dragon Wyrmling (Swimming Position)



Black Dragon Egg



Food and Diet

Black dragons typically feed on aquatic creatures such as bottom-feeding fish and mollusks found in their marshy natural habitats. Red meat is another favorite (whether beast or humanoid), which they usually allow to age and pickle in nearby swamps before consumption. Their conical teeth allow them to grip prey tightly as it thrashes around in the water.



Armor of Acid Resistance

Fashioned using authentic dragon scales, dragon scale mail is not only effective against traditional weapons but is resistant to the breath weapon of the dragon type who (willingly or unwillingly) donated the scales.



Allies and Enemies

To some, displays of brute force and insidious power are appealing, thus black dragons have little trouble winning followers. Those with a strong connection to their heritage or environment, such as kobolds, lizard folk, or yuan-ti, often fit the bill. It is not uncommon for a black dragon's forces to be supplemented by a horrifying parade of dank, mindless creatures such as oozes, constructs, the undead, and even shambling mounds. Whether they are drawn to the creature by fear, love, or mind control, the black dragon cares not.

Black dragons are known for biting off more than they can chew, and such is the case for their choice in enemies. They choose not giants, demons, or tarrasques, but humanity at large. With so much to hate, who needs to pick a solitary nemesis.

NOTABLE BLACK DRAGONS

Rhashaak

Guardian of the Cursed City of Haka'torvhak

Voaraghamanthar

Called the Black Death and Wyrm of the Mere, Twin of Waervaerendor

Waervaerendor

Called the Rapacious Raider and Wyrm of the Mere, Twin of Voaraghamanthar

Thauglorimorgorus the Mighty

Called the Black Doom of the Stormhorn Mountains of Cormyr

Kazmil-urshula-kelloakizilian

Called Urshula the Black, The Black Beast of Vaasa and The Beast of the Bog

Rakor

Black Dragon of the Evermoors and Seeker of the Helmet of Disjunction

BLUE DRAGONS

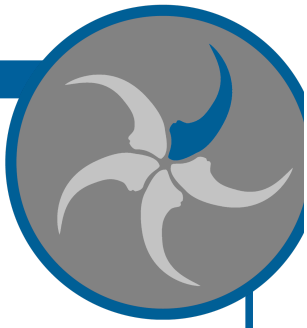
[Draco Electricus]

Introduction

Vain and violent, blue dragons are among the mightiest of desert predators. They are fiercely territorial and do not suffer slights of trespass or tongue. Protective and familial, they hold surprisingly strong bonds of kin, jealously guarding their young and occasionally even sharing territory with their elders. These spitefully gregarious creatures will often tolerate humanoids, but only as servants who know and acknowledge their place. With blue dragons, power's the thing.

Crackling with natural electricity, "storm dragons," as blue dragons are often called, rule the skies above dry, arid regions or rocky coasts. Known for the solitary horn upon their maw, they are skilled aerial tacticians and combatants, patiently using their far-reaching lightning breath to their every advantage. But they are equally wily on the hunt, hiding in mounds of desert sand and using their natural elemental magic to create oasis-like illusions, tempting passing herds or caravans. When their prey comes near, the mighty wyrms burst forth, showing off their arsenal of natural weapons: teeth, tail, claws,

and electricity. Once the smoke clears, blue dragons can only hope their victims are tasty, or at least carrying a supply of coveted blue gems to add to their hoards.



"Rise my child of desert domination
Soar great wyrm on bladed wing
May lightning make a desolation
To all who oppose your claim as king"

—Tiamat's Blessing



BLUE DRAGONS

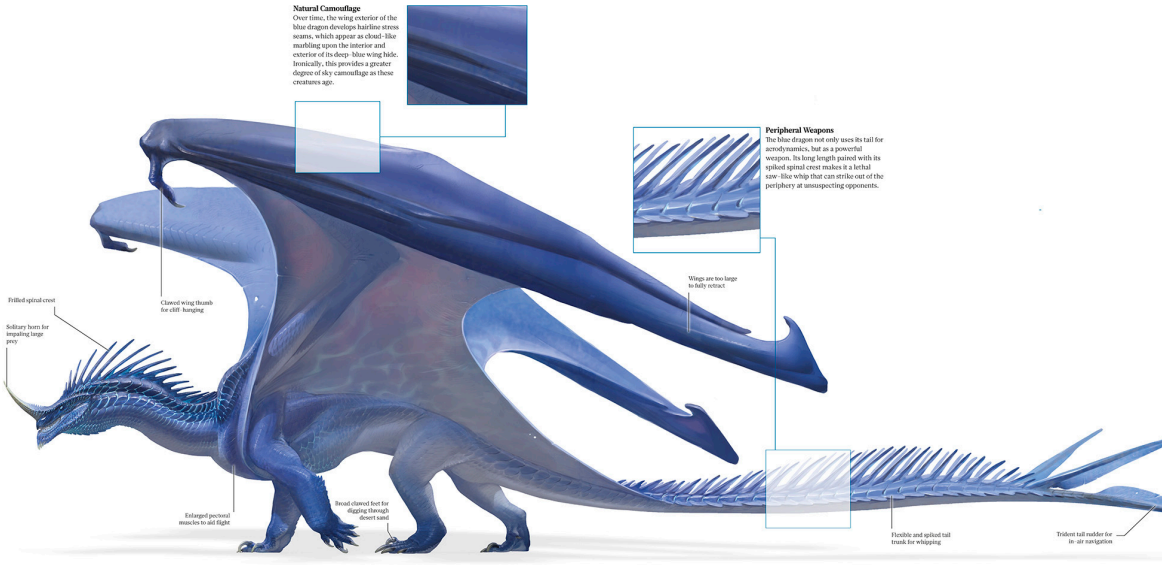
Anatomy

Like the distinctive, solitary horn upon its snout, the blue dragon is the pinnacle of desert power. Their expansive, slender frames glide high above sands and wastelands, using their long, flexible necks to scan the terrain for trespassers and prey. Their gleaming scales range from azure to indigo, providing a degree of camouflage against the immaculate desert heavens or deep blue seas. While less discreet upon terra firma, the blue dragon maintains the hunt by burrowing into sand dunes with its mighty claws, often leaving only its horn visible to mimic naturally eroded terrain. Meanwhile, its distinctive frilled ears can pick up noise and ground vibrations from leagues away, ensuring a well-prepared pounce by the time would-be victims draw near.

> "Bow down to the children of Tiamat!"
>
> **—Sparkrender, blue wyrmling of Stormwreck Isle**

Perfect Profile

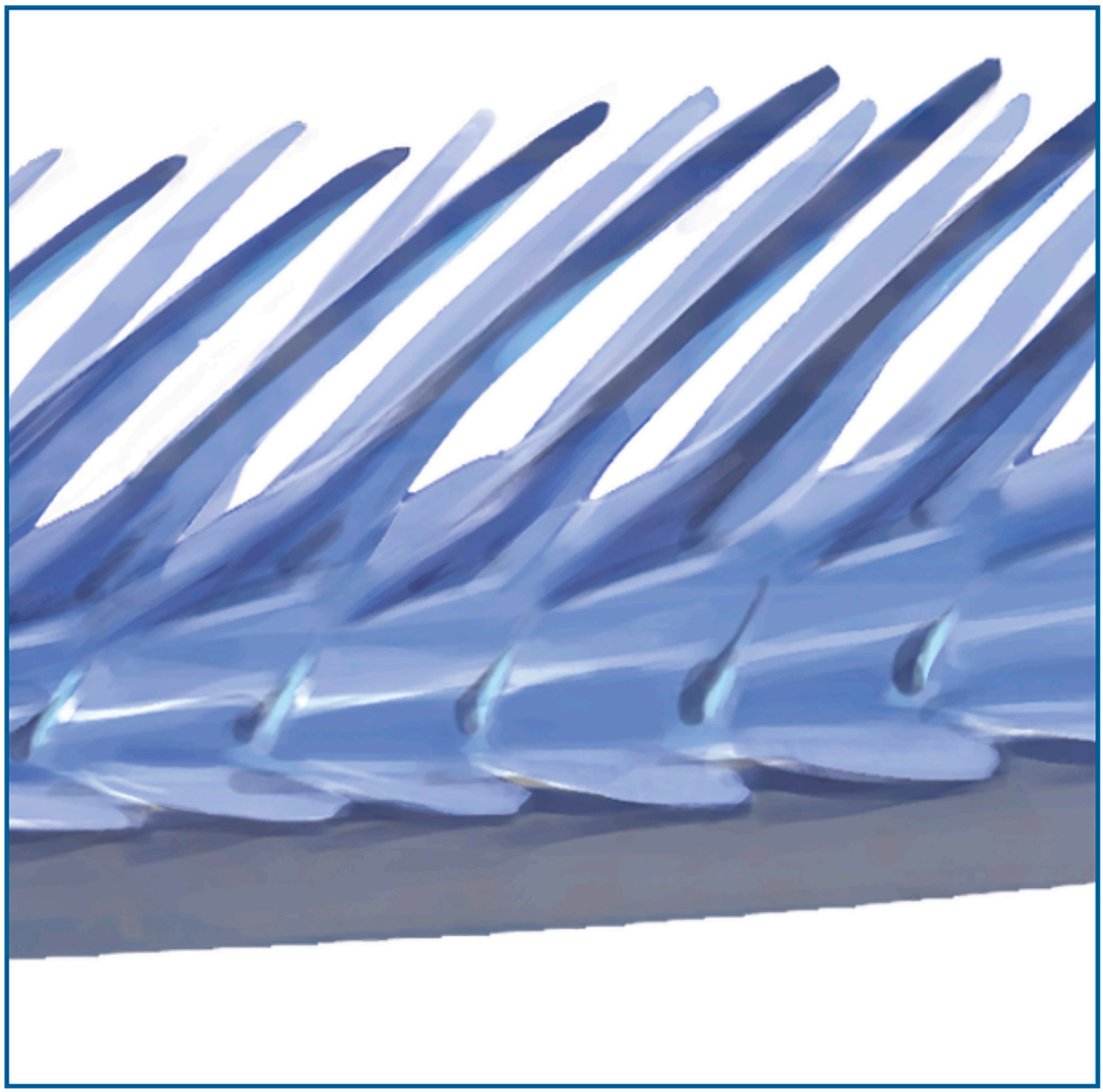
When a blue dragon goes "head first" into battle, it usually means the end for its enemy. Its skull is akin to a mace of small spikes, which extend from its horn and around its brow before clustering upon its massive jaw, where razor-sharp, overlapping teeth protrude and dangle.


Natural Camouflage
Over time, the wing exterior of the blue dragon develops hairline stress seams, which appear as cloud-like marbling upon the interior and exterior of its deep-blue wing hide. Ironically, this provides a greater degree of sky camouflage as these creatures age.
Peripheral Weapons
The blue dragon not only uses its tail for aerodynamics, but as a powerful weapon. Its long length paired with its spiked spinal crest makes it a lethal saw-like whip that can strike out of the periphery at unsuspecting opponents.
Frilled spinal crest
Solitary horn for impaling large prey
Clawed wing thumb for cliff-hanging
Wings are too large to fully retract
Enlarged pectoral muscles to aid flight
Broad-clawed feet for digging through desert sand
Flexible and spiked tail trunk for whipping
Trident tail rudder for in-air navigation



Natural Camouflage

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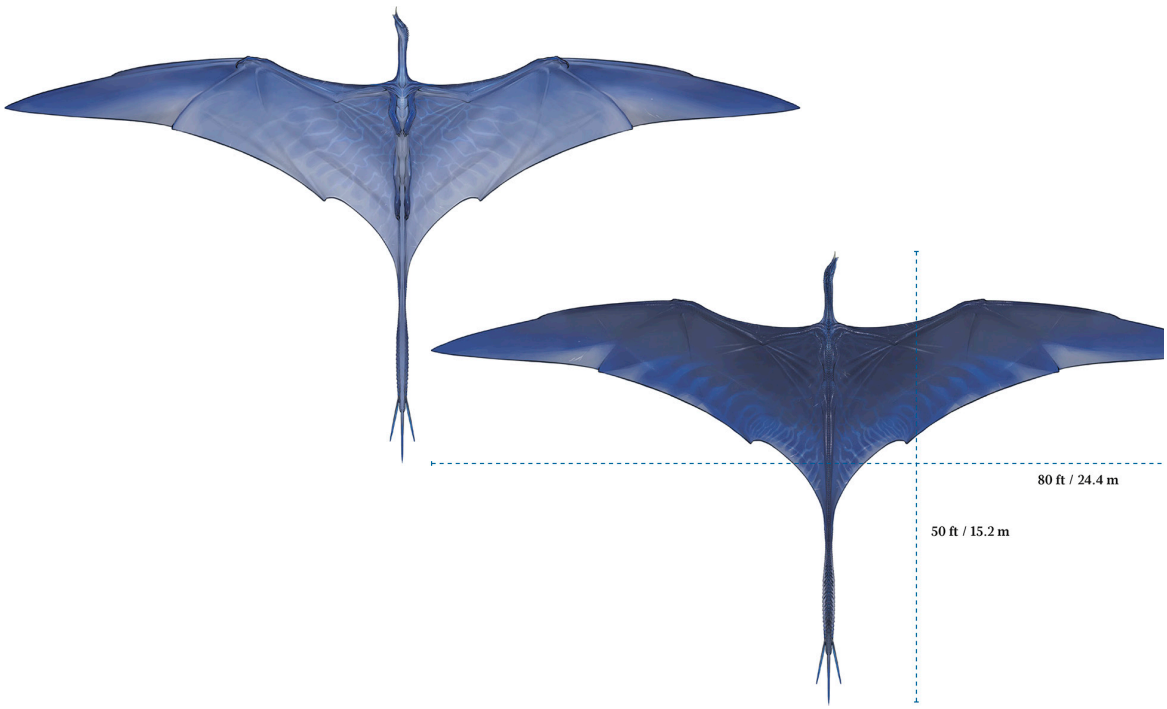
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Big Blue

When standing upon their legs, ancient blue dragons can stand 16 feet high, towering over virtually all humanoids and smaller giantkind. Meanwhile, their sturdy and muscular frames can hold up to 160,000 pounds.



Gifted Gliders

The long, blade-shaped wings of the blue dragon are perfectly designed to glide leisurely over expansive landscapes. This allows these desert predators to conserv their energy in the hot sun, saving it for the strike ahead whenever the opportuni may arise.



Lightning Tongue

True to their nickname, blue dragons are as dangerous and mercurial as a violent storm. The creature's body hums with electricity as it prepares its mighty breath weapon, manifesting as a stream of pure lightning, singeing all that comes into its path. Elder blue dragons can produce a massive bolt of lightning roughly 10 feet wide that carries an astounding 120 feet away, making these creatures adept distance fighters.

BLUE DRAGONS

Profile

To those who study the blue dragon, its behavior and motivations are among the most complex and nuanced of all dragonkind. While most of these creatures choose to follow the path of their ancestor, Tiamat, there are many examples of those who have chosen a different way. Even among the Tiamat-faithful, they bear many traits that confuse and astound observers. Committed and engaged parents, blue dragons seem to have a powerful instinct to ensure their societies will thrive and survive, protecting their young even at the cost of their own lives. They are also surprisingly family- and community-oriented, often supporting and sharing territory with other adult and ancient dragons of their clans—unheard of behaviors among their chromatic siblings.

Nonetheless, power corrupts, and such is the case with the majority of blue dragons. They live for power, domination, and superiority and won't tolerate alternative viewpoints—so much so that a loose-lipped follower may well lose their lives for such insolence. While they maintain an affinity for beauty of nature and object, avarice and opulence tend to win over their instincts and motivations. To the blue dragon, a fine painting becomes more about its worth, who they won it from, and the power it suggests, than any of its inherent beauty or artistic merits. Fiercely territorial, they mercilessly rain down terror upon all who pass, often for food, but sometimes for pleasure. The rule of thumb among wise desert travelers is this: once you smell the odor of burning air and ozone—the distinctive scent of the blue dragon—it's probably too late.



Habitat

Sunshine and sand seem to be the draw for blue dragons, who prefer to roam arid, hot climates with little vegetation and exposed prey. But with cool desert evenings, these creatures prefer to make their homes in the warm sands beneath the desolate landscape. They employ their mighty talons and devastating lightning breath to burrow crystalized tunnels and caverns deep beneath the surface, protecting them and their massive hoards from intruders and the raging storms that seem to follow them wherever they go.



Lairs and Hoards

Burrowed deep below desert sands, and sometimes up into natural rock cliffs and spires, is the blue dragon's lair—its home in every sense of the word. Surprisingly elegant, these multi-tiered warrens are well ordered and decorated. Cool colors such as purple and green often adorn the generous tunnels and comfortable rooms, but the unsurprising star of the show is the prevalence of blue, especially among the hoard itself. To the blue dragon, there is no treasure more precious than the sapphire, but they appreciate all manner of gems, coins, jewelry, and fine artworks—anything that proves power and prestige.

While their hoard is sometimes displayed in an upper chamber, their greatest treasures are typically found in or near its lowest cavern, which makes the chance of successful plunder especially tenuous: blue dragons

build their lairs to collapse, if necessary, seemingly comfortable with the idea of burrowing out and collecting their possessions (and those of the crushed intruders) afterward.



Sapphire Ring



Enemies

Blue dragons have many enemies, but none more despised than brass dragons. Scholars believe these creatures are natural rivals because they compete for the

same territory and share an instinct for socialization, but with entirely different motives.

Protective Parents

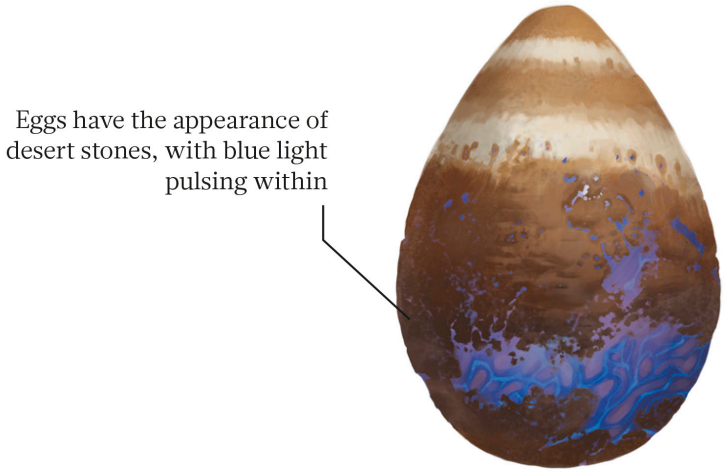
Blue dragons are curious creatures, even by dragon standards. They are also surprisingly talkative, even gregarious at times, but it's typically in service to exerting their dominance from a social and psychological perspective. Nonetheless, they are the most sociable of chromatic dragons and seem to have a strong instinct toward family. They take great care in hiding their eggs in desert sands, and guard them fiercely. They are equally involved with the rearing of their wyrmlings, and even tend to stay close to their elders. This clan mentality also carries over to any type of conflict, where an affront to one becomes an affront to all.



Blue Dragon Adult



Blue Dragon Wyrmling



Blue Dragon Egg



Allies and Followers

Blue dragons desire domination not only of body but of mind. Perhaps that's why they tolerate such a learned and skilled group of followers, ranging from bards and assassins to wizards, sages, and artists. These servants and agents are all well-rewarded for their service, on the strict condition they always remember who is superior and in-charge. Of course, blue dragons also leverage less intelligent creatures, such as giant scorpions, snakes, and ankhegs, to dwell near their homes for added layers of natural protection.



Food and Diet

Blue dragons have a taste for red meat, which they typically source from herds of desert animals, such as camels, as well as unfortunate humanoid travelers. When absolutely necessary, they will resort to desert vegetation such as cacti.

NOTABLE BLUE DRAGONS

Iymrith
Called Doom of the Desert and the Dragon of the Statues

Lennithon
Blue Bane of Greenest and Demon of Xonthal's Tower

Khellendros
Called Skie and Storm Over Ansalon, Mount of the Blue Lady

Sparkrender
Grandson of Eldenemir, Wyrmling of Stormwreck Isle

Araugauthos
Called the Bluetalon, imprisoned of Halaster Blackcloak in Undermountain

Olothontor
Called the Minstrel Wyrm of Mount Araddyn

GREEN DRAGONS

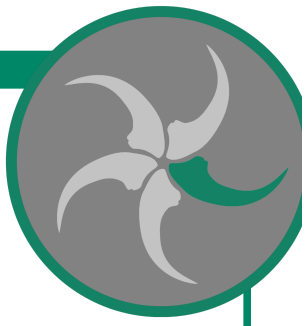
[Draco Chlorinous Nauseous Respiratorus]

Introduction

Capricious and cunning, green dragons are the deceivers of the chromatic dragon family. They employ a combination of raw power and treachery to achieve their ends, which is more often psychological control than physical domination. Fiercely territorial, they often attack without provocation, but are just as pleased to bully and intimidate. To these master manipulators, everyone and everything is a tool to bolster their power and influence. In short, green dragons are snakes in more ways than one.

Dwellers of woods, forests, and jungles, "forest dragons," as they are sometimes called, slink among the trees in search of easy prey. Recognized by their crested, snake-like necks and tails, potential victims may never see a green dragon coming, but will probably not miss their scent. Acrid mists fill the woodlands they call home—a warning sign for the wise to vacate quickly before encountering these creatures face-to-face, where they are bound to endure the dragon's devastating poison breath. Corrupt and ill-tempered, green dragons have a taste for gnomes and elves, but terrorize forest folk of all

types and seem to be more interested in control over victims than meals or even treasure.



"Rise my child of scurrilous spite
Slither great wyrm of deceitful doom
May your poison tongue ever snuff the light
And dash men's hopes till all is gloom"

—Tiamat's Blessing



GREEN DRAGONS

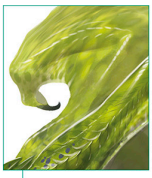
Anatomy

Once considered by Bahamut the most prototypical of all dragons, the green variety has evolved over time into its current, more reptilian and snake-like form. Compared to other wyrms, their boomerang-shaped wings are short, but their bodies are long, slender, and stealthy. Their diamond-shaped scales range from olive to forest to emerald green, blending perfectly into their wooded environments, while their flat, padded talons help them nimbly and silently navigate rough forest terrain. Rabid hunters, green dragons may stalk their victims for days, taking delight in the dread their looming presence conjures. Even then, they rarely dispatch all their foes at once, leaving the most useful survivors to be controlled, ransomed, or devoured as a late-night snack.

> "The orb called
> Cyan Bloodbane
> here ... and the dragon
> decided to destroy it
> by whispering
> nightmares into
> Lorac's ear."
>
> **—Raistlin Majere**

Head of the Snake

Unlike most dragons, the snout of the green dragon is smooth and hornless. Their cranial area is narrow and aerodynamic, featuring internal ears and flexible crests upon their spine and jaw, allowing them to access tight spots like hollow tree trunks and caves. Their primary fangs are tucked into special pouches within the mouth, permitting space for their long, forked tongues to taste before they bite.



Two Thumbs Up
The green dragon's unique, double wing thumb allows it a higher level of coordination with its wing appendages than other dragons. This feature can be used to grasp and hold prey or hang from nearby trees while its forked tail and poison gas do the dirty work.

Dappled, leaf -shaped wing ends blend into tree canopies

Chromatophores in skin allow dragon to take on a red hue as a warning

Prominent spinal crest runs full body length

Hood folds flat when sneaking through undergrowth

Neck frill

Retractable venomous fangs

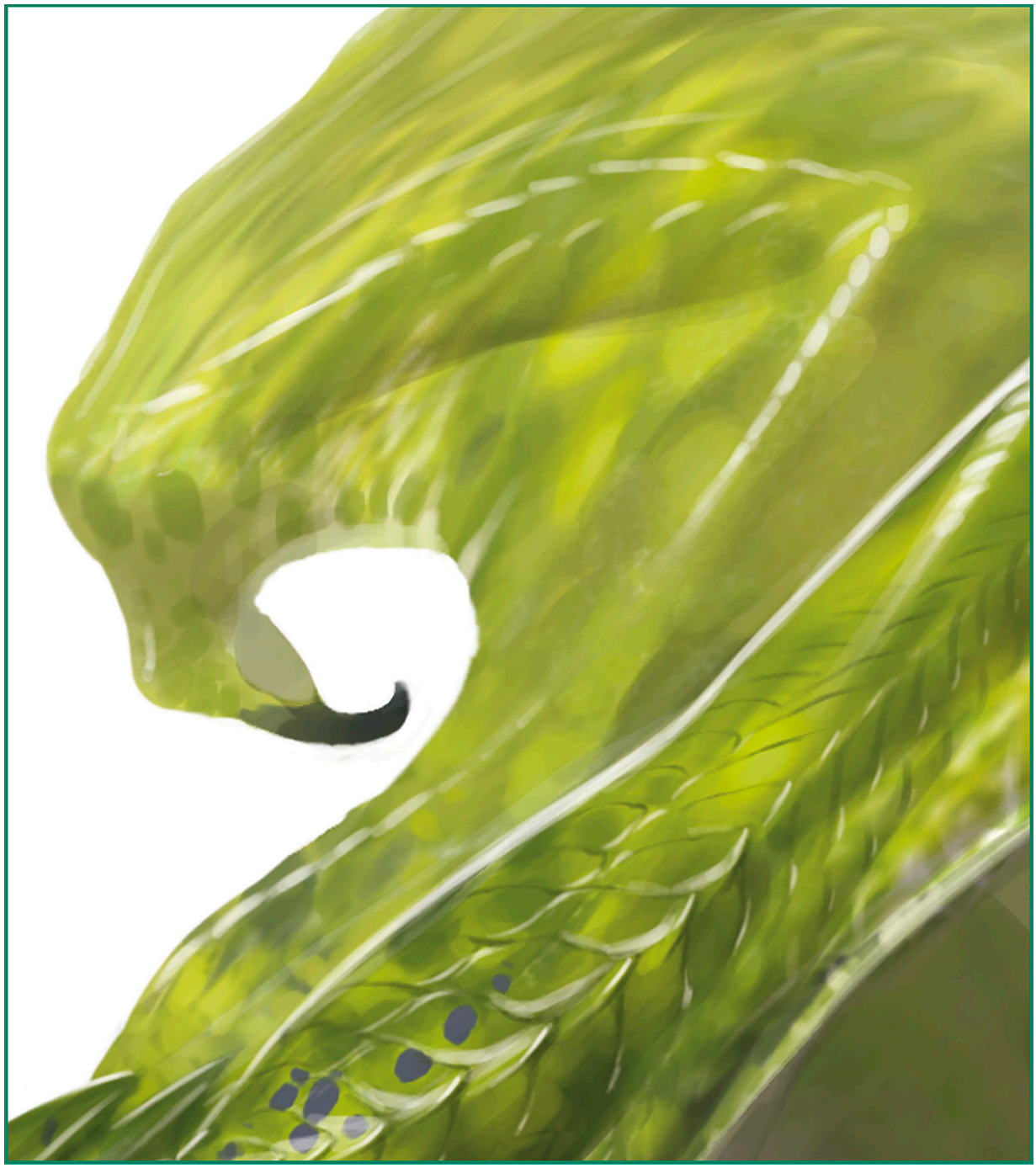
Flexible jaw to devour enormous prey whole

Flat, padded talons for stealth



Forked and Deadly
The tail of the green dragon is both a tool for mobility as well as a deadly weapon. Among the longest of dragon tails, green dragons can use theirs to wrap around, hang from, and slink about the trees, or whip, grapple, and skewer during combat.

Fanged tail ca pierce plat



Two Thumbs Up

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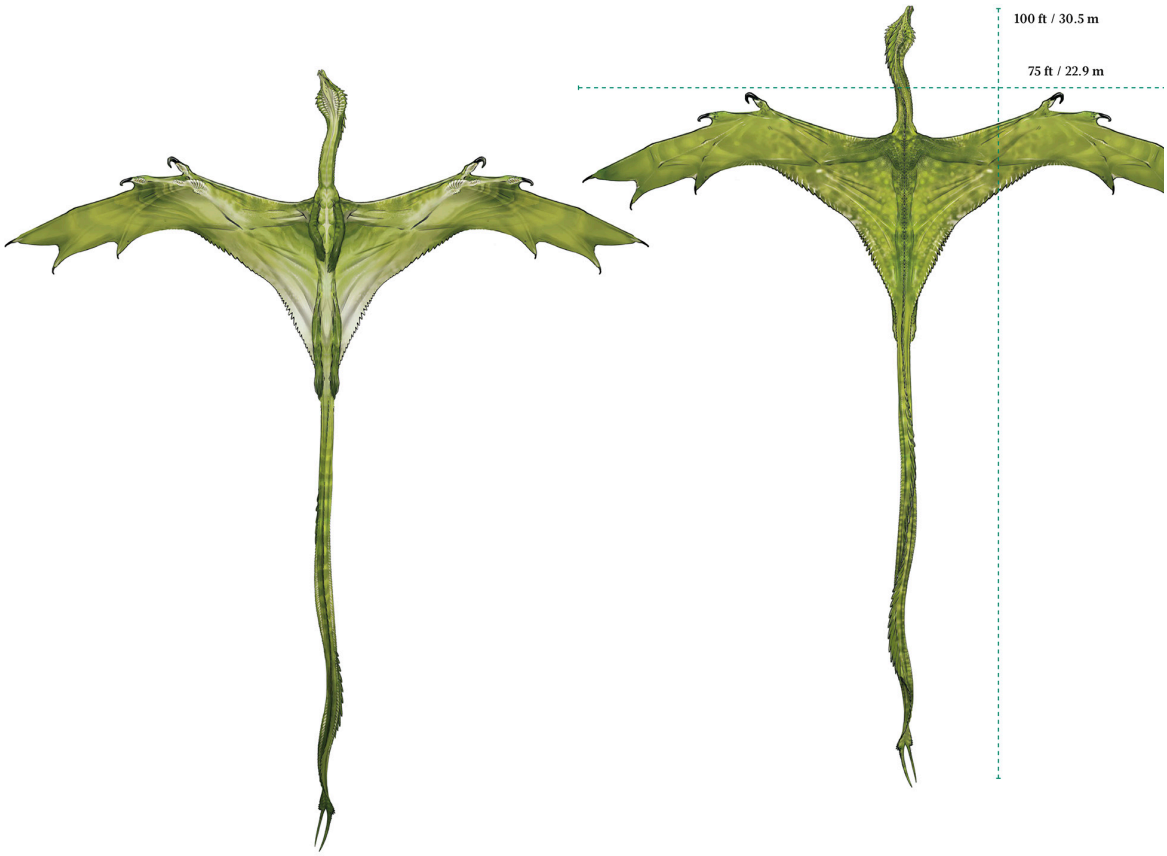
Forked and Deadly

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Short and Long

With a shorter body trunk than most dragons, the elder greens stand roughly 10 feet high when their neck is relaxed. However, they can comfortably meet the eyes of most ancient dragons with their swan-like neck fully extended, while their long, slim bodies can hold similar weights of approximately 160,000 pounds.



Powerful and Compact

The short, dappled wings of the green dragon help it take off and land in heavily obstructed, wooded environments, and are especially compact when retracted. T unique boomerang shape of their wings help these creatures perform sharp turns and evasive maneuvers while chasing fast-footed prey through the trees.



Bad Breath

There's nowhere to hide when a green dragon unleashes its poisonous gas breath upon its foes. All but the most stalwart within the acrid, 90-foot cone will be dead almost instantly. But poisonous fumes are not the extent of this creature's deadliness. Their long, whip-like tails can just as easily grapple opponents as impale them, while its disturbingly flexible maw allows it to gobble up creatures many times its size. But perhaps the green dragon's most dangerous weapon is its tongue—the kind that deceives and makes deals and promises the creature will never keep.

GREEN DRAGONS

Profile

While green dragons are rarely ever straightforward in their dealings, their motivations typically are: power and psychological domination. These creatures will choose control over an adversary versus its annihilation any day, and all the sweeter if they can get their target to compromise their own dearly held values in the process. Why torture a victim when you can convince them to do it to themselves? The ultimate win for these dragons of the forest is corrupting the virtuous with their deception and trickery, which they consider gifts from Tiamat herself. Unsurprisingly, these social values lead to significant strife among green dragon families, making it rare for the wyrmling offspring to stay close once they reach adulthood. These creatures also find themselves with few friends among dragonkind, where they typically skip the appearance of civility and are known to be crass and cantankerous.

The green dragon cares not of these bonds—who needs family or friends when you have followers? Of course, many of their faithful are in fact indentured based on some manipulation or raw deal woven by the dragon. When the deal—or the follower's usefulness—ends, invariably so too does their life. Yet, these same sentients are also the green dragon's greatest and most prized treasures. With an insatiable lust for power in their clammy hearts, these creatures' hoards are as much the people they have twisted and bent to their will as the emeralds and gold piled in their well-ordered lairs.



Habitat

Green dragons are often referred to as “forest dragons” for a reason, as they roam and slither about verdant wooded treetops and cool forest floors, usually in search of their next victim or prize. But leafy canopies are not good protection for sleeping dragons or their precious hoards, so they prefer the safety and comfort of caves set in high cliffs, provided they are well concealed and hard to access. Homes set in the rock behind grand waterfalls seem to be a favorite among these creatures. However, they are equally inclined toward subterranean lairs, usually tunnels and catacombs only accessible through great hollowed out trees or underwater passages.

Food and Diet

Green dragons strongly prefer the flesh of forest-dwelling beasts or humanoids, but learned and accomplished sentients seem to taste best. Elves, gnomes, and kender are among their favorite feasts, but they will resort to just about anything, if hungry enough, including small trees and shrubs.



Attack Posture (Neck Frill Opened)



Typical Prey (Forest Gnome)

Flying the Nest

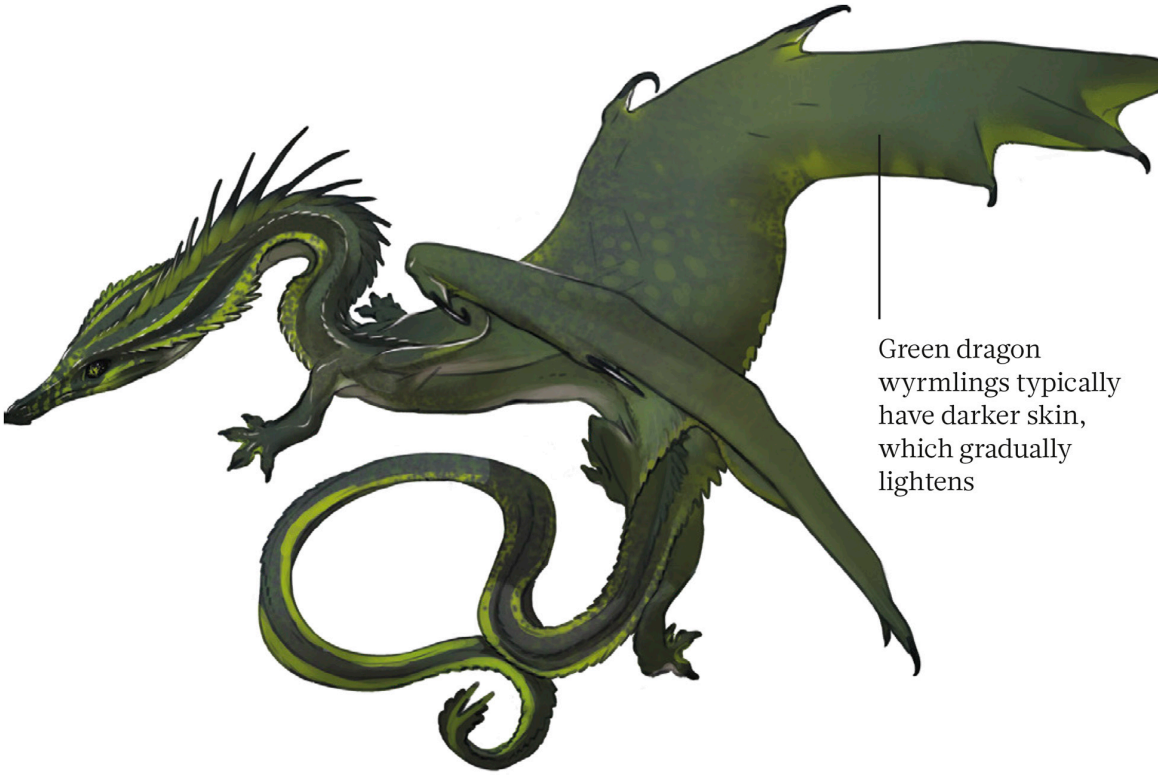
While not known for their tender or compassionate nature, green dragons keep their eggs close and watch them carefully. Always well concealed, the eggs are usually kept in moist areas and sometimes even submerged, like those of their black dragon siblings. Green dragon wyrmlings come out a very dark green, almost black, but their scales lighten over time to the olive, emerald, or forest green they are known for. Slow to leave the nest, their wyrmlings remain close to their parents for some years, usually staying until adulthood. But green dragons can only stand so much of each other and as these creatures reach maturity they often leave acrimoniously—and rarely, if ever, come back to visit.

Enemies

Green dragons have few allies among dragonkind due to their devious nature, but tend to skirmish most with black dragons, who they often battle over territory and the most optimal lairs.



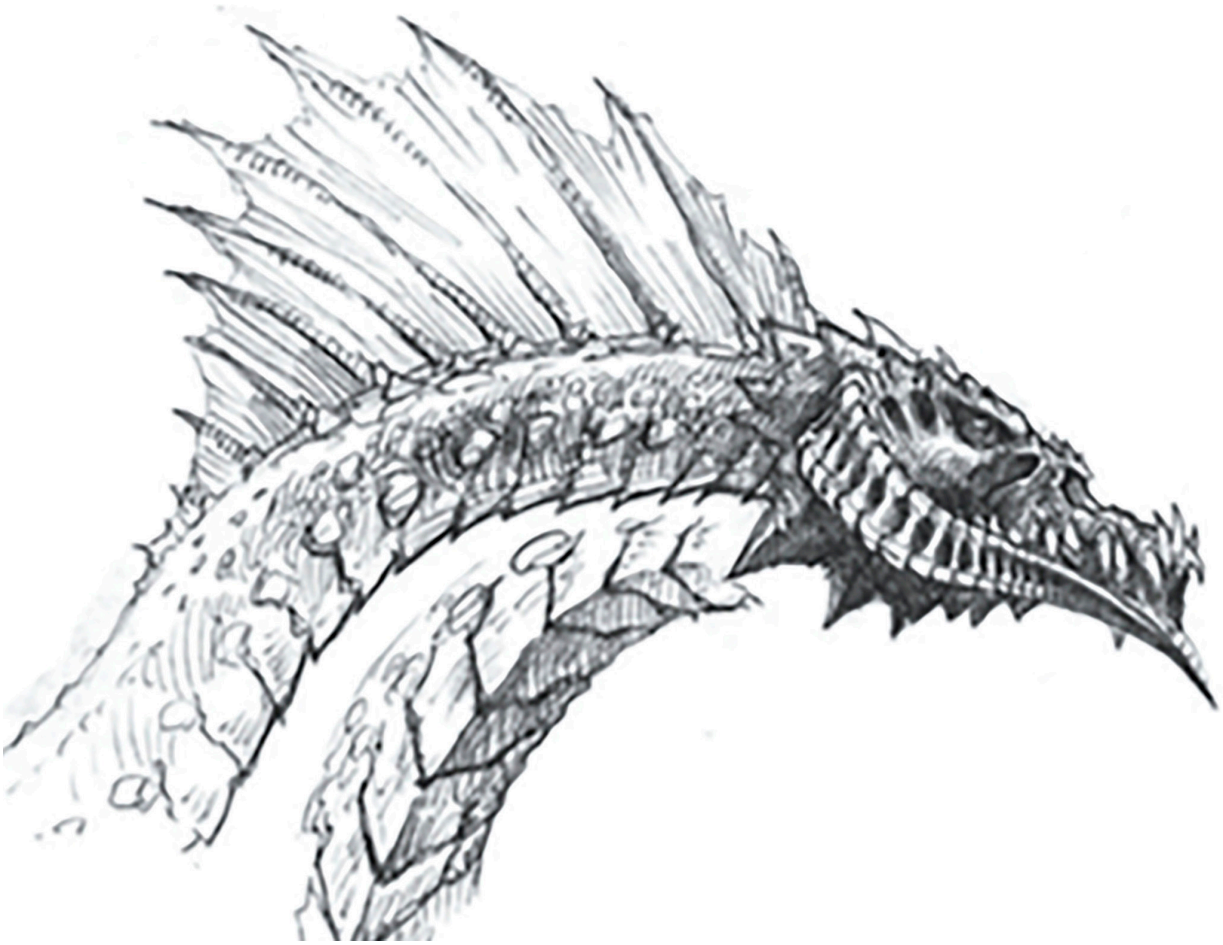
Young Green Dragon



Green Dragon Wyrmling



Green Dragon Egg



Black Dragon



Lairs and Hoards

Wise adventurers know they're close to a green dragon's lair when the lively sounds of the forest quiet, and the acrid, greenish fog thickens. There, usually concealed behind scenic waterfalls, or deep below picturesque ponds is the green dragon's home. Surprisingly well ordered, these multi-room or cavern dwellings follow the natural curves and obstacles of their environment, whether wood, stone, or dirt.

Gleaming deep within the inner sanctum are beryls, rubies, and amber, but green dragons love emeralds best, which dominate their hoards. Some also treasure more artistic relics such as fine art, sculpture, and musical

instruments, and many are known to fabricate new objects by wrapping these treasures in vegetation or vines. Their greatest treasures though are not the kind that sparkle, but those who think—specifically whatever the green dragon wants them to.



Allies and Followers

A favorite saying of a green dragon to their followers is "make yourself useful." It's not just helpful advice but a tacit warning about what will happen should one's usefulness run out. The green dragon is honey-tongued and has little trouble winning subordinates among those who frequent the forest, such as goblinoids, kobolds, orcs, ettercaps, ettins, yuan-ti, and even elves. But when the dragon finally shows their true colors, these unfortunates often realize they've been snared into an inescapable raw deal. It is rumored that the green dragon's influence is strongest when near its lair, where the creature benefits from natural charm magic.

NOTABLE GREEN DRAGONS

Claugiyliamatar
Called Old Gnawbone, Ruler of Kryptgarden Forest

Chuth
Called the Emerald Assassin of the Misty Forest

K'rshinthintl
Called Cyan Bloodbane, Dragon of Dreams

Venomfang
Bane of Thundertree Village

Vermilius
Guardian of Arkhan's Tower

Azdraka
Terror of the High Road

WHITE DRAGONS

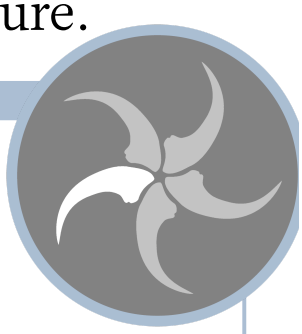
[Draco Rigidus Frigidus]

Introduction

White dragons are as cruel and cold as the icy caves they call home. Legendary for their avarice and brutality, they are among the most feral and least intelligent of dragonkind. It is theorized that this uninhibited ferocity makes them the best true hunters of the species. However, they are on average the smallest of the chromatic family, which tends to give them a big, scaly chip on their ice-covered shoulders. This, paired with their extraordinary memories—especially for past slights—means to a white dragon, revenge is a dish best served frozen.

Called “ice dragons” or “glacial wyrms,” by those who study them, white dragons inhabit labyrinthine ice caves set deep within icy mountains or frigid glaciers. With a preference for such remote dwellings, it is unsurprising that they have no love for strangers, and little need for allies. Known for their heartless, sapphire eyes and their beak-like maws, they terrorize the inhabitants of the mountains and tundra by freezing their victims solid with their icy breath before eating them whole.

Fortunately for those who live near them, they rarely venture from their frosty homes, where they spend years at a time lazily counting their treasure.



"Rise my child of brightest snow
Burrow within all coldest cave
May frozen breath on victims blow
For you a feast, for them the grave"

—Tiamat's Blessing



WHITE DRAGONS

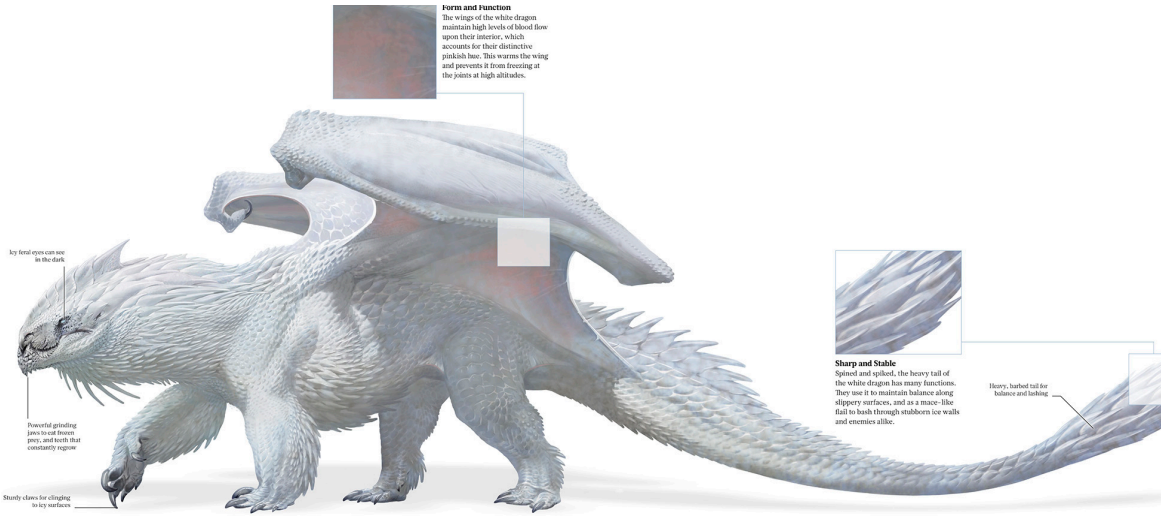
Anatomy

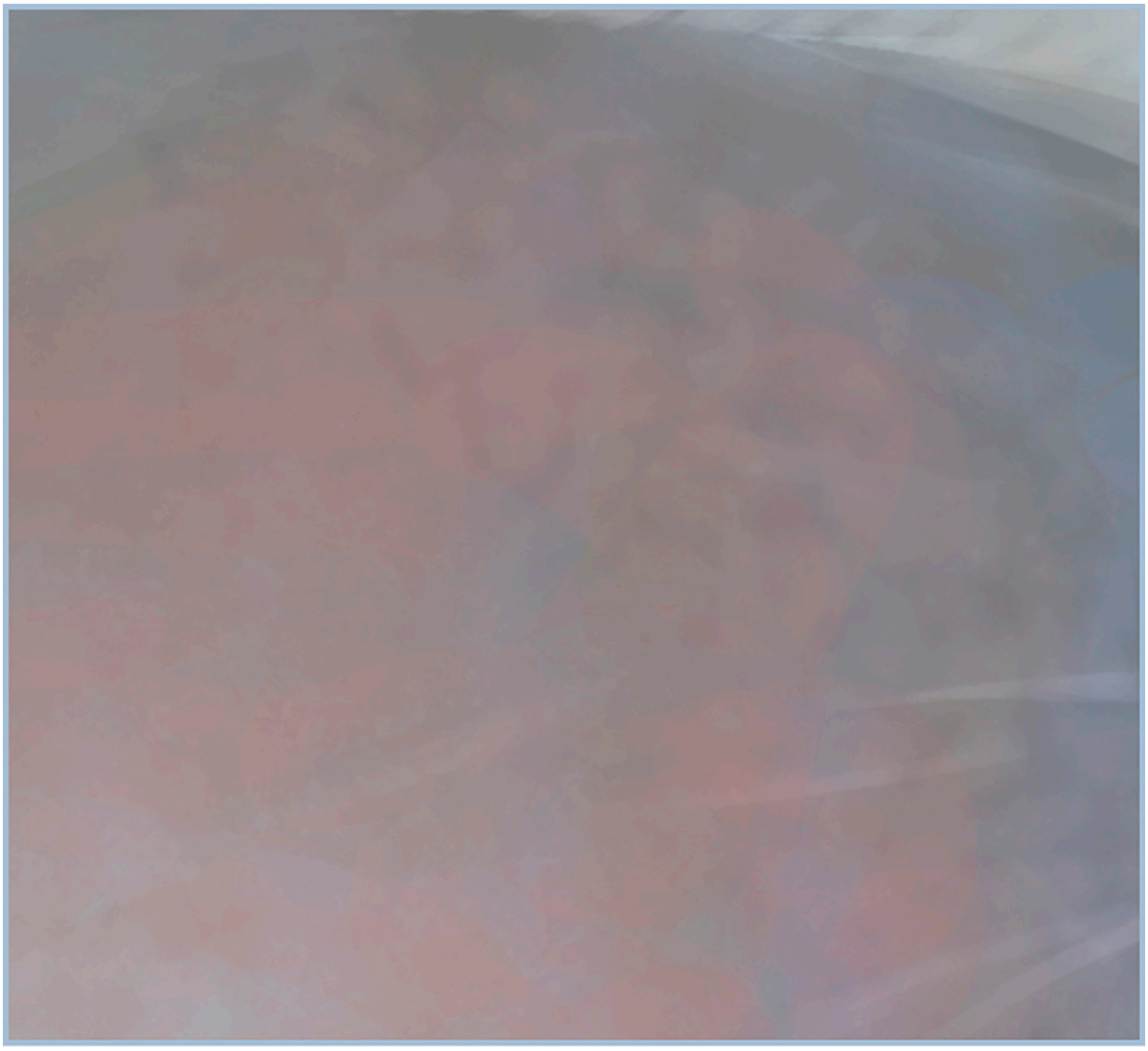
Among the smallest and most primal of chromatic dragons, white dragons have bodies that are compact and powerful, featuring thick, shovel-like claws—perfectly designed to tunnel through solid ice and keep warm in frigid climes. As young dragons, their scales gleam pearly white, but tend to dull over time into pale blues and grays, providing even better camouflage against the backdrop of cloudy skies and gloomy caves. While often considered the least powerful of the chromatic dragon family, there is nothing weak about these creatures. Their instincts make them extraordinary hunters, where they strike down from above on their long kite-like wings and unleash their devastating ice breath, leaving their victims frozen solid and ready to eat.

> "They're after the treasure!"
>
> **Glazhael the Cloudchaser**

Bird and Reptile

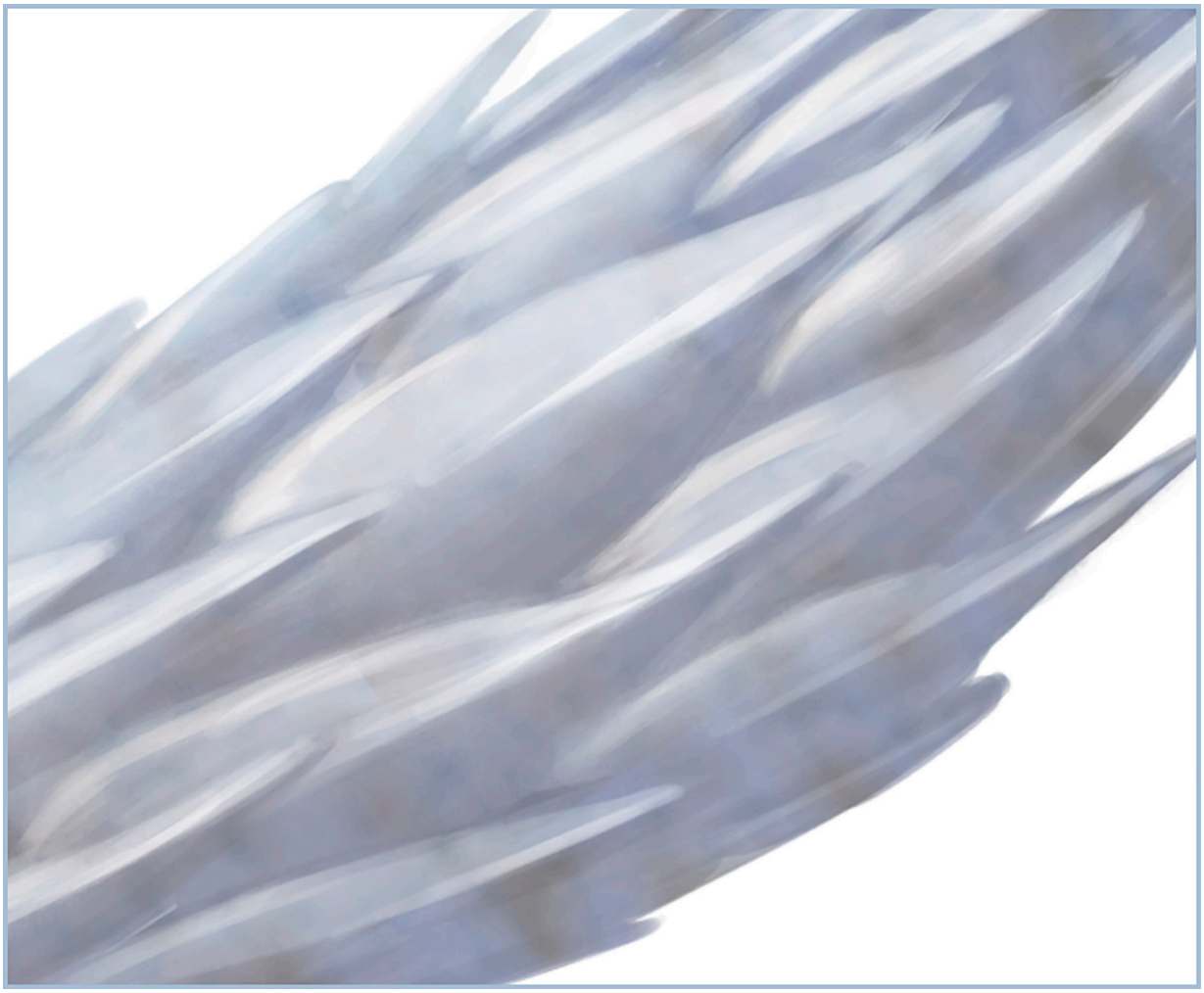
The countenance of the white dragon is perhaps the most feral and animalistic of all dragons. Their razor-sharp beak hooks like a bird-of-prey's, with only small protrusions of fangs on the sides. The remainder of its cranium is uniquely reptilian, featuring a great, fin-like crest on top and spiked dewlap below, all framing well-protected internal ears and deep-set sapphire eyes that seem to glow in the darkness.


Form and Function
The wings of the white dragon maintain high levels of blood flow upon their interior, which accounts for their distinctive pinkish hue. This warms the wing and prevents it from freezing at the joints at high altitudes.
Icy feral eyes can see in the dark
Powerful grinding jaws to eat frozen prey, and teeth that constantly regrow
Sturdy claws for clinging to icy surfaces
Sharp and Stable
Spined and spiked, the heavy tail of the white dragon has many functions. They use it to maintain balance along slippery surfaces, and as a mace-like flail to bash through stubborn ice walls and enemies alike.
Heavy, barbed tail for balance and lashing



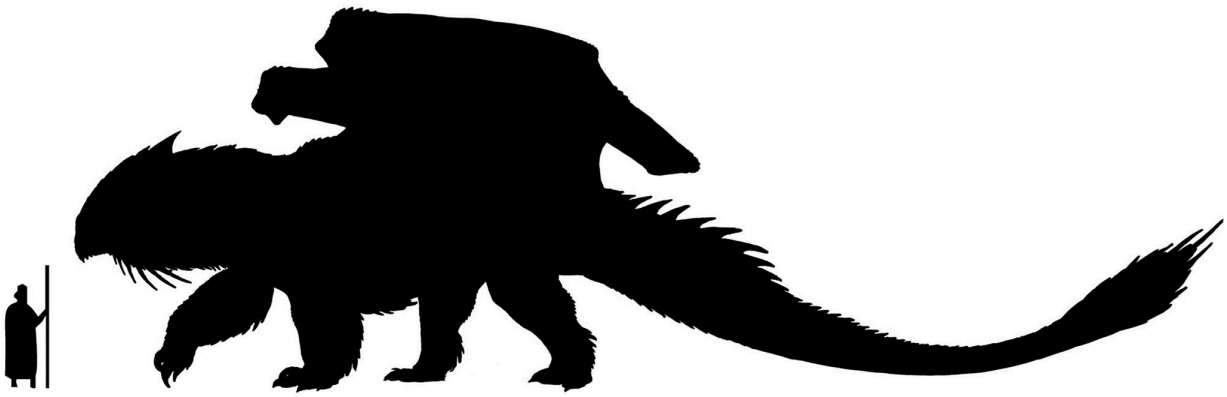
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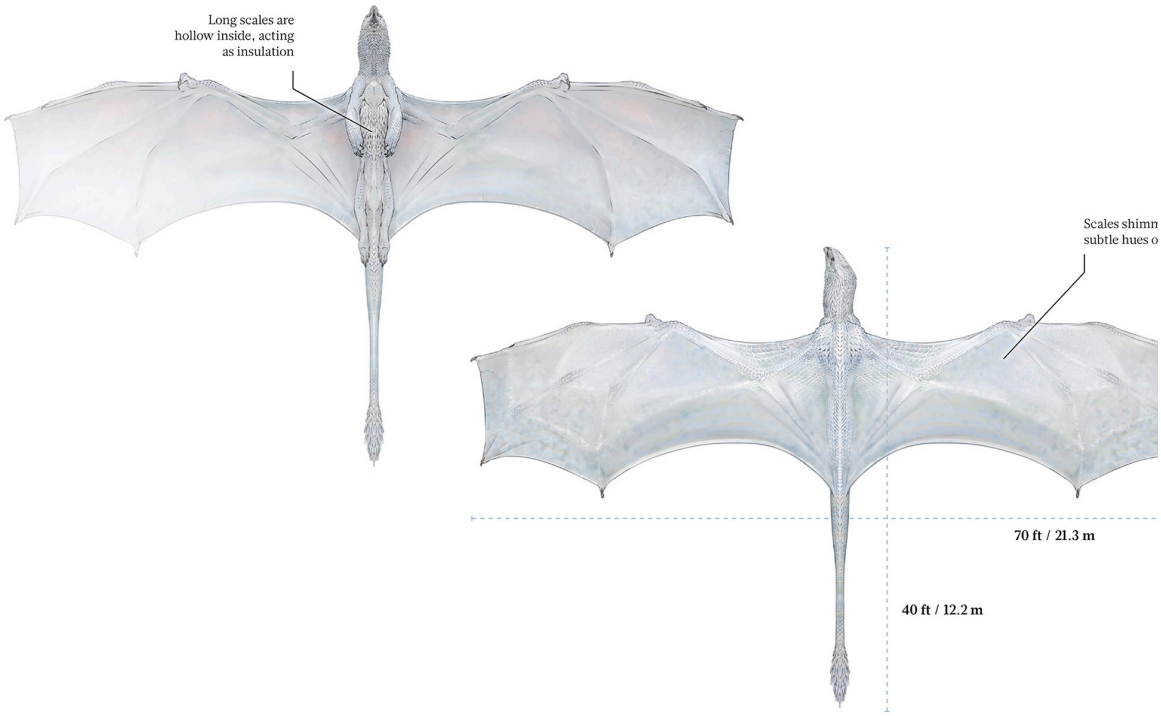
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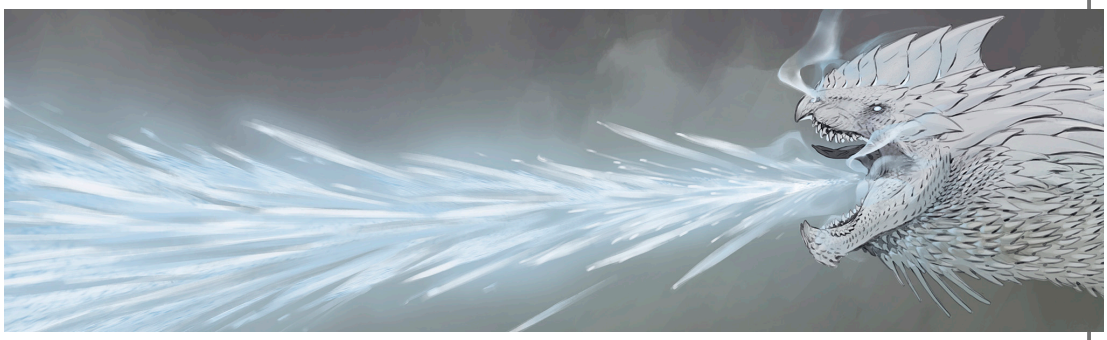
Strong and Stout

Powerful and compact, ancient white dragons can almost stare down a frost giant, standing 16 feet high upon their haunches. Meanwhile, their muscular and heavily armored bodies can weigh up to 160,000 pounds.



Dual Threat

The white dragon's broad, kite-like wings are as effective for low-energy gliding high above the clouds as they are dive bombing potential targets upon the frozen tundra floor. Their wing hide is surprisingly supple and resistant to freezing.



Cold as Death

Few that are foolish enough to enter the lair of a white wyrm ever live to tell the tale. If the frigid elements don't get them, the mighty creature's frozen breath will. An elder of the species can emit a cone of icy crystals and sub-zero air that freezes targets up to 90 feet away. Those who are lucky enough to evade this frozen fate will likely find themselves in a game of cat and mouse among endless ice tunnels, most of which lead nowhere. Once cornered, the mighty creature may lash out at its enemy with its mace-like tail or skewer them with a mighty claw—but dinner time for the white wyrm comes only after the prey is properly frozen.

WHITE DRAGONS

Profile

Alone and aloof, the white dragon sits upon its frozen hoard reminiscing over each ill-gotten scrap of treasure. Savage and brutish, they care for no one and nothing except the hunt and the spoils that come along with it. They lack anything approaching empathy or compassion, rather the complete annihilation of their enemies is their religion, and they practice it faithfully to Tiamat's great delight. They seek no bonds, even those with mates and offspring with whom they have only the most requisite and brief interactions. Followers are equally rare among these uniquely solitary creatures, and are as likely to end up a meal as a helper. Only those who can appeal to the creature's avarice through tribute have a chance for survival.

Rarely inclined to speak, the white dragon is thought by many to be "dim-witted," but that is exactly as this creature wants others to believe. The white dragon's lair is littered with frozen would-be adventurers who have made this mistake of judgement. These frozen relics stand upon untold riches, which sparkle and shine deep beneath the ice—the only friends a white dragon will ever need.



Habitats

It is no secret that the creatures known as “ice dragons” prefer the snow and ice, but solitude seems to be their biggest draw. Icy cliff-top caves, glacial chasms, icebergs, and frozen mountain tunnels—all places that no other living thing can or should go—all seem to best meet their fancy. But such harsh environments limit ready access to food, so proximity to humanoid settlements, tundra herd lands, or life-rich bodies of water is essential. When not in their lairs, white dragons spend virtually all their time out on the hunt—for food and for riches.



A Snowball's Chance…

Entering a white dragon's lair is invariably a one-way trip, since only spellcasters of exceptional skill can successfully repel the breath of a mature white wyrm. Even then, it's only a matter of time before the creature or its treacherous lair will win the upper hand.



Lairs and Hoards

There are only two joys in life for the solitary white dragon: the hunt and the hoard, and they tend to excel in both. Their avarice is legendary even among chromatic dragons and they covet most jewels and gems that gleam like the very ice they call home. Diamonds, opals, moonstones, and platinum sparkle in the deepest, darkest parts of glacial chasms and ice caves, encased beneath thick and clear layers of rime created by the dragon's breath to protect its treasures from intruders. It is said that some white dragons can create an icy fog while near their lairs to further obscure their riches and disorient interlopers. Surprisingly sentimental for such brutish creatures, other frozen treasures often decorate their environments, such as whale bones, mammoth ivory tusks, magical weapons, frost giant trophies, and even frozen victims—each a joyous memory of victory.



Frozen Treasures

It's not enough for the white dragon's hoard to be virtually inaccessible to any living creature—this wyrm requires another layer of protection: ice. Foolish adventurers slowly chip away to get at the valuable treasures only to become part of the hoard themselves.

Hearts of Ice

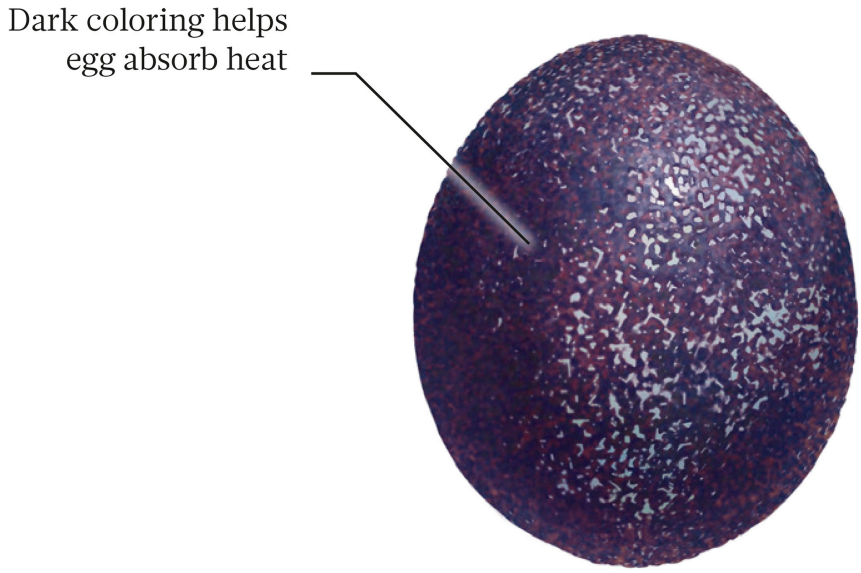
Cold-hearted in more ways than one, the white dragon is not known for its compassion or familial nature. When these creatures breed, they stay together only long enough to conceive, after which they each return to their solitary lairs. Their eggs are hidden in the snow near their homes and encased in ice using their frozen breath, but that is all the care they'll get, as the white dragon rarely visits. This indifference carries over to the care of their young, where the wyrmling is expected to survive on its own and is only occasionally allowed to live in the parental lair. Wyrmlings will often form small packs to better hunt on the tundra, but invariably go their separate ways as they age.



Young White Dragon



White Dragon Wyrmling



White Dragon Egg



Food and Diet

The icy tundra has little in the way of produce, so the white dragon's preference for meat is both primal and practical. Its most common prey are elk, moose, cows, and larger sea life such as seals, walruses, and sometimes even whales. They will hunt and consume virtually any creature, beast or humanoid, just as long as it's well frozen first. Any foolish adventurers who trespass in the lairs are appreciated as food that has saved the dragon the trouble of hunting.

Enemies

With an instinct to hunt and annihilate, white dragons make enemies everywhere they go. They despise red dragons, who tend to bully them with their greater size and power, while silver dragons draw their ire when competing for lairs. But their true nemeses are frost giants, whom they battle constantly for territorial supremacy.



Allies and Followers

As creatures who prefer extreme solitude, white dragons rarely have anything akin to followers. In the rare cases that they do, such creatures are typically sentient humanoids, such as kobolds, who manage to allay their draconic master's wrath with tribute and work around the lair. Even still, such followers regularly take losses when the white dragon loses its temper or needs a snack.

NOTABLE WHITE DRAGONS

Icingdeath
Called Ingeloakastimizilian, Terror of Icewind Dale

Rime
The Mithral Prisoner

Arauthator
Called Old White Death

Glazhael
Called the Cloudchaser, Wyrm of Skyreach Castle

Cryovain
Terror of Icespire Peak

Ghaulantatra
Called Old Mother Wyrm



METALLIC DRAGONS

Said to be descendants of the great platinum dragon Bahamut, metallic dragons are powerful forces of honor, protection, and virtue. While all of the brass, bronze, copper, gold, and silver dragons share a curiosity and affection for the worlds of civilization, some even take to using their natural shapeshifting abilities to live among humanoid communities and study their cultures. They are usually the sworn enemies of evil, especially chromatic dragons, and view themselves as protectors and stewards of humanity and civilization. In this respect, they are both forces of nature and forces of good.



GOLD DRAGONS

[Draco Sublimis Aurum]

Introduction

Timeless and majestic, gold dragons are the greatest of goodly dragons. Dedicated agents of virtue, they glide high above the realms keeping a close watch on the forces of evil, especially their chromatic dragon rivals. These creatures are known to be wise but aloof, often concealing themselves amid civilization and seeking news of tyranny while in the guise of unassuming humanoids or animals. Devoted followers of Bahamut, should an injustice reach the gold dragon's ears, they waste no time in righting the wrong, and usually just showing up in their astounding (and intimidating) true form does the trick.

The gold dragon is a creature of indescribable beauty, so it should come as no surprise that their homes are equally so. Set among crystal lakes, idyllic waterfalls, picturesque ruins, or pristine islands, their lairs are nothing short of stunning. The locations are always remote and secretive to protect their precious hoards, which are not only their most prized possession but also their source of nourishment. While known to be reclusive and grim in disposition, when the need arises, there are few forces throughout the

multiverse greater in combat. Their fiery breath is pure devastation, as is their breath of weakening, which saps the strength of virtually all who dare oppose them.



"You of quiet, gilded gold
Your thoughts are like the waterfall
So steadfast, flowing, and wise they are
Your breath can scorch, and weaken the strong
But your greatness is goodness
As you should be, as you are"

—Bahamut's Prayer



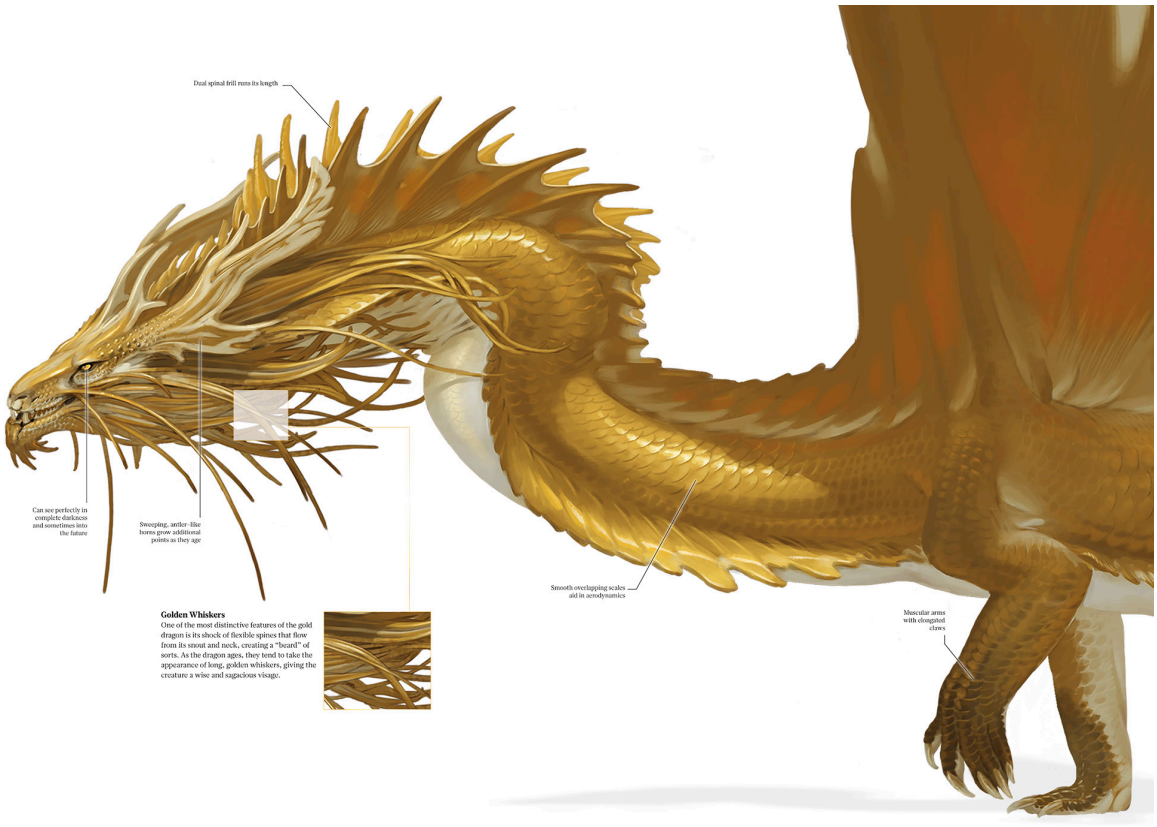
GOLD DRAGONS

Anatomy

The sight of a gold dragon rippling through the air is nothing short of awe-inspiring and proof of Bahamut's genius. The largest and most powerful of the metallics, the creature's scales glitter as solid gold from its generous neck to its immensely long tail. The gold dragon is majesty personified. While its wings are among the shortest of any dragon, they are actually an extension of its double spinal frill, which runs the extent of its long, flexible body as if forming dual crowns. The slender wing cape allows this amphibious creature to swim through the sea or sky with equal ease, while hidden beneath is a muscular trunk with mighty and deadly appendages, capable of righting any wrong.

Wise Countenance

To look into the face of a great gold dragon is to know wisdom, for it bears the weighty knowledge of past, present, and future. A thick mane of flexible spines droop as whiskers upon its jaw, snout, and neck, while two sets of sweeping, antler-like horns crown the head of this king of dragons. Its golden eyes are peaceful, yet vigilant, as they look thoughtfully down upon its lengthy snout, which conceals deadly teeth and even deadlier weapons of breath.



Golden Whiskers

One of the most distinctive features of the gold dragon is its shock of flexible spines that flow from its snout and neck, creating a "beard" of sorts. As the dragon ages, they tend to take the appearance of long, golden whiskers, giving the creature a wise and sagacious visage.



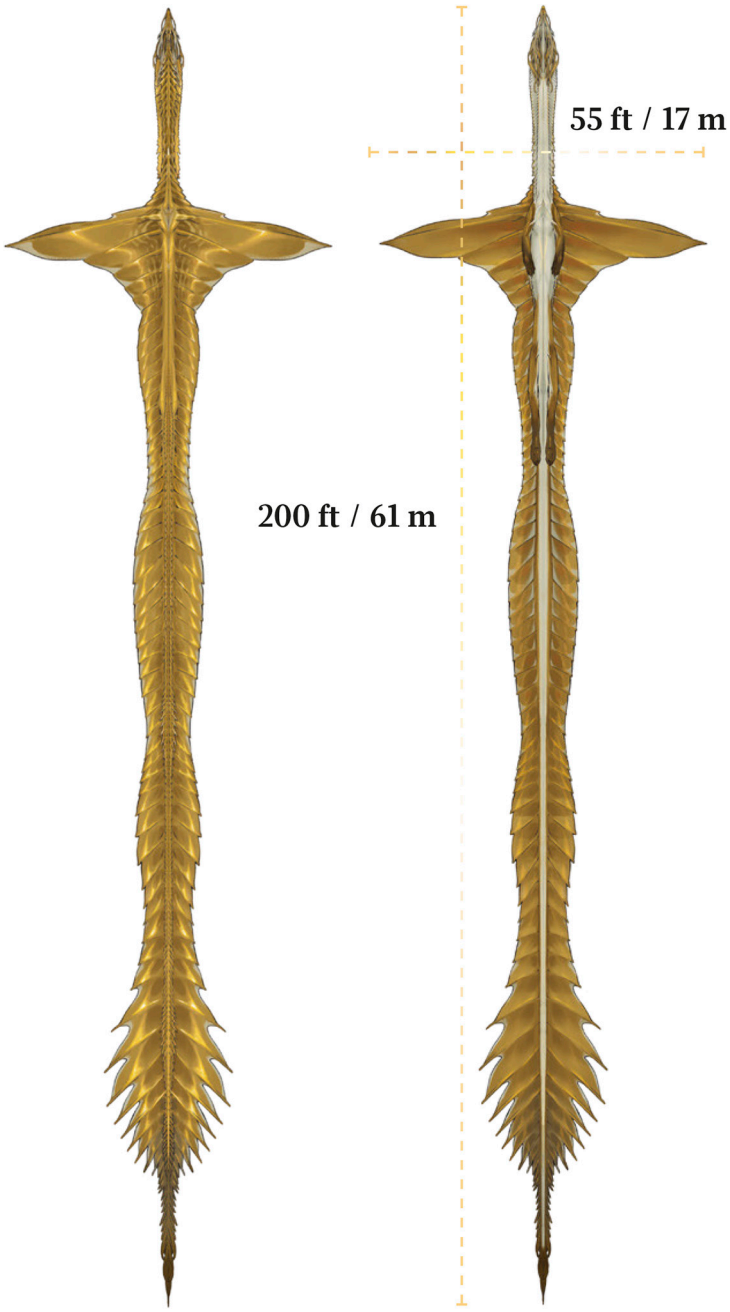
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Weight in Gold

By far the largest of the metallics, gold dragons generally match the height and weight of their nemesis, the infamous red dragon. A mature gold can stand a remarkable 22 feet high, while its muscular and impossibly long frame weighs in at a hefty 1.3 million pounds.



Golden Sword

Evildoers know their doom is at hand when they look up and see a great golden broadsword flexing and rippling through the air. It is, of course, not a sword but the distinctive shape of the gold dragon coming to render justice. While its actual wings are short, its body-length dual frill makes up for it, turning its whole body into a fast and flexible sail that even glows, according to some.



Fire and Tire

Gold dragons are dedicated to justice and vanquishing evil, which is bad news for their enemies. Their combat skills and deadly natural weapons are virtually unrivaled across the multiverse. They have among the greatest jaws and claws of any dragon, while their exceedingly long tails can lash opponents from great distances away. Should the dragon feel threatened, its dual breath weapons can almost always finish the job. It can reach enemies nearly 100 feet away, engulfing them in a scorching cone of fire or a powerful gas that instantly weakens the limbs of all that it contacts.

GOLD DRAGONS

Profile

Stoic and wise, gold dragons glow with the goodness of Bahamut. In fact, it is said that the great platinum dragon himself travels with a group of seven powerful gold dragons as his vanguard. Of course, an entourage of enormous golds would be conspicuous in just about any environment, so when Bahamut is in human form, the dragons travel as a group of canaries—among the smallest and most harmless of birds. Copper dragons often track the procession from a distance just so they can watch and laugh when the gold dragons emerge into their true form in the face of a bully or evildoer, who more often than not quickly sees the error of their wicked ways. The unchanged and unrepentant will invariably find themselves incarcerated or incinerated.

Gold dragons are strong believers in the sanctity of life, but they will always do what needs to be done to stop the spread of evil. These values are strongly ingrained in their highly structured societies—by far the most organized of any dragon, led by an elected and righteous "King of Justice"—and passed on to their offspring from generation to generation.

As a result, gold dragons are reliable and consistent allies of the righteous, enemies of evil, and keepers of wisdom, the last of which they practice continually in their pristine lairs of solitude.



Habitat

Creatures of goodness and purity, gold dragons expect the same from their homes. There is no one landform or climate that seems to attract the gold, rather the important factors seem to be areas that are remote, scenic, and ancient. Misty islands, pristine lakes, elegant ruins, and rushing waterfalls, all surrounded by lush vegetation, are said to be common habitats. Unlucky explorers who think they have discovered paradise have often been disappointed to learn that the territory is already claimed and, sadly for them, golds value their privacy.



Enemies

Defining the gold dragon's enemies is both simple and complex. It detests evil (and evildoers) in all forms, living to right wrongs and see to justice. While it scorns all evil equally, the red dragon is of particular concern, for it matches the gold's size and strength, and tends to be as bad as the gold is good.



Lairs

It would be easy to mistake the lair of a gold dragon for the palace of a learned ruler or wise sage. These elegant, multi-room complexes are typically accessed by or through water and made out of ancient stone, whether retrofitted from an existing ruin or constructed by the creature itself. Each clean and comfortable chamber has its own distinctive function and is well decorated with tasteful paintings, sculptures, rugs, and vases.



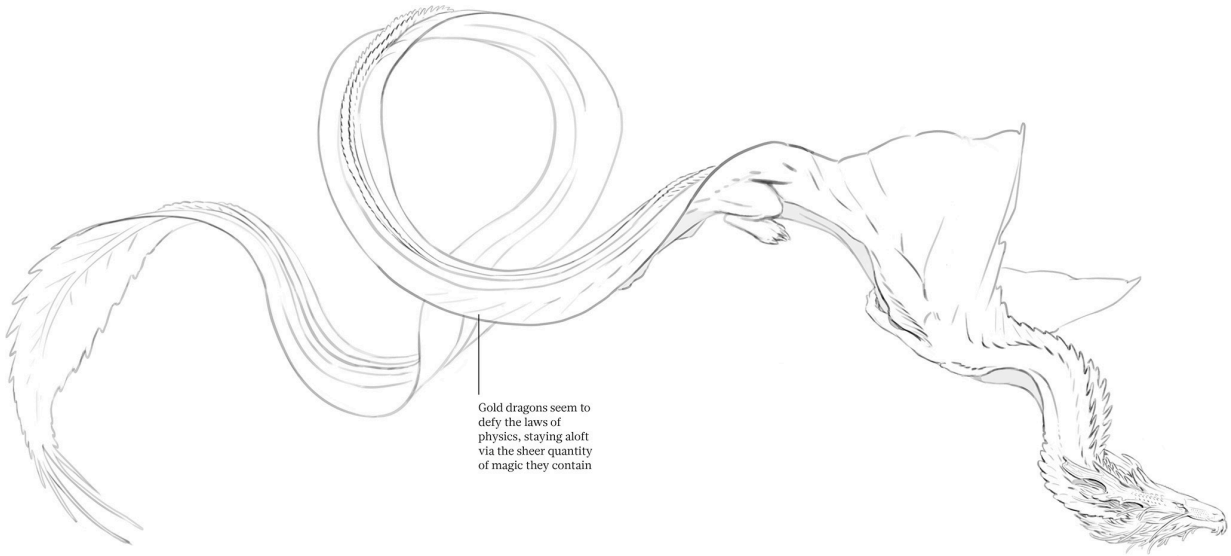


Hoards

Deep within the gold dragon's lair, locked away in a magically protected vault is the creature's precious hoard. Mountains of gold, jewels, and gems, for perusal and consumption, crowd the massive space. It is also riddled with fine paintings, sculptures, tomes of wisdom, and odd curios, which are usually trophies of not only victories, but failures—solemn reminders of their mistakes and the lessons they have learned in their long years. It is said they see things so clearly among their hoards they can even gaze into the future.

The Golden Rule

Gold dragons are creatures of order, community, and cooperation and this carries over to their family lives as well. Mates are usually committed for life and they partner to ensure the safety and education of their offspring. Like with other fire breathers, gold dragon eggs are usually laid in a well-protected area of the lair and need to be kept continuously upon open flame. The parents share this duty until the eggs hatch. However, they are less attentive when the wyrmling is young, where they will often let them fail in the interest of them learning wisdom and hard-won lessons. It is not uncommon for wyrmlings to be put in the care of teachers or wise foster parents, while the parents continue their unending quest for justice. Once the dragon reaches adulthood, they are usually well-equipped to be productive members of gold dragon society, preserving wisdom and combating evil.



Young Gold Dragon



Gold Dragon Wyrmling



Gold Dragon Egg



Food and Diet

Gold dragons can and will eat almost anything, just as long as it's not living. Their care for life is such that it is extremely rare for the gold to consume any creature living or dead. Fortunately, their remarkable bodies can derive nourishment from virtually any substance, but pearls and gems are among their favorites.



Allies and Followers

While gold dragons are reclusive and rarely show themselves to others in their true forms, they can be strangely talkative and inquisitive when in the form of other creatures, looking for the scoop on nearby tyranny. They typically make allies not based on personality, but shared righteous causes, so goodly paladins, clerics, knights, and other heroes of virtue are frequent collaborators.

NOTABLE GOLD DRAGONS

Protanther
Called King of Ice, King of Justice

Aurinax
Called Barok Clanghammer

Pyrite
Called Fool's Gold, Mount of Fizban

Tamarand
Chosen of Bahamut, King of Justice

Larendrammagar
Called Nexus

Lareth
Called His Resplendence, King of Justice

SILVER DRAGONS

[Draco Nobilis Argentum]

Introduction

While the silver dragon may be second to gold in might, they have no equal when it comes to kindness. Considered the friendliest of the true dragons, silvers prize their relationships with humankind more than even their highly sentimental hoards. In fact, many of these creatures spend as much time dwelling among cities in humanoid form as they do in their true draconic form, often in search of a kind turn or good deed to render to another. Among dragonkind, silvers are the champions of empathy and compassion.

Sometimes called "shield dragons," silvers perch upon their mountaintop lairs and watch protectively over the world of mortals below, observing them with curiosity and adoration. Inhabitants of the highest and coldest sites on the planet's face, these creatures make their homes upon mountain peaks, icy cliffs, or ruined hilltop temples or fortresses. They are known to be peaceful creatures with a great passion for good deeds, but they are not above combat when the need arises. Once called to action, they are as fierce as any dragon, wielding incredible gifts of melee and two devastating

breath weapons: one a lethal cone of cold, the other a gas that can paralyze on contact.



"You of gentle, shining silver
Your acts are like the highest mountain
So lofty, strong, and unshakable they are
Your breath can freeze in more ways than one
But your gift is kindness
As you should be, as you are"

—Bahamut's Prayer



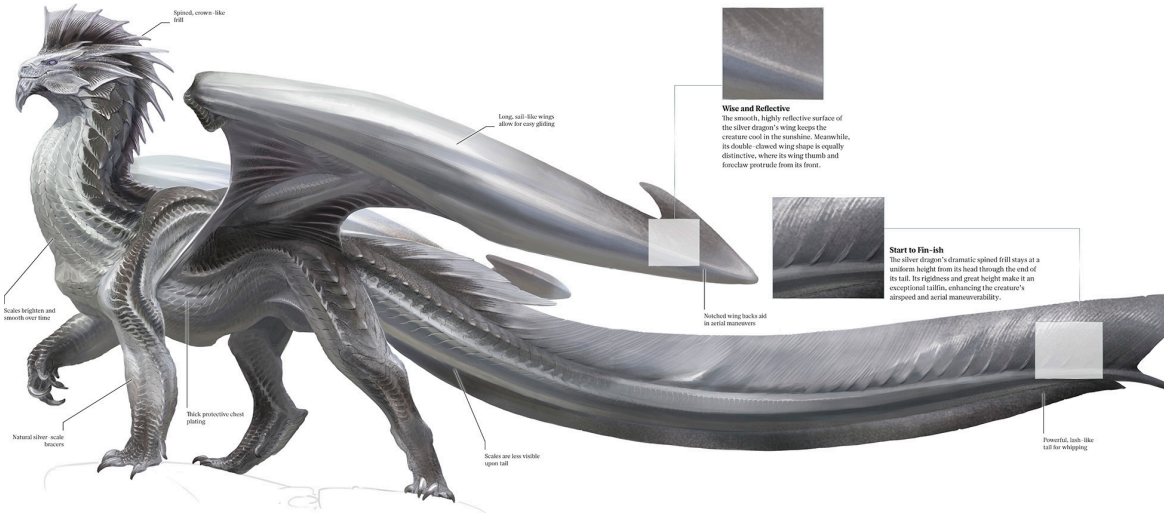
SILVER DRAGONS

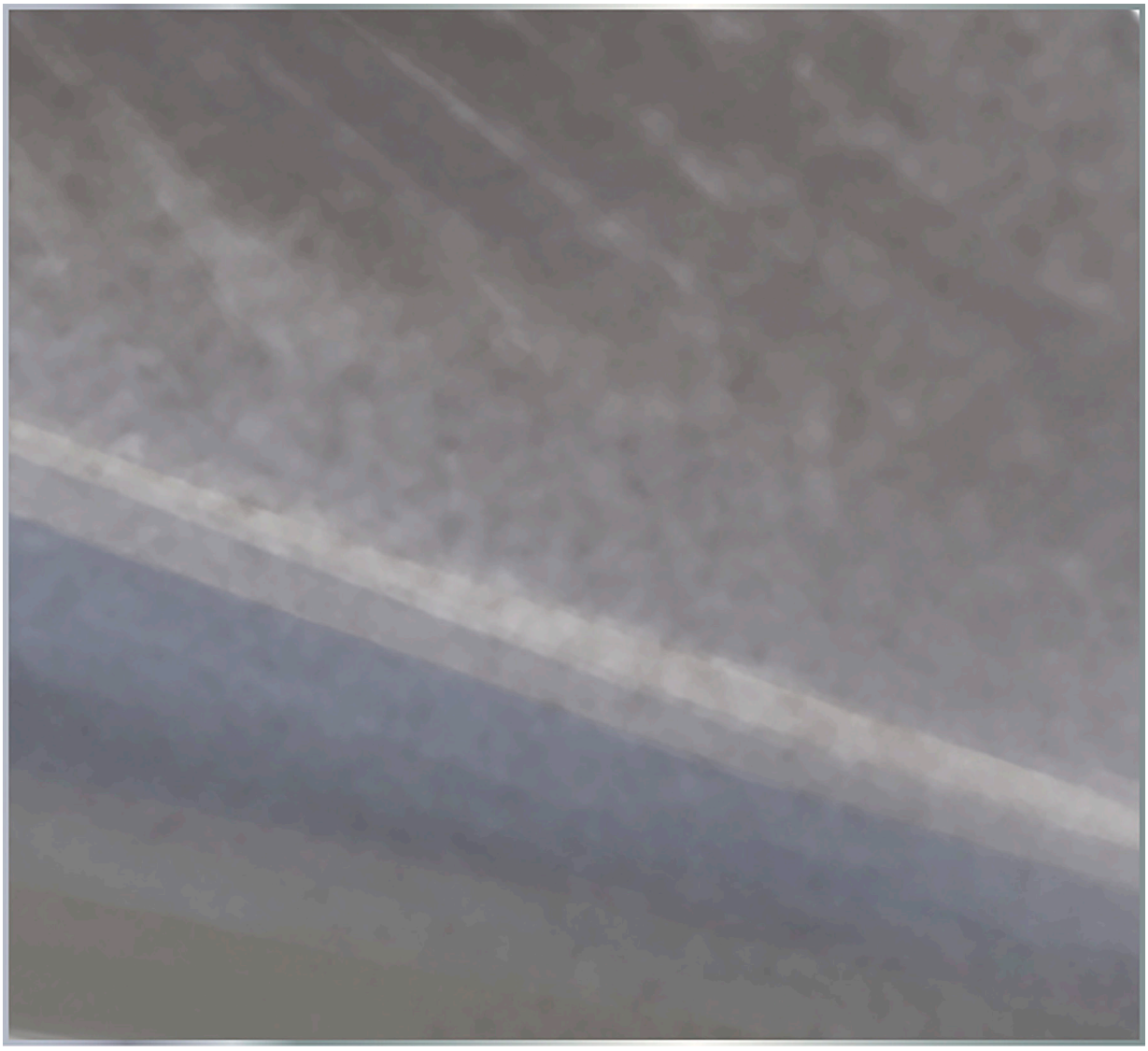
Anatomy

The silver dragon is proof that Bahamut both loves beauty and is capable of crafting it. Statuesque and regal, this creature is among the largest and most feral-looking of the metallics. Its heavily muscled frame is robed in a form-fitting coat of fine scales that shimmer as if pure silver, while a spined frill—the highest of any dragon—runs from atop its head to the end of its powerful lash-like tail. The silver's powerful and well-armored talons are equally impressive, like sturdy silver gauntlets, as are the creature's exceptionally long, sail-like wings, which shine as blinding mirrors in the sunlight above the clouds where they happily hold court.

Silver Crowned

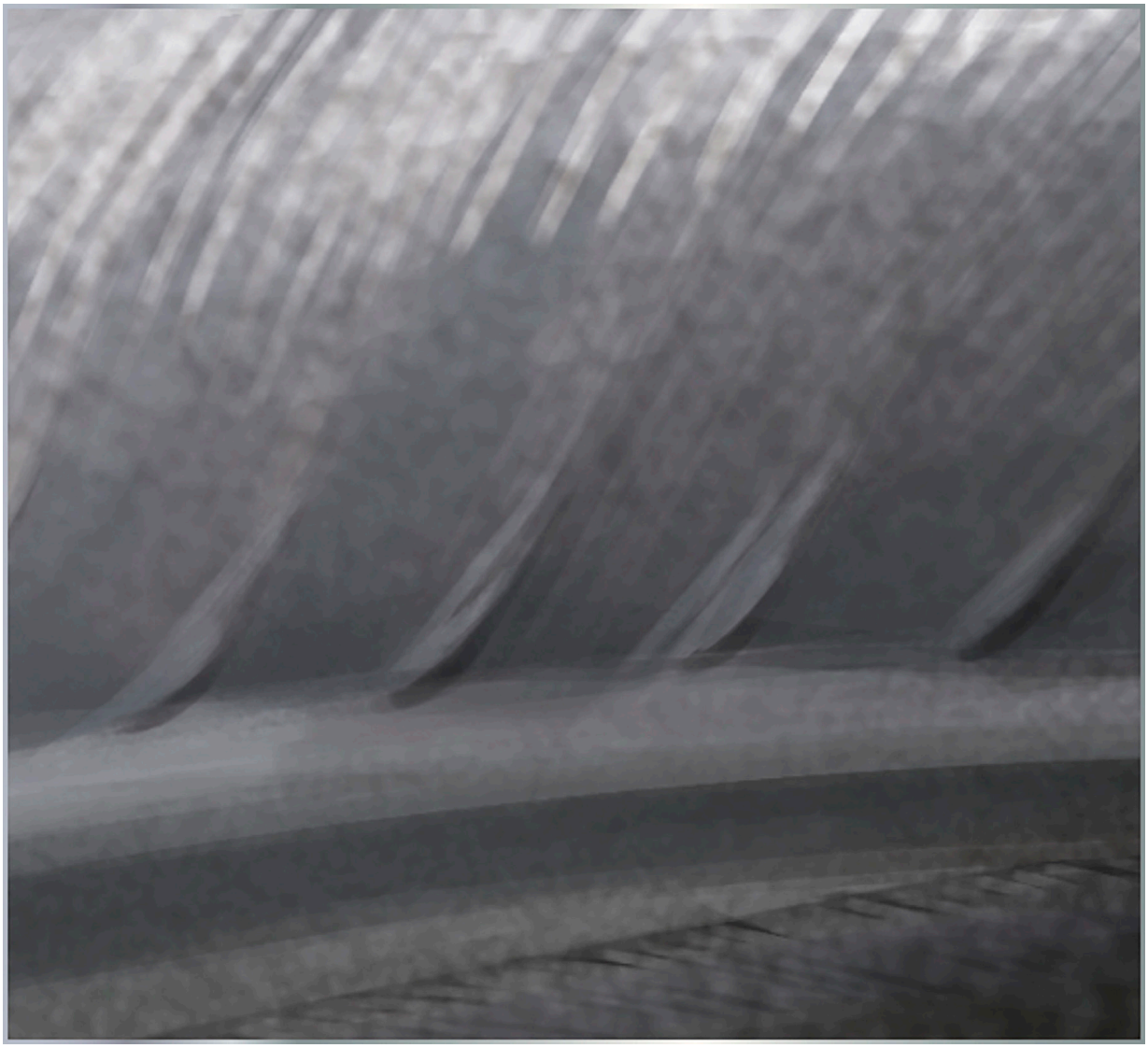
The head of the silver dragon is nobility personified. Thoughtful mercury eyes sit atop a cranium that is streamlined and aerodynamic, flanked by sweeping horns and frill that give the creature the appearance of constant acceleration. Meanwhile, a beard of spikes hangs sagely from its chin and mouth, which conceals a long, pointed tongue resting within a ring of lethal fangs. The silver's most distinctive feature, however, is a spined frill that sits high upon its head like the silver crown of a great monarch.





Wise and Reflective

The smooth, highly reflective surface of the silver dragon's wing keeps the creature cool in the sunshine. Meanwhile, its double-clawed wing shape is equally distinctive, where its wing thumb and foreclaw protrude from its front.



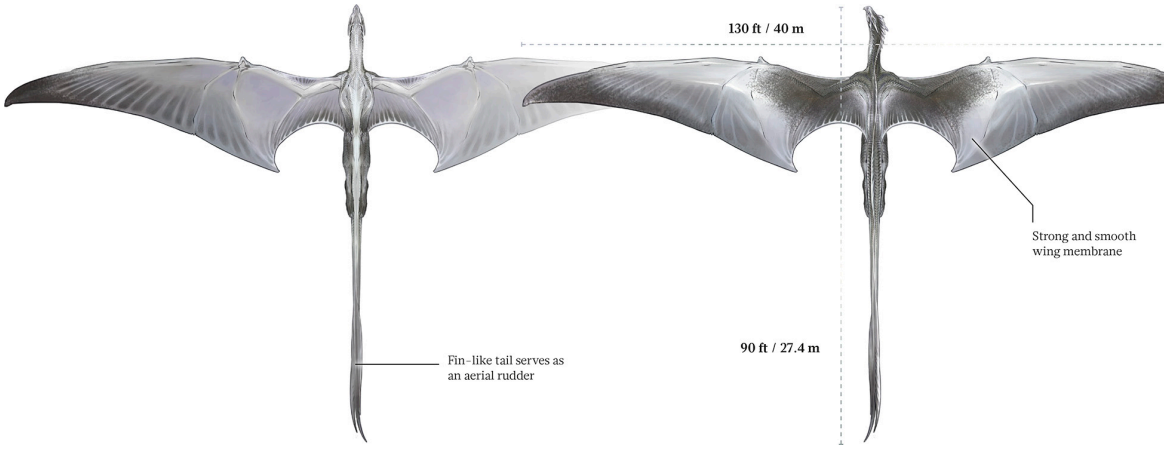
Start to Fin-ish

The silver dragon's dramatic spined frill stays at a uniform height from its head through the end of its tail. Its rigidness and great height make it an exceptional tailfin, enhancing the creature's airspeed and aerial maneuverability.



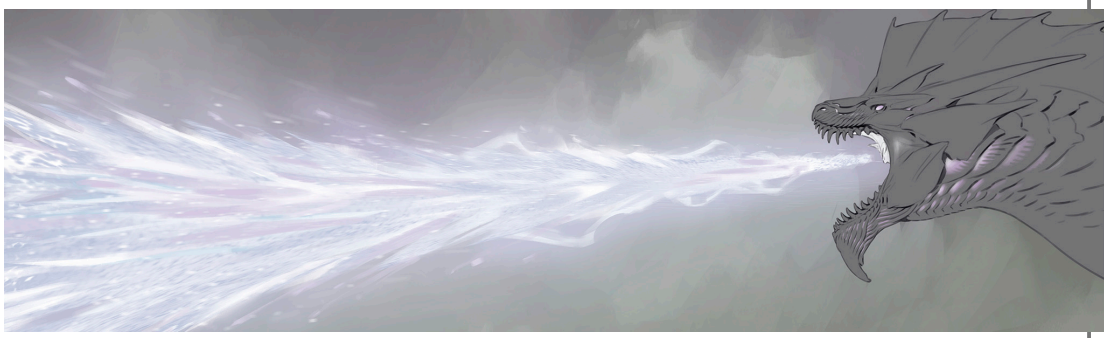
Second to None

While the silver may be second to gold in power, they are not in size. Brawny and massive, mature silvers stand an incredible 22 feet high on their haunches and weigh in at nearly 1.3 million pounds, making them comparable in overall size to red and gold dragons.



Bright Blades

With among the longest wingspans of any dragon, the silver's blade-like wing sh allows it to glide for impossibly long stretches high above the clouds. This may be why this creature seems to love flying more than any other dragon. Meanwhile, it bright underbelly makes it nearly invisible from the ground against winter skies.



Frozen Two Ways

The silver dragon does not actively seek trouble, nor does it like to engage in combat. But when trouble comes for the creature or its friends, it is typically best to be on the side of the silver. Its sheer strength and size are nearly unmatched, making it a formidable force when using its powerful claws, tail, or teeth in close combat. Of course, it is rare that enemies will ever get that close. If the mere sight or presence of the creature doesn't freeze enemies in place, its remarkable breath weapon will. Elder silver dragons can reach opponents nearly 100 feet away with their dual breath weapon, which includes a cone of deadly freezing breath or gas of paralysis—its preferred method of resolution.

SILVER DRAGONS

Profile

Kind and empathetic, silver dragons are said to be the manifestation of Bahamut's goodwill. They observe humanoid culture with both curiosity and protectiveness, looking for every opportunity possible to render a good deed. Morality is at the heart of these noble creatures, and they have a need to show it every chance they get. This is why they often spend years at a time living among humanoids while disguised in their humble forms, quietly learning, loving, and protecting those around them. If something improbably wonderful befalls a community or individual, there's always a good chance that a silver dragon is behind it.

Sentinels of peace and compassion, silver dragons are allies to all in need, especially the weak, sick, afflicted, or marginalized. It is said, the only thing higher than the snow-capped mountain peaks that these creatures call home is their ideals, and it may well be true. Followers of Bahamut, they have no wish for bloodshed, but also no patience for bullies or the tyrannical. The biggest mistake an enemy can make is not wronging a silver dragon itself, but rather wronging their dear friend or ally, whereupon the creature will unleash its righteous and formidable wrath.



Habitats

High above the clouds, among the world's coldest and most secluded mountain peaks is the home of the silver dragon. For this creature, seclusion, a cool climate and a great view of the world below seem to be all that is needed for contentedness. From these heights, they are virtually invisible due to their natural coloring, but their subjects of study are not. They eagerly watch civilizations below, not so much looking to intercede in conflict (although they will), but rather looking for an opportunity to do a kind deed—and fortunately for the silver, the opportunities among humankind are endless.



Food and Diet

Similar to the gold dragon, the silver can live on just about anything. Unlike the gold, the silver will occasionally eat meat as long as it is humanely sourced, but it strongly prefers plants, minerals, and metals. Its favorite food, however, is whatever it hasn't tried before.



Enemies

Known to be the kindest of true dragons, the silver is usually able to find the good in just about everyone, making their list of enemies small. Of course there are always exceptions, including anyone or anything the dragon runs across that promotes cruelty. That makes the red dragon a top candidate, and even more so because it competes with the silver for similar mountaintop spaces, coveting them for opposite reasons.

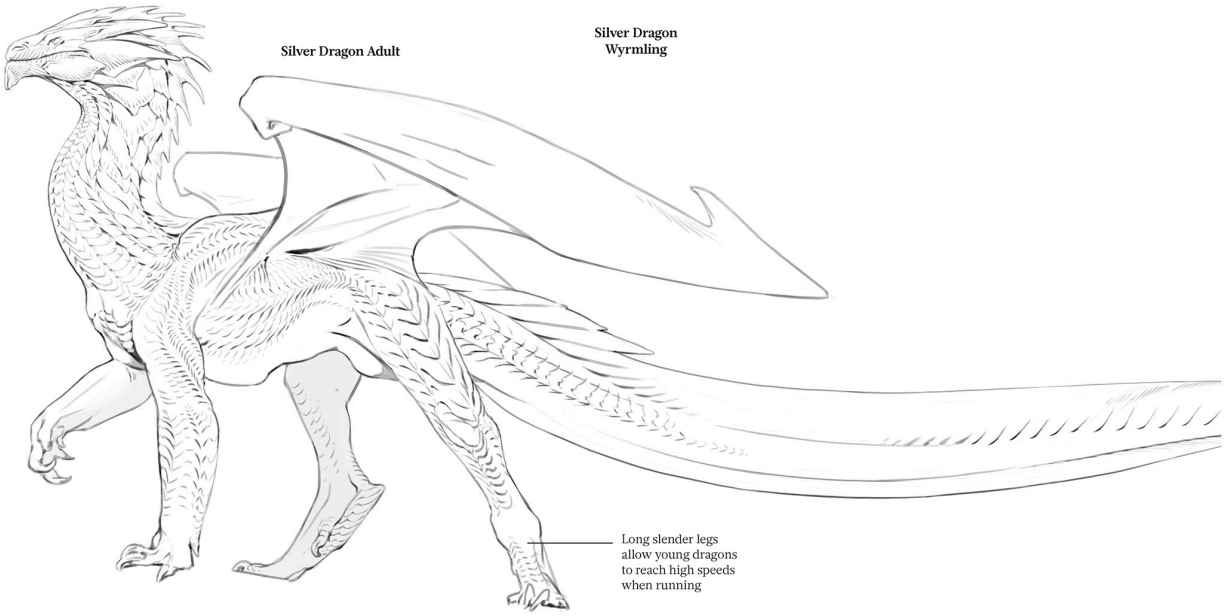


Allies and Followers

As bastions of kindness, silvers naturally make many friends and allies. There is no one kind of sentient it befriends most, rather it seems to be whoever needs the most help. However, the shorter-lived of the races, such as humans, seem to especially pique the creature's interest and get the majority of its attention. As a result, the silver spends an enormous amount of time in a humanoid form observing human zeal close up.

Close to Home

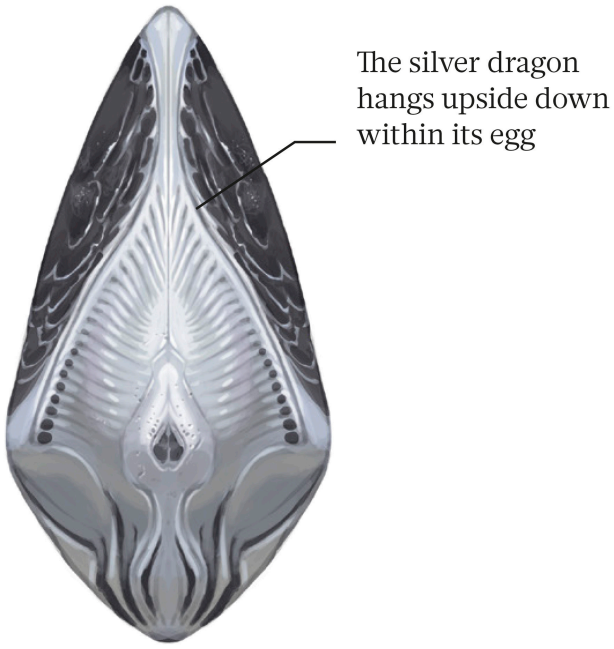
Silver dragons prize morality and kindness above all else, and that carries over to every aspect of their family life. Silver dragon mates have among the strongest bonds of any dragon and they both remain vigilant as they lay their eggs upon a well-concealed bed of snow near their lairs. Once born, the wyrmling's rough scales are a dull gray-blue, but as the creature ages both its personality and its scales begin to smooth and sparkle. Within their tight-knit clans they learn the ways of empathy and kindness from their parents and kin. Once they reach adulthood, they will likely find the calling to live among humankind for years, sometimes even generations, rendering help whenever and wherever needed.



Silver Dragon Adult



Silver Dragon Wyrmling



Silver Dragon Egg



Lairs and Hoards

The lair of the silver dragon is a great curiosity for it seeks to be inaccessible and highly secluded, but also a place that connects them to civilization. As a result, a ruined mountaintop fortress, temple, or mine is considered ideal for these creatures, who modify these environs to suit their needs, including the addition of a cold fog that seems to swirl about the chambers. A long, cliff-face tunnel leads to a complex of simple but tasteful rooms for entertaining, sleeping, and worship, but with a such a great curiosity in humankind, this creature actually spends little time here. The silver usually prefers instead to live transformed and incognito among humans and elves.

The hoard of the silver dragon can be just about anything. Known to be the most sentimental of the metallics, the hoard is comprised of a

hodgepodge of mementos gathered from a lifetime of relationships. Strange trinkets, military uniforms, ornate weapons, relics of lost civilizations, or odd bits of technology may fill the chamber, occasionally dotted by more recognizable treasures such as silver coins from fallen empires, diamonds, sapphires, and other cool-colored stones that complement the creature's stunning coat. But the part that stands out are portraits of the friends, places, and events they have commissioned over the years for posterity.

NOTABLE SILVER DRAGONS

D'Argent
Called Silvara of the Kagonesti

Havarlan
Paladin of the Talons of Justice

Azhaq
Barb of the Talons of Justice

Asativarainuth
Called the Silver Death

Miirym
Called the Sentinel Wyrm, Guardian of Candlekeep

Otaaryliakkarnos
Called Elia of Cormanthor

BRONZE DRAGONS

[Draco Gerus Bronzo]

Introduction

When it comes to the world around them, bronze dragons are creatures of curiosity and justice. They take unending interest in what goes on both above and below the water's surface, so much so that they frequently shapeshift into sea creatures or humanoids for a closer look. They typically follow the ways of Bahamut, detesting all forms of tyranny and quickly coming to the aid of a righteous cause. Unfortunately for their enemies, warfare is the place where their passions for learning and justice intersect. As legendary students of tactics, they are every bit as good in the planning phase for a battle as they are on the front lines, where they're bound to make their opponents pay.

Dwellers of warm coasts and seas, bronze dragons usually make their lairs in rocky caves along the shore. From this vantage, they watch with delight the strange behaviors of sea life and sailors, with whom they often trade and make alliances. And what an ally to have, for once the bronze wyrm is engaged in combat, they can do wonders with their lightning breath or, just as

often, buy time for their friends with their magic fog and defensive breath of repulsion.



"You of sturdy, burnished bronze
Your deeds are like the deepest seas
So pure, clever, and unpredictable they are
Your breath is of lightning, a mighty force
that can repel
But your strength is justice
As you should be, as you are"

—Bahamut's Prayer



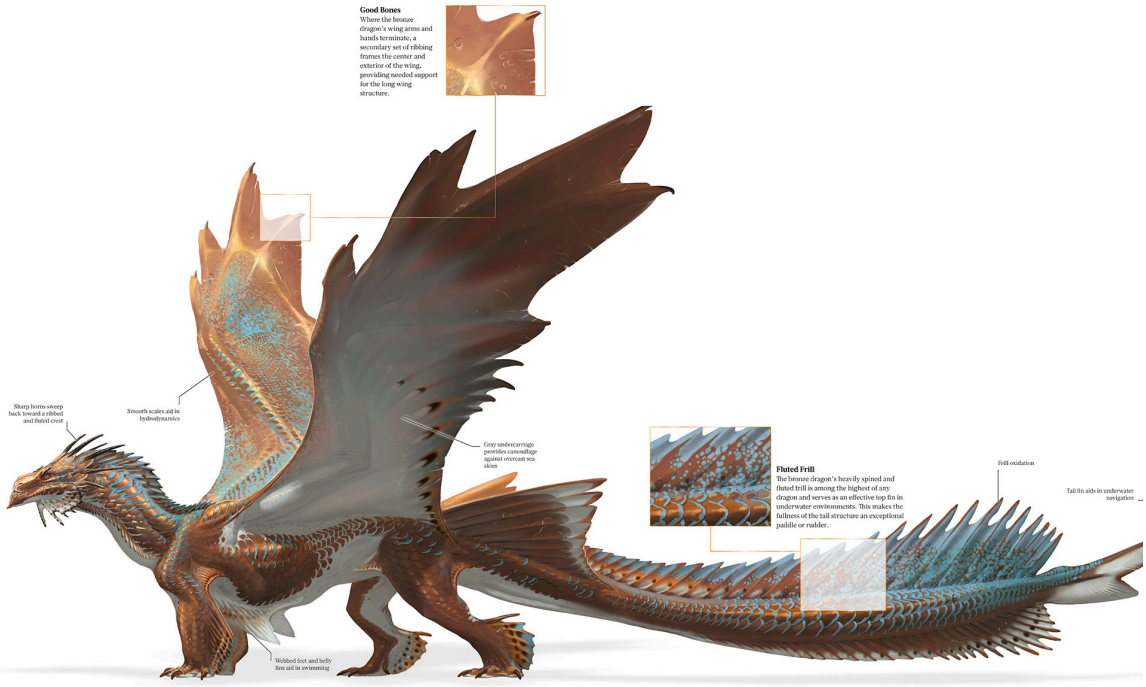
BRONZE DRAGONS

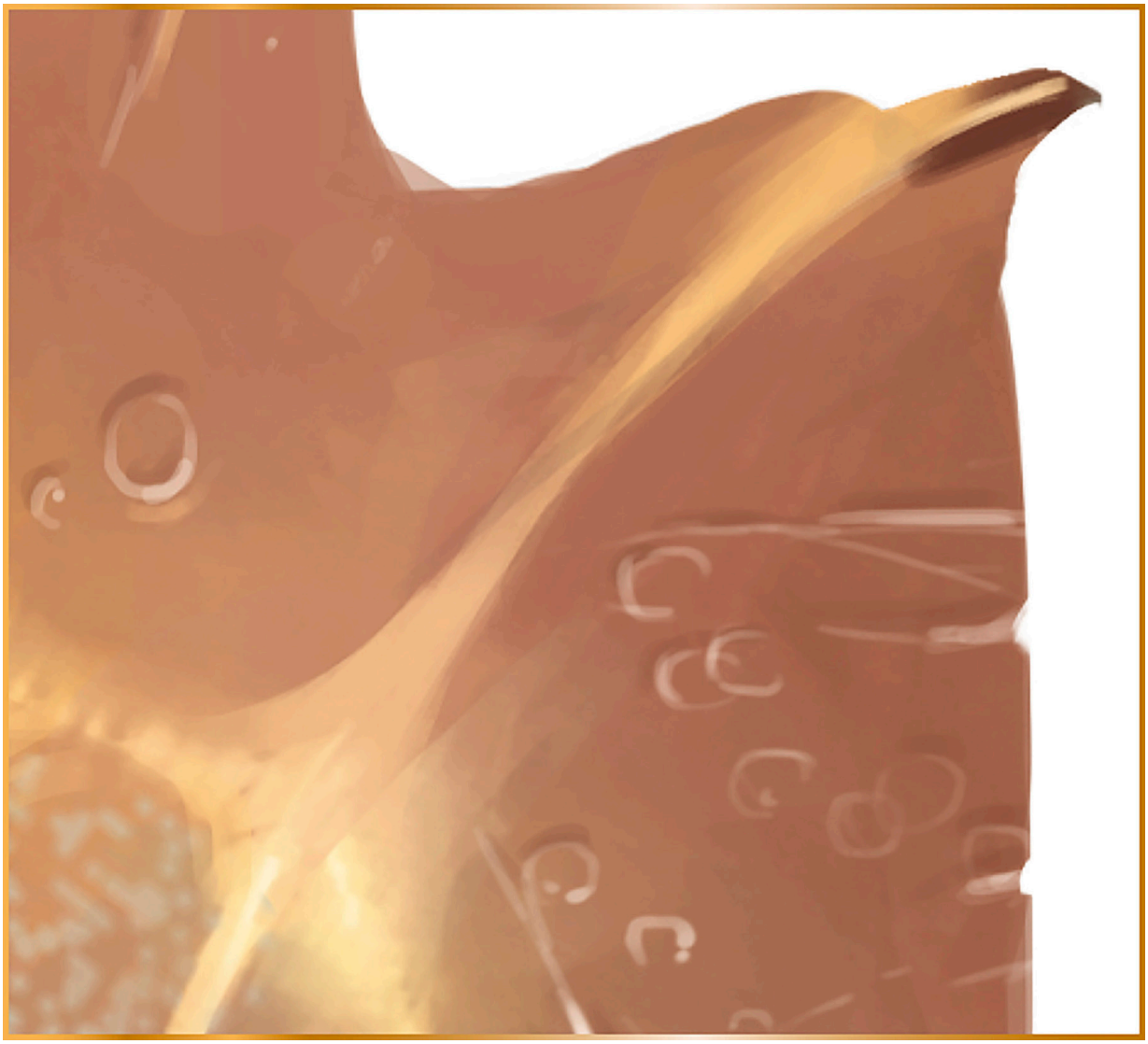
Anatomy

It is a rare sight to ever see a bronze dragon in its true form, but those that do will quickly understand them to be a marvel of metalcraft. Among the smallest and most reptilian of the metallic dragons, the creature's thick, smooth scales encase its body in a burnished glow, handsomely dappled with green oxidation. These textures are contrasted by its heavily spined and fluted crest, which runs from the top of its many-horned head to its thick, paddle-like tail. With large, webbed feet and ribbed fins upon its underside and tail, the amphibious bronze dragon is the greatest swimmer of the metallics, yet its mobility is not restricted to water. Long, leaf-like wings are supported by a heavy infrastructure of wing hands and rib-like bones that allow the creature to soar just as easily above the sparkling coastal areas they call home.

Horns and Frills

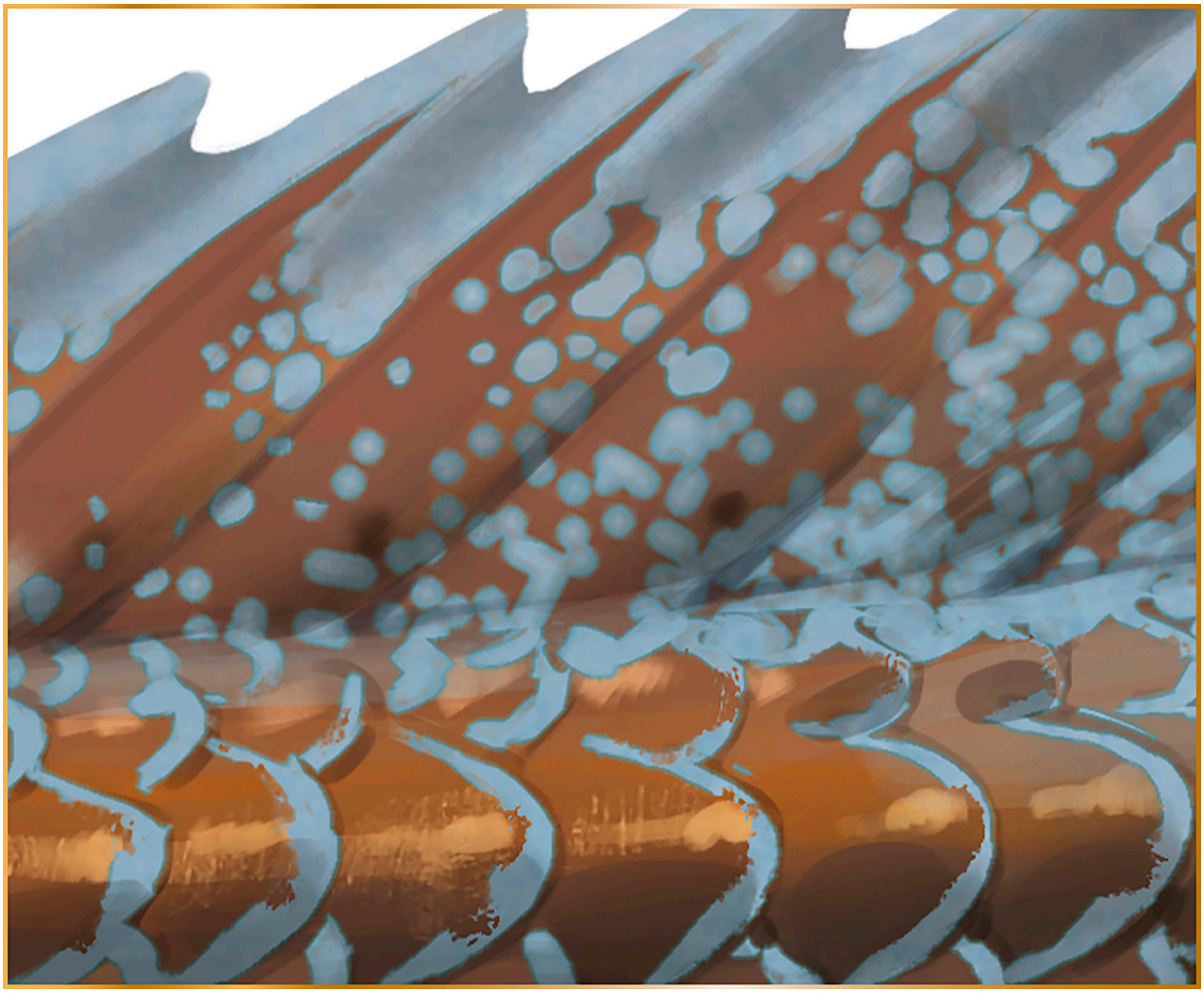
The profile of the bronze dragon is among the most striking and dramatic of any dragon. A shock of sweeping black horns is crowned in the center by the creature's distinctive fluted crest, while its jowls are ornamented by a spined and ribbed frill. Hiding a long, pointed tongue and razor-sharp teeth, the dragon's great chin juts out like the beautifully carved figureheads of the schooners it loves to observe with its brilliant sea-green eyes.


Good Bones
Where the bronze dragon's wing arms and hands terminate, a secondary set of ribbing frames the center and exterior of the wing, providing needed support for the long wing structure.
Sharp horns sweep back toward a ribbed and fluted crest
Smooth scales aid in hydrodynamics
Gray undercarriage provides camouflage against overcast sea skies
Fluted Frill
The bronze dragon's heavily spined and fluted frill is among the highest of any dragon and serves as an effective top fin in underwater environments. This makes the fullness of the tail structure an exceptional paddle or rudder.
Frill oxidation
Tail fin aids in underwater navigation
Webbed feet and belly fins aid in swimming



Good Bones

Where the bronze dragon’s wing arms and hands terminate, a secondary set of ribbing frames the center and exterior of the wing, providing needed support for the long wing structure.



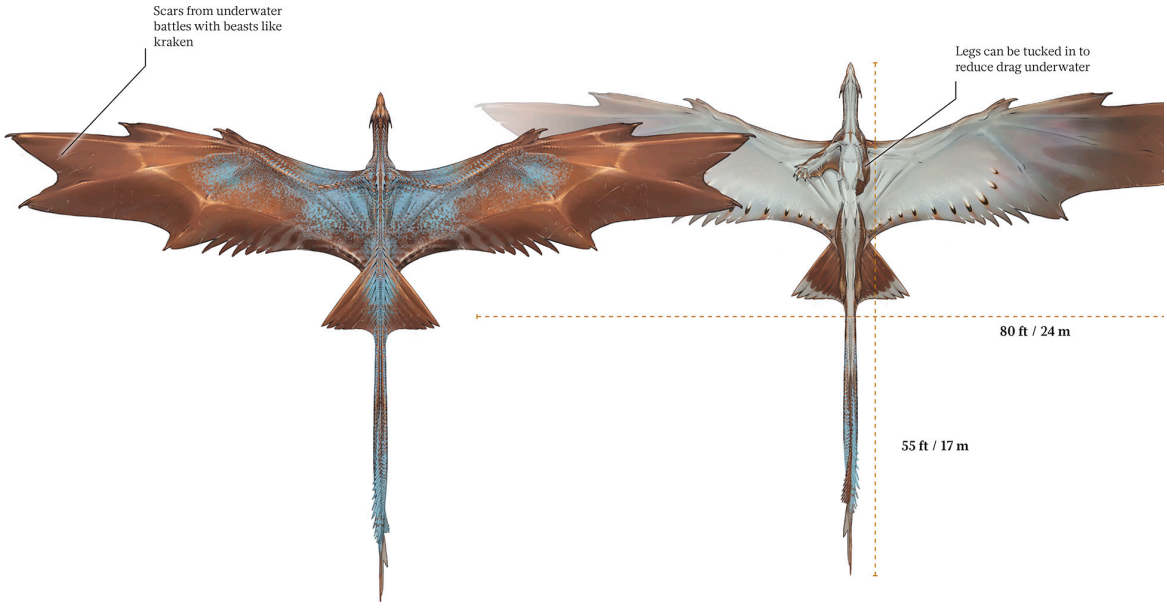
Fluted Frill

The bronze dragon’s heavily spined and fluted frill is among the highest of any dragon and serves as an effective top fin in underwater environments. This makes the fullness of the tail structure an exceptional paddle or rudder.



Spikes and All

Muscular and stocky, elder bronze dragons stand only about 10 feet high on their webbed haunches. In spite of their shorter stature, they match the weight of most of their metallic kin, topping out at roughly 160,000 pounds.



By Air and Sea

The heavily reinforced leaf-shaped wings of the bronze dragon are as good for navigating the air as the seas. Relative to the creature's body, its wings and tail ar substantially longer than most of its metallic kin, both of which undergo signific oxidation due to their heavy use in wet environments.



Shocking and Repulsive

It is unwise to engage a bronze dragon in the field (air or water) of combat, for bronzes adore the art of war and pride themselves on their tactical proficiency. When an unnatural fog rolls in, wise enemies know that the bronze dragon is close, bracing themselves for a devastating bite, claw, or tail lashing. What is harder to prepare for is the creature's dual breath weapon, which can fire a stream of deadly lightning, or a cone of energy that somehow pushes enemies away. These virtuous dragons are more inclined to use the latter.

BRONZE DRAGONS

Profile

Curious and righteous, bronze dragons are a protective light shining over the seas. They are fascinated by the ways of sea-dwelling and humanoid societies and frequently shapeshift into an appropriate form for a front-row seat. Powerful and committed, these creatures seek a just cause and look for any opportunity available to contribute, even up to leading the charge. Their interest in other creatures and cultures is almost matched by their passion for military history and tactics, which they seek to use against evil foes in combat. In spite of their zeal, they are generally peaceful and unaggressive creatures who most enjoy spending time with their tight-knit families or frolicking among their bronze dragon communities.

Warriors of virtue, bronze dragons make fast friends among those who are wronged or have greater causes. This could range from a merchant organization whose cargo is plundered by ruthless pirates or greedy sea monsters, to a religious organization seeking to rid the world of evil. Usually followers of Bahamut, any friend or ally of the great platinum dragon is a friend of theirs.

These great sentinels of the sea and land watch continuously from their coastal lairs, littered with artifacts of past victories, waiting for the next chance to right a wrong.



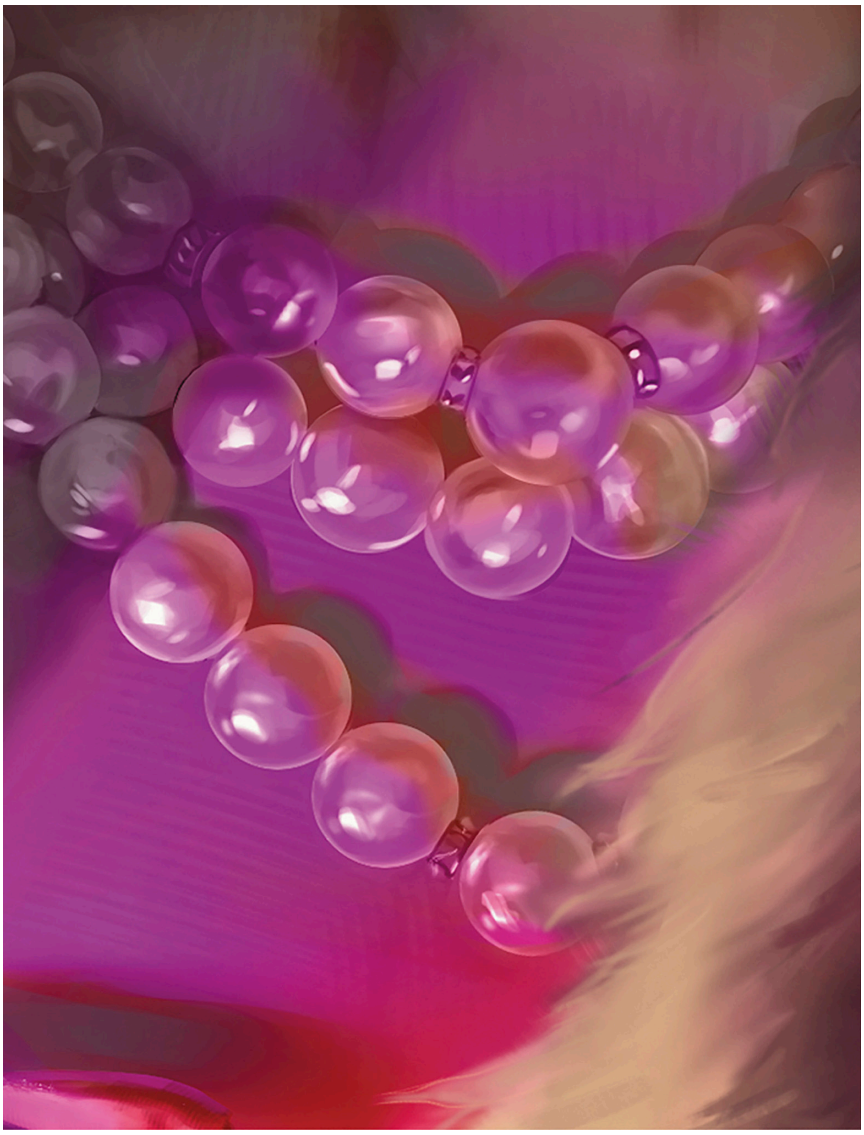
Habitat

Sandy beaches and warm sunshine are all that the bronze dragon needs to feel at home. Tropical islands are a favorite haunt, especially those with rocky cliffs or labyrinthine sea caves from which to make a hard-to-reach lair. Even better if there is a healthy reef nearby, teeming with an array of tasty aquatic plants and sea life for the creature to hunt. Best of all, though, is when their home is proximate to a well-traveled trade route or contested maritime waters—bronze dragons love a cause and often need smallfolk to give them one.



Lairs

Accessing a bronze dragon's lair is utterly impossible for most mortals. Among other things, it almost always requires amphibious respiration and a whole lot of stamina. The entrances are most often found deep beneath the water's surface, where a cave entrance leads to seemingly endless tunnels that gradually ascend into dryer areas. When the rooms start to become square and orderly, embellished with wood paneling from ships and other maritime effects, the creature's inner sanctum is near. Whether in a ruined fortress straddling the coast, a rocky sea cave, or an active volcano, the well-appointed, but practical lair is sure to include many levels and have both wet and dry living areas.



Hoards

The hoard of the bronze dragon is among the most peculiar of any dragon, for its "treasures" are often not those of worldly value. Of course, it's bound to include an array of coin chests, jewels, and effects from long-lost, sunken ships, but the objects most on display are those celebrating the sea's natural beauty: shells, coral, and pearls. Perhaps most prized in these collections are banal artifacts of sentiment, such as trophies from the dragon's military victories, favorite books, modest rewards for good deeds or service, and curious items obtained through successful barter with humanoids. The hoard is all about history for these creatures and where they fit into it.



Coral Trident

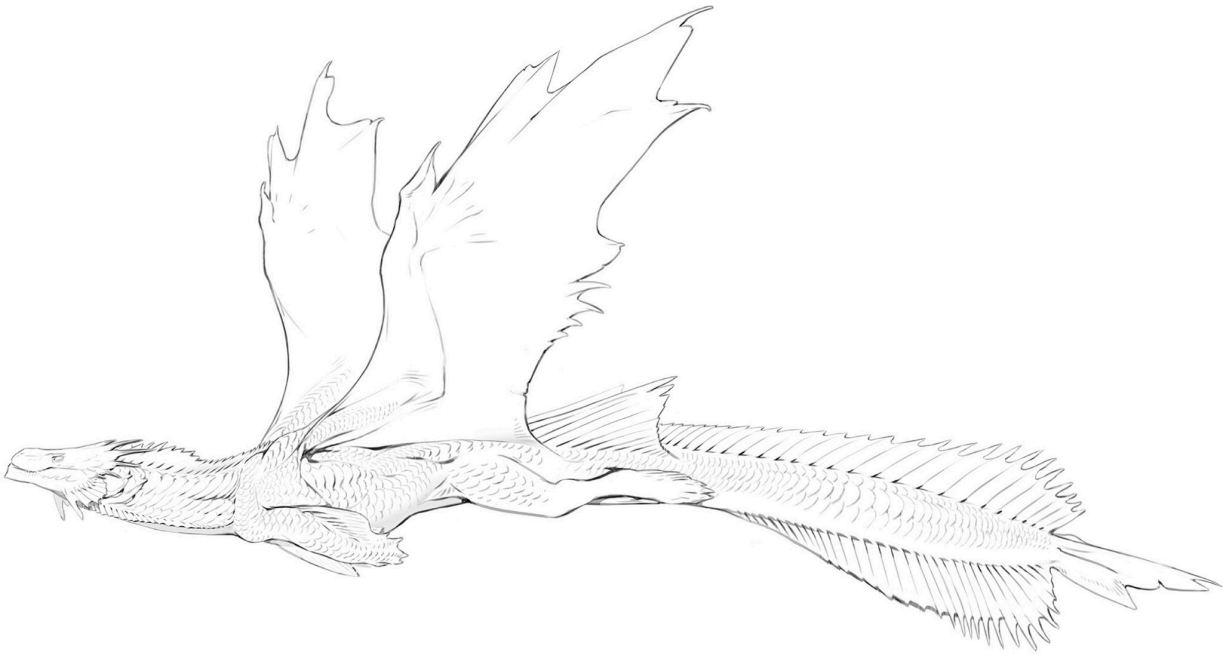


Followers and Allies

With lairs that are usually inaccessible to all except other dragons, it is rare for bronze dragons to consistently take on wards or followers. However, these mighty creatures have little trouble making friends and allies, especially when they decide to join a just and noble cause. Gentle sea creatures, with whom they can often speak, and righteous humanoid sailors are the bronze's most common accomplices, but its allies can be virtually anyone—who would dare say "no" when a bronze dragon offers to help?

Close to Home

Bronze dragons are quite possibly the most family- and community-oriented of all dragons. Adults who choose to breed typically mate for life, which for a bronze dragon can mean hundreds, or even thousands of years. They lay their turnip-shaped eggs underwater in highly protected parts of their lairs and watch them continuously. These creatures are just as attentive once their wyrmlings hatch, where the parents work in partnership to protect and attend to the nutritional needs of their offspring until adulthood. Meanwhile, the wyrmlings, which come out a dull yellow tinged with green in many parts, tend to cause trouble for local fishermen during their hunting training, where they disrupt the local ecosystem and often gobble up the stock. As these creatures age, they learn to source food in deeper and less obtrusive areas, even as their scales change to a rich, burnished bronze—a sign that adulthood is near. Even then, they don't travel far to set up their own lairs, desiring to stay close to their parents and communities when possible.



Adult Bronze Dragon



Bronze Dragon Wyrmling



Bronze dragon eggs are laid underwater, attached to rocks or kelp to keep them from drifting

Bronze Dragon Egg



Enemies

When one's list of enemies includes all that is cruel and unjust, the list is bound to be long. Such is the case with the bronze dragon. Terrible and destructive sea creatures, such as krakens, aboleths, and evil dragon turtles are common nemeses. This creature also has a nearly equal dislike for all chromatic dragons, but an especially strong aversion to black and red dragons, who not only personify the qualities they most detest, but often compete with bronze dragons for the choicest lairs.

NOTABLE BRONZE DRAGONS

Khirsah
Called Fireflash

Runara
The Abbess of Dragon's Rest

Ansur
Called Heart of the Gate

Zelifarn
Of Deepwater Harbor

Umsheryoth
Protector of the Silmerhelve Family

Nymmurh
The Wyrm Who Watches

BRASS DRAGONS

[Draco Impudentus Gallus]

Introduction

Brass dragons prize few things more than bright sunlight and captivating conversation. Said to be the most gregarious of dragonkind, these majestic creatures are known to be humble and unaggressive—except when it comes to engaging in banter. So curious and taken they are with verbal interaction, they are known to use their natural shapeshifting ability to transform into humanoid forms to avoid scaring off their social prey. But even in dragon form, their wit and intellect still outshine their dazzling bronze scales.

These striking desert wyrms dwell in hot, dry climates but will, and often do, travel anywhere to find new information through a great conversation. While largely pacifists, they are as lethal as any dragon, boasting great and numerous gifts of combat. This includes a versatile breath weapon that can at will create scorching fire or a non-lethal gas that puts their targets to sleep. Rumors persist that especially talkative brass dragons have used this gas to incapacitate and hold flighty individuals so they cannot avoid a conversation.

"You of humble, gleaming brass
Your words are like the desert sands
So numerous, wise, and wondrous they are
Your breath is sweet as poppy, as fiery as the precious sun
But your greatness is humility
As you should be, as you are"

—Bahamut's Prayer



BRASS DRAGONS

Anatomy

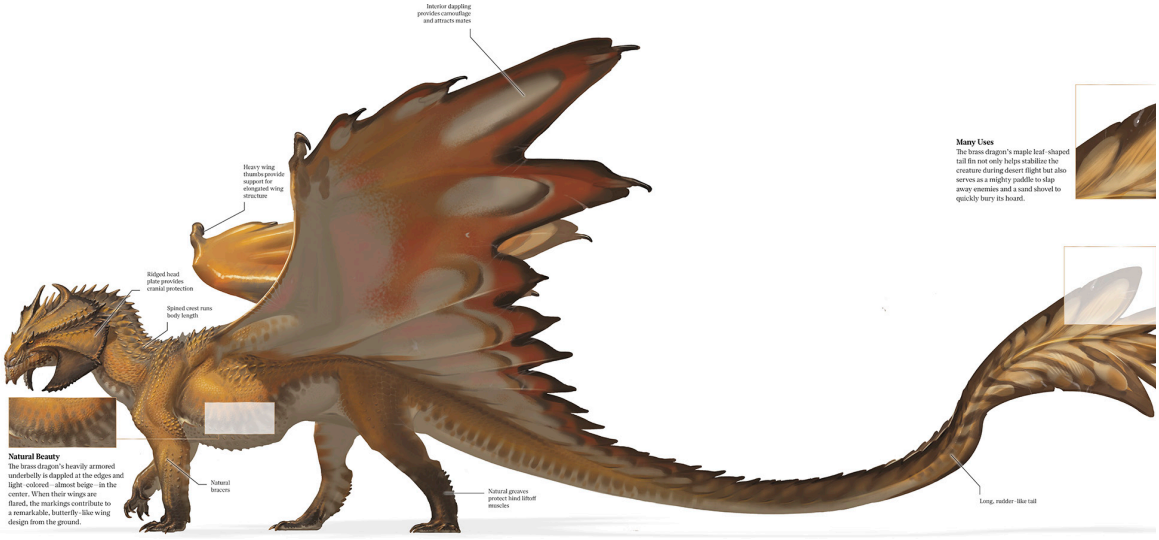
Those looking for proof of Bahamut's mastery of metalcraft need look no further than the brass dragon. With its muscular and rigid frame flanked by a plated, swan-like neck and dazzling maple leaf tail, these creatures are nothing short of a work of art. Their scales gleam in the sun as if a mirage, while their talons appear as long, clawed gauntlets perfectly designed to carve through canyon rock or shovel desert sands. They are equally impressive when observed flying, where their wings create a spectacular dragonfly-like silhouette against endless desert skies. While breathtaking as adults, they are surprisingly plain as wyrmlings, where their dull brown scales blend into the desert rock like a common lizard. Only as they grow does it become clear that there's nothing common about these dazzling creatures.

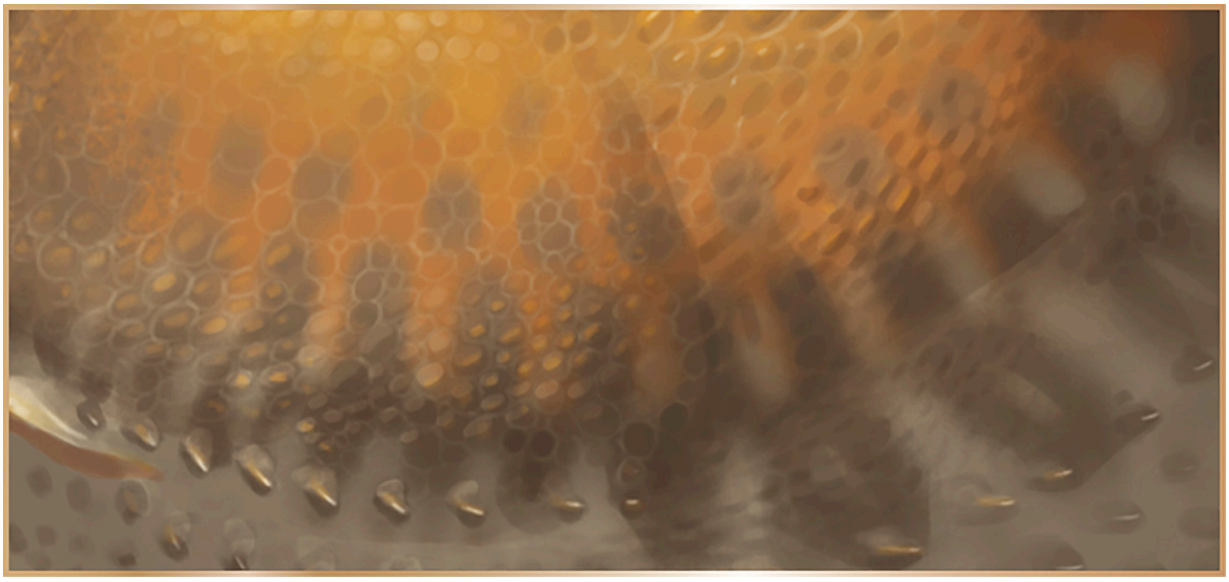
> "Bards sometimes seek out brass dragon lairs in hopes that the dragons' whimsy will enhance their creativity, like a muse."
>
> **—Fizban the Fabulous**

Crown of Brass

If the body of the brass dragon is a majestic temple, then its head is the ornamental capstone. Thought by many the most handsome visage of dragonkind, its form is so perfect scholars once believed it to be an elegant battle helm designed for the creature. The distinctive double-crescent skull plate gently curves toward horns on its chin and forehead while providing ample protection for its eyes, which burn as molten metal. Meanwhile, the creature's fangs and pointed, lash-like tongue are

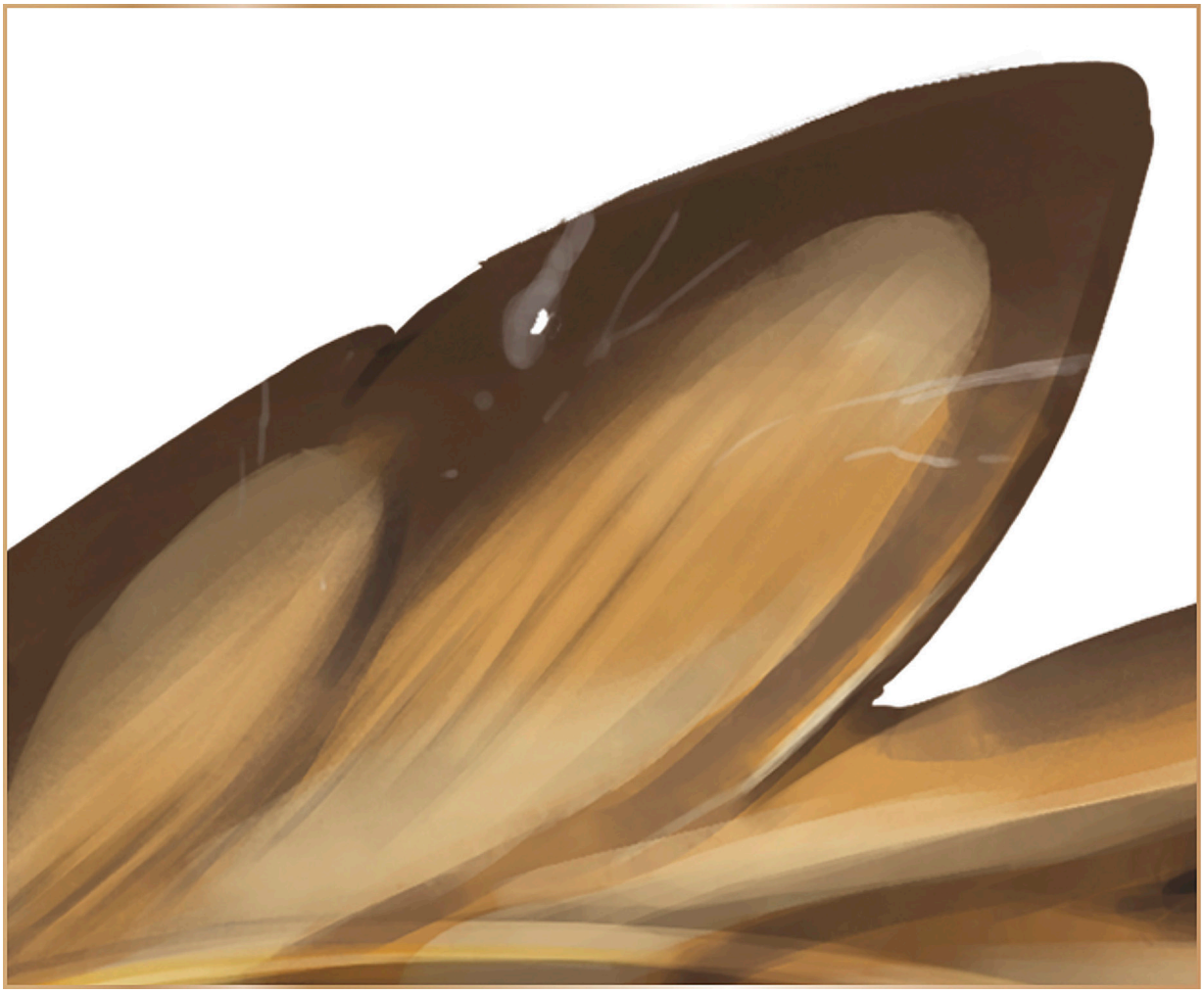
tucked neatly away inside its mouth, hidden by a genial smile—perfectly suited to encourage conversation.





Natural Beauty

The brass dragon's heavily armored underbelly is dappled at the edges and light-colored—almost beige—in the center. When their wings are flared, the markings contribute to a remarkable, butterfly-like wing design from the ground.



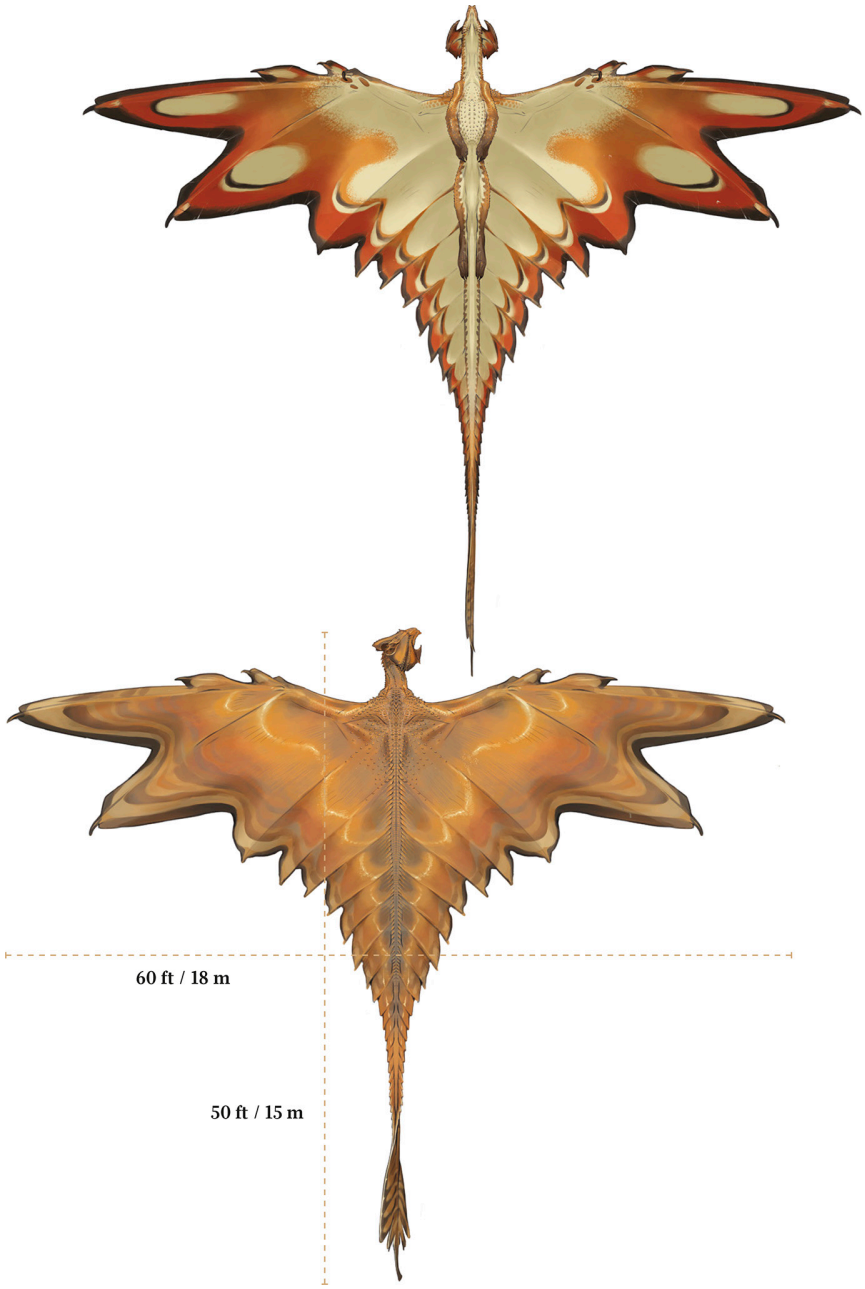
Many Uses

The brass dragon's maple leaf–shaped tail fin not only helps stabilize the creature during desert flight but also serves as a mighty paddle to slap away enemies and a sand shovel to quickly bury its hoard.



Heavy Metal

Broad and muscular, ancient brass dragons can stand up to 16 feet high on their legs. Their musculature and heavy natural armor make elders weigh upwards of 160,000 pounds.



Gilded Gliders

The brass dragon's unmistakable maple leaf–shaped wings are widest at its wing arms and taper down to the end of its tail like a cape. Unlike chromatics, the wing structure is not supported exclusively by wing hands, but also rib-like bones that protrude from its frame. This unique, triangular wing cape is ideal for long glides over vast desert landscapes.



Hot Air

While inherently good-natured and nonaggressive, the brass dragon nonetheless hosts an arsenal of deadly defenses. Besides sturdy natural armor and powerful claws, these creatures possess not one, but two potent breath weapons: a sleep gas for defense and a fire blast for devastation. It is said an ancient of the species can reach enemies up to 90 feet away with either. Yet, some have argued that the brass dragon's most deadly breath weapon is its voice, with which they have been known to trap visitors in endless conversations.

BRASS DRAGONS

Profile

Friendly and good-natured, brass dragons are the socializers (and sometimes gossips) of the metallic dragon family. Statuesque and charming, they most enjoy long conversations and the fascinating knowledge that comes with them. They are endlessly curious and unaggressive creatures, but those who stand in the way of their attempts at communication are bound to feel their substantial wrath. Most often followers of Bahamut, they are said to be his representatives of peace, diplomacy, and humility. Unsurprisingly, these creatures live in highly social communities and strongly value family relationships—even more than their substantial, if not sentimental, hoards.

Followers are rare among these handsome, yet humble creatures, but friends are almost always nearby. They love to host artisans, sages, musicians, and bards for long stays within their comfortable and well-decorated lairs where they hope to share many a meal and story. By far the most verbose among dragonkind, brass dragons believe there's always more to learn and to share. Accordingly, the most prized possessions in their hoards are merely just conversation starters—the real treasure is the interaction itself.



Habitats

When it comes to their homes, it seems the brass dragon only has two requirements: sunshine and sand. But unlike their bronze dragon cousins, they much prefer dry, rocky deserts to beach-front locales. They make their homes in arid canyons, mesa rock caves, ruined desert fortresses, or caverns beneath warm sands, but always with ample

openings for sunlight. However, the most important factor to a brass dragon may well be the proximity to the nearest conversation.



Lairs

Built within desert spires, ruined fortresses, or sandy caverns is the brass dragon's lair. Ever the pacifists, they create multiple hidden entrances and exits, perfect for quick disappearing acts when faced with temperamental blue dragons. With their hoards often located off-premises, lair security is often less a concern, and they even create skylights throughout to let in precious sunlight and other natural elements they seem to have some control over when near home. The brass, however, loves its home and relishes the art and fine stonework within—whether pre-existent or carved itself. The true nexus of the lair though is its great hall (sometimes referred to as the "Grand Conversation Hall"), where the creature holds court and socializes with willing (or unwilling) participants.



Hoards

Buried deep beneath desert sands and often away from its lair, is the brass dragon's hoard—but intruders may not realize it right away. Riddled with items of brass and lesser metals, the featured artifacts of these collections are those made of plant materials such as fine wooden instruments, precious sage scrolls, and beautiful humanoid clothing, along with the occasional yellow, brown, or orange gemstone to match their dazzling scales. To the brass dragon, everything is a conversation piece. Most prized of all, though, are artifacts that carry intelligence, like djinni lamps and possessed weapons—they are the ultimate captive audience.

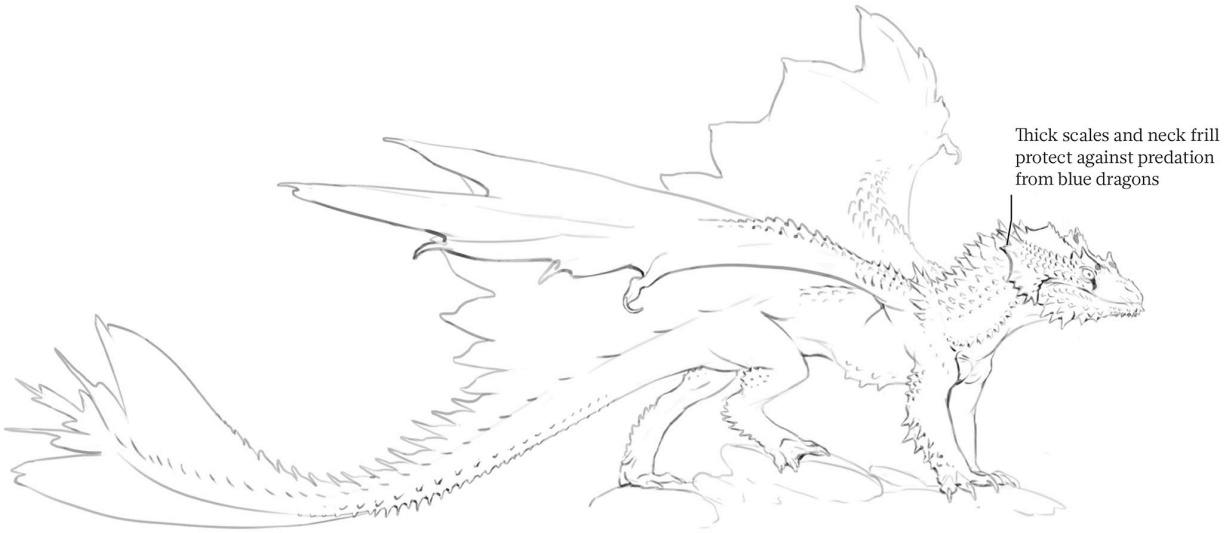
Flame and Family

Like the red dragon, brass dragons must always keep their eggs upon an open flame. Unlike red dragons, this is something proud brass dragon parents are only too happy to maintain. They live in close-knit families, promoting communication from an early age—not that such encouragement is needed. Their wyrmlings come out dull and brown, but they sparkle when it comes to incessant questions and speech. Endless conversations with themselves are considered a developmental milestone, and even as adults brass dragons

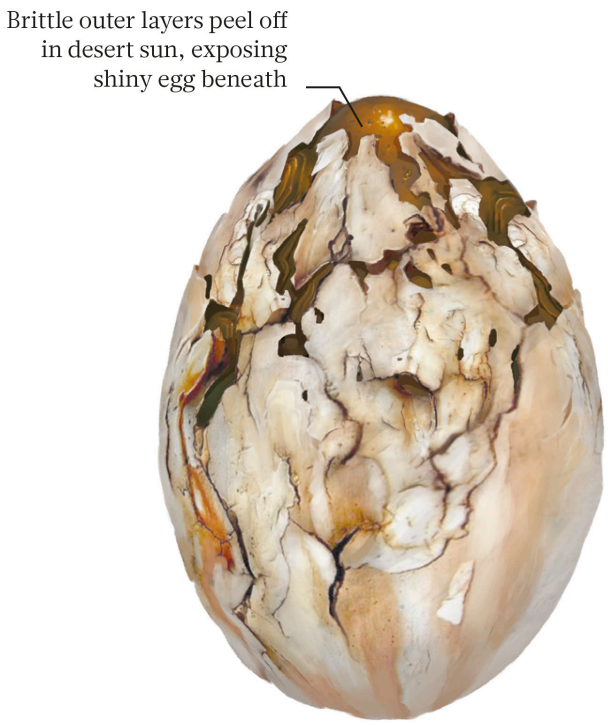
typically stay near their parents' lair to ensure there is always a willing conversationalist nearby.



Young Brass Dragon



Brass Dragon Wyrmling



Brass Dragon Egg



Enemies

The brass dragon would always prefer to talk than fight and they find diplomacy not only useful, but often enjoyable. However, not everyone shares the brass dragon's love of gab, especially white dragons, who hate to talk, and vain and arrogant blue dragons, who happen to have the exact same taste in lairs and territory.



Allies and Followers

As great conversationalists and socialites, it should come as no surprise that brass dragons often have many friends and allies—even among animals, with whom they can often communicate. While they are rarely inclined to accept followers due to their humble natures, they readily accept and welcome artistic and intellectually curious wards and allies who have great stories and stamina for conversation. Bards are often a top choice as guests.

NOTABLE BRASS DRAGONS

Aasterinian
Called Hlal, Messenger of Bahamut

Ileuthra
Greatwyrm of Oghma

Baratathlaer
Called Tayyib-kher of the Scimitar Spires

Argevar
Bane of Mithardir

Brazz Polis
Sentinel of the Western Storm Horns

Sivart
Called Sivart of the North Serpent Hills

COPPER DRAGONS

[Draco Comes Stabuli]

Introduction

Copper dragons value few things more than a great conversation, but only if the engaged can take or tell a joke. Lovers of riddles, pranks, and humor, copper dragons demand of their interactions a high degree of levity. Their hoards, however, are no laughing matter and encounters can quickly become tense if they feel their treasures are threatened or criticized. Beyond that, these majestic creatures are fierce defenders of good, as capable of holding court with gregarious bards as they are holding off powerful foes with their numerous natural weapons.

Inhabitants of arid, rocky regions, the magnificent copper dragon makes its lair among craggy foothills, well-hidden behind boulders and brush. Of course, finding the creature's home is just the beginning of the puzzle as intruders can expect a literal maze of tunnels—a physical manifestation of the dragon's riddles. Should an enemy reach the dragon's chambers—or even worse its well-hidden hoard—they may find themselves melted by the creature's caustic acid breath, or more likely, find themselves too slow to

make a getaway due to the creature's remarkable slowing gas breath.

"You of simple, corroded copper
Your laugh is like a rocky hill
So hearty and mischievous it is
Your tongue can be of acid, yet slowing is your breath
But your power is humor
As you should be, as you are"

—Bahamut's Prayer



COPPER DRAGONS

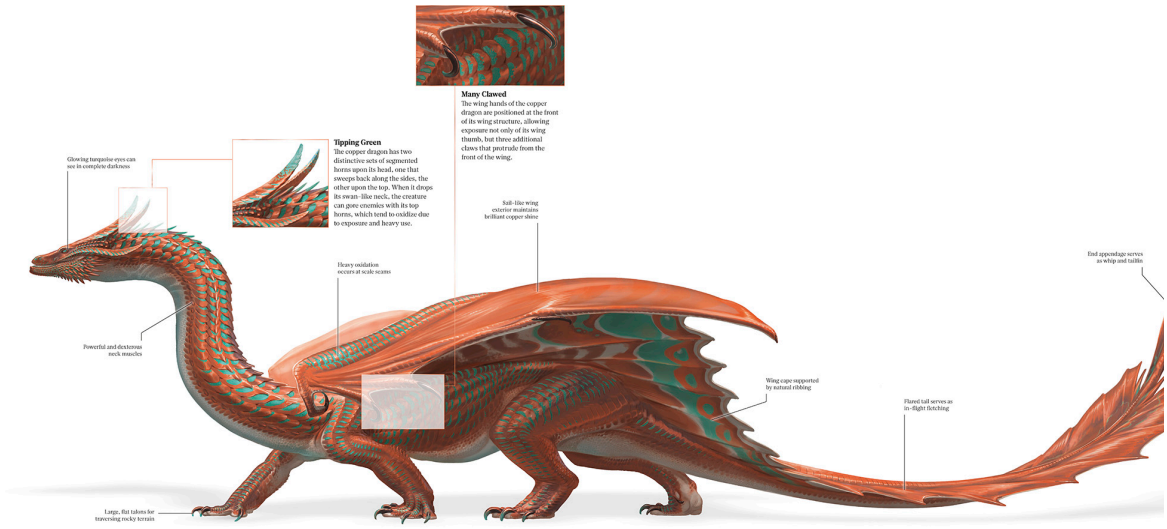
Anatomy

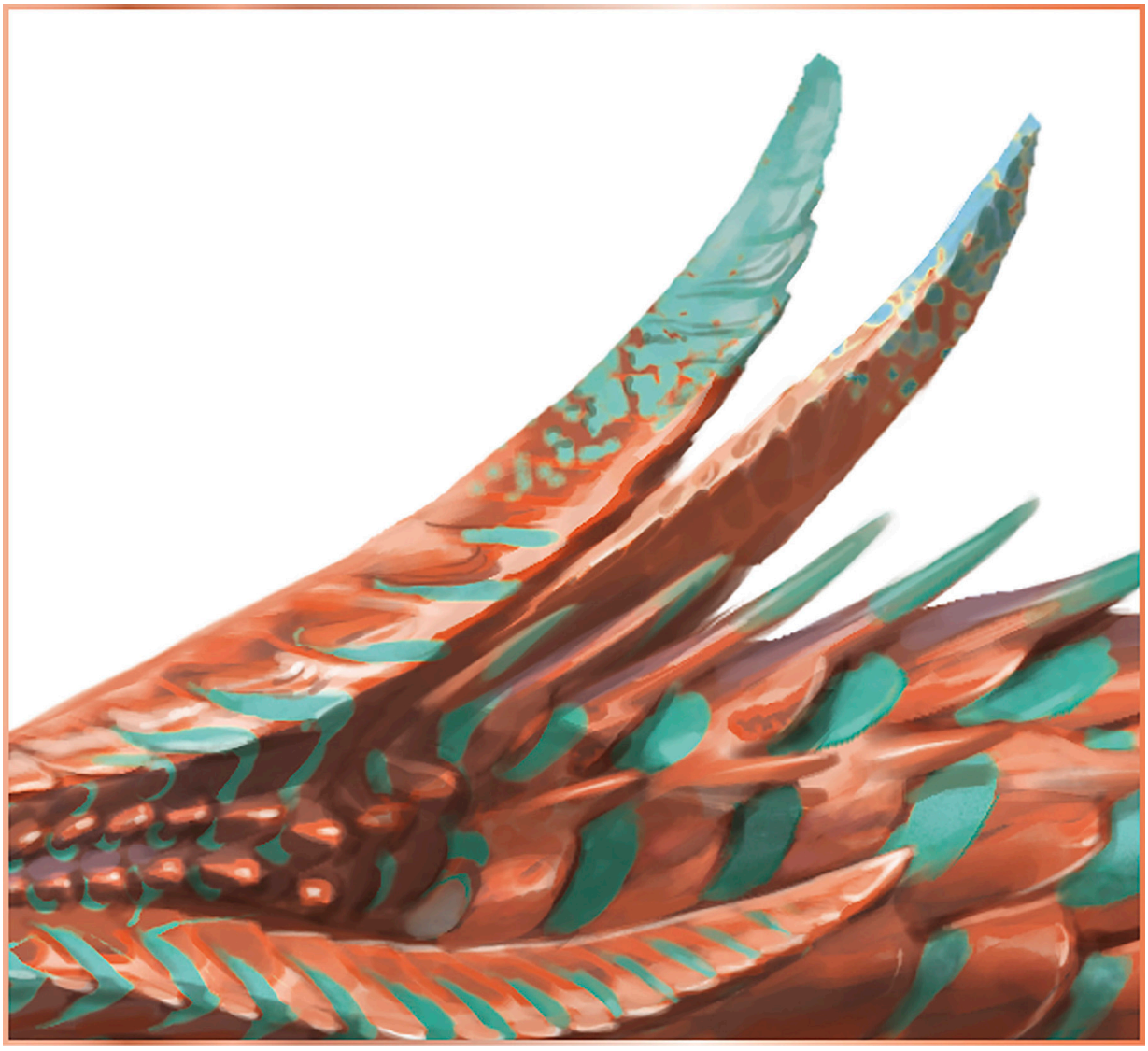
It is rumored that many of the most successful comedians of the multiverse are in fact copper dragons in humanoid form. While their performances can no doubt be missed, should they return to their true forms they cannot be ignored. A smaller dragon among the metallics, the copper's thick scales are ridged and overlapping, like a great coat of copper armor, oxidized green at the joints. Their necks are long and serpent-like, matched on the other end by a powerful, feather-like tail, much like the fletching of a massive arrow. Like its brass cousin, the copper dragon's wings are supported not only by mighty wing arms, but rib-like bones that run along its torso down toward its tail, creating a marvelous triangular silhouette that soars happily above the foothills. Should prey be found, the creature will have little trouble snatching it up in its huge, dexterous talons.

> "Jarlaxle, Jarlaxle.
> I should eat you just for
> deceiving us."
>
> **—Ilnezhara**

All Smiles

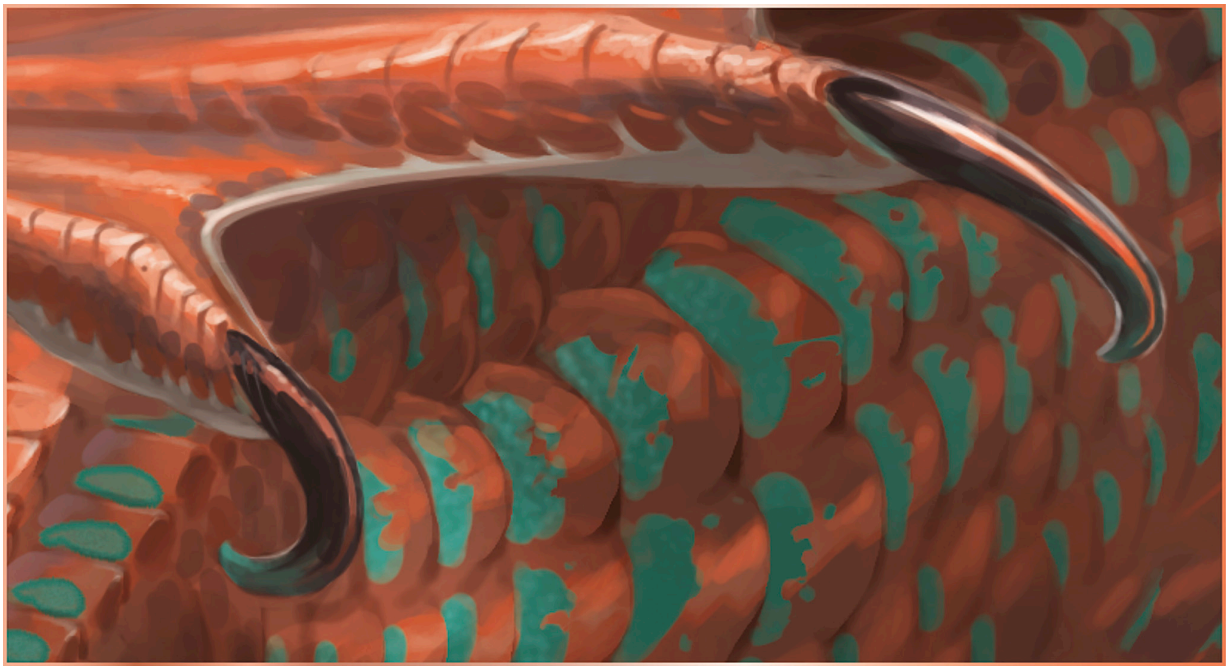
Resting proudly atop a long, flexible neck is the great smiling visage of the copper dragon. Its snout is smooth and streamlined, accented on its top and sides by segmented, sweeping horns tinged with green. Its teeth and pointed tongue are well concealed within its distinctive, smiling frilled jaw, the apparatus topped with eyes that burn like turquoise gems.


Many Clawed
The wing hands of the copper dragon are positioned at the front of its wing structure, allowing exposure not only of its wing thumb, but three additional claws that protrude from the front of the wing.
Tipping Green
The copper dragon has two distinctive sets of segmented horns upon its head, one that sweeps back along the sides, the other upon the top. When it drops its swan-like neck, the creature can gore enemies with its top horns, which tend to oxidize due to exposure and heavy use.
Glowing turquoise eyes can see in complete darkness
Powerful and dexterous neck muscles
Heavy oxidation occurs at scale seams
Sail-like wing exterior maintains brilliant copper shine
Large, flat talons for traversing rocky terrain
Wing cape supported by natural ribbing
Flared tail serves as in-flight fletching
End appendage serves as whip and tailfin



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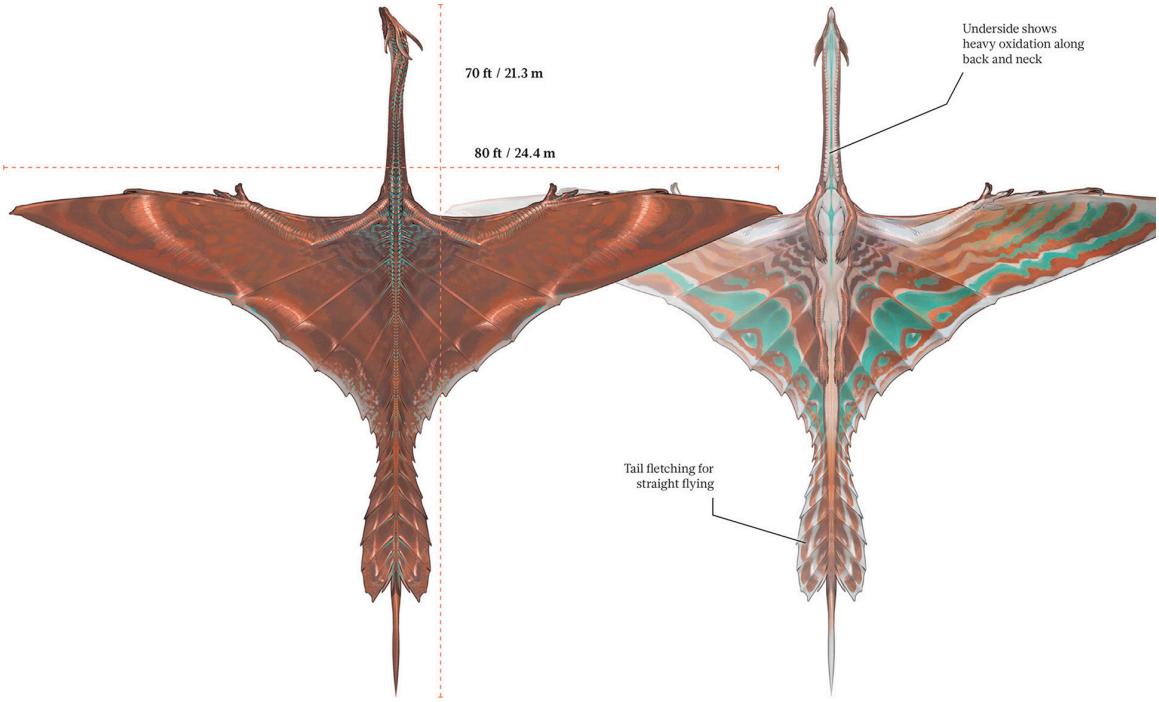
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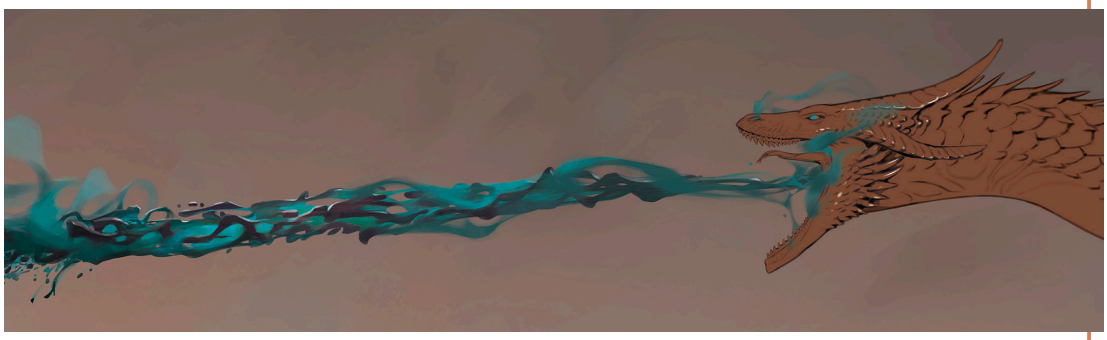
Neck and All

Long and serpent-like, mature copper dragons are sometimes mistaken for certain types of dinosaurs, standing up to 16 feet high with their necks extended. While lean compared to other dragons, they can weigh similar amounts, as much as 160,000 pounds.



Arrow Straight

The copper dragon's smooth and streamlined triangular wing structure is as good gliding high above mountains as swooping down through canyons and rocky foothills. Meanwhile, its tail fletching helps the creature fly straight and true ever high winds.



Slow and Acidic

The copper will always choose humorous banter over battle, but if forced into the latter, its enemies will almost surely regret it. An expert in melee, the creature is equipped with nimble and deadly claws and a powerful, paddle-like tail. Meanwhile, its long and flexible neck allows the creature to attack from virtually any angle, whether employing its bite or breath. Even then, the creature has an array of options, for it can reach subjects up to 90 feet away with a stream of caustic acid or a cone of gas that slows its enemies. However, this dragon much prefers to disarm its potential opponents with a joke, and it's always advisable to laugh.

COPPER DRAGONS

Profile

Majestic and mischievous, copper dragons practically live for laughter. They are known to take very few things seriously, but one subject of little levity is their precious hoards. Using its long, serpent-like neck, the copper dragon observes intruders well before they arrive. Even when they do, the great creature proves snake-like in more ways than one, for its foes are often in for a veritable funhouse of tricks, traps, and riddles—all for the amusement of the light-hearted creature. Ironically, copper dragons are known to be unaggressive creatures and dislike harming others, except to perhaps bruise some egos through a practical joke or two. Such tricks tend to go over better within copper dragon communities, which tend to stay close and share a common sense of humor.

It is said that the copper dragon is the physical manifestation of Bahamut's wit and light-heartedness, and it may well be true. They detest evil in all forms and believe many of the multiverse's problems can be healed by laughter. As a result, they are fast friends with boisterous storytellers and good-humored bards and would always rather kill an audience with laughter than destroy a group of enemies with their substantial gifts of combat.



Food and Diet

Copper dragons won't turn their noses up at a wandering goat or sheep, but their favorite foods tend to match the creature's taste for pursuing goodness. Vicious creatures such as giant scorpions, snakes, and venomous bugs are a favorite for copper dragons, who seem to enjoy their sour and acidic flavors. Some elder dragons even claim that venom sharpens the wit, but this is yet to be proven.



Habitat

Located just at the edges of civilization, usually at the base of a great mountain range or in dry, rocky foothills is the home of the copper dragon. It uses its caustic acid breath to aid in creating narrow tunnels into mountainsides or cool clay caves forming a literal maze for its lair. Some are even believed to be able to use their natural elemental magic to manifest earthen walls and reshape stone. Whether situated in hot or

cold climes, proximity to sentients is what matters most to this creature as it requires an audience to hear or tell jokes.







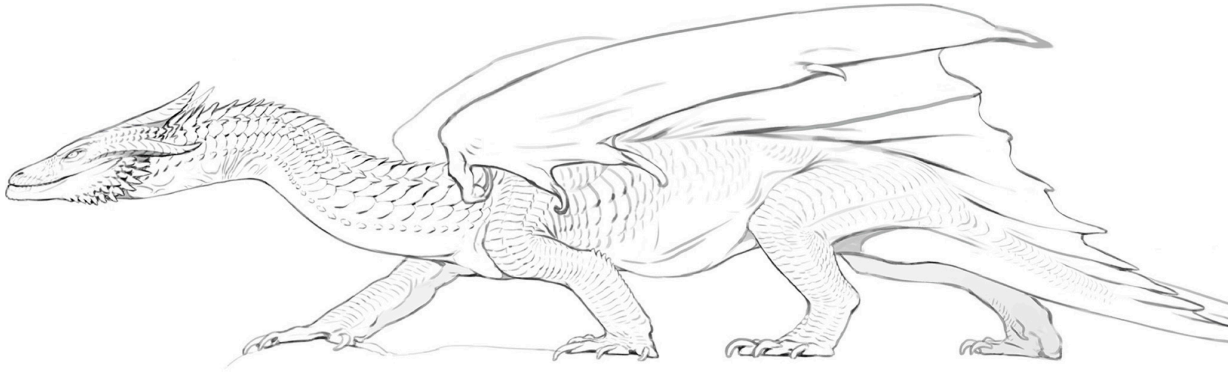
Lairs and Hoards

While the cave mouth of a copper dragon's lair may be well concealed by boulders or vegetation, getting in is the easy part. Once inside, the intruder will find themselves befuddled at the labyrinth before them—and that's exactly the idea. The copper howls with laughter as they watch intruders encounter dead ends, secret passages, and interpret meaningless riddles en route to the inner sanctum, where a hoard of fool's gold awaits. Should the guests ever arrive where the dragon keeps itself and its real treasure—the "entertaining chamber"—they better be ready to tell and hear an endless set of jokes. And if for some reason true danger has found the copper, the dragon will make a quick exit through the secret escape tunnel that is always nearby.

A creature of mischief, the copper keeps its greatest treasures in secret rooms and antechambers well out of sight and off-display of any potential intruders. It covets richly colored natural metals and stones, such as gold, copper, turquoise, agates, and rubies, as well as trophy curios, finely made pottery, rugs and tapestries, and sculptures of clay or stone. But it is said this creature most treasures fooling would-be adventurers with decoy hoards full of shiny, but worthless, junk.

Family Fun

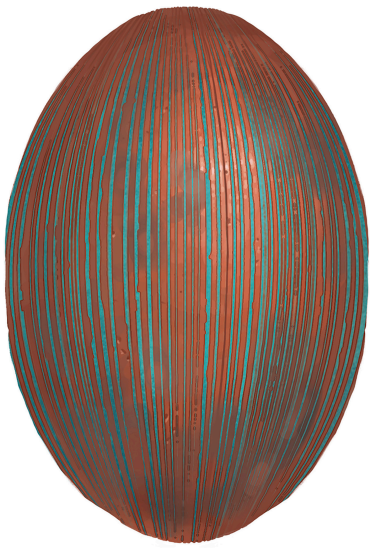
For the copper dragon, a family that laughs together, lives together. But when it comes to hiding and protecting their precious eggs, that is no laughing matter. A favorite of treasure hunters and collectors, copper dragon eggs are usually concealed in cool clay or sandy environments near their lairs and watched continuously—a duty shared between the parents. The mud-brown wyrmling learns a sense of humor from an early age, being the butt of many good-natured tricks from their parents, while also being encouraged to practice the art of trickery upon others. As they grow to adulthood, their scales change to a glowing copper color, but their desire to be close to home doesn't—where else might they find an audience always willing to hear or tell jokes?



Young Copper Dragon



Copper Dragon Wyrmling



Copper Dragon Egg



Enemies

Copper dragons detest all those who destroy, oppress, or breed dissention—those who create a dour and joyless environment. As a result, red and blue dragons are among their biggest rivals, who also compete with the copper for similar homes and territory. However, those who study these creatures believe their biggest enemies may in fact be those with no sense of humor.



Allies and Followers

According to copper dragon sages, there are two kinds of people in the multiverse: those with a sense of humor and those without. The former make quick allies with these creatures that are always fast with a joke, trick, or riddle. As with the brass dragon, favorite guests of the copper include bards and others who blow more hot air than a dragon turtle.

NOTABLE COPPER DRAGONS

Galadaeros
Called the Sunset Flame and the Flame Dragon

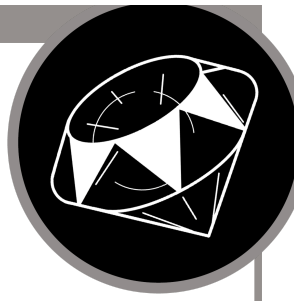
Tazmikella
Called Mickey, Sister of Ilnezhara

Ilnezhara
Called Lady Zee, Sister of Tazmikella

Balarystul
Spy of Bahamut

Tyrangal
Called Gaulauntyr the Glorytongue

Moraughaloth
Trickster of the Council Hills



GEM DRAGONS

Reputed to be descendants of Sardior, the Ruby Dragon, gem dragons are the most mysterious and least understood among true dragons. Some believe they were fashioned as Sardior's most favored creation, while others think they were formed from the ruby god's shattered remains. Whatever the answer, they seem to share their progenitor's taste for neutrality. They rarely take sides and seem more interested in maintaining cosmic balance and unlocking the secrets of the multiverse than worldly causes, righteous or tyrannical. Even-tempered and clever, gem dragons hold a natural mastery of the Material Plane's psychic and elemental energies, allowing them to communicate telepathically, teleport to nearby locations, and shapeshift their appearance to virtually any creature.



AMETHYST DRAGONS

[Draco Amethystus]

Introduction

Wise and aloof, amethyst dragons are said to be the greatest of gem dragons, holding a mastery of psionic and elemental forces. Dedicated to impartiality and study, amethyst wyrms care little for the day-to-day conflicts of any given world, but instead focus their energies on discovering new and awesome mysteries of the cosmos. However, they do view each realm as a piece of the puzzle, so they also obsess over world histories and lore, usually looking for similar patterns across the planets of the multiverse. Their gifts to bend the physical laws of the Material Plane allow them to see beyond it, including to the reaches of the Far Realm where unnatural forces threaten the order of their beloved reality.

Radiating a rich purple glow, the amethyst dragon floats about their gleaming violet caves solving the complexities of the universe one stone (and gem) at a time. Widely considered pacifists due to their neutrality and lack of worldliness, they are in fact passionate about maintaining cosmic order and will happily take up arms to protect the cause. This makes them natural enemies of those they consider unnatural

corruptors of the Material Plane such as mind flayers and other aberrations from the Far Realm. These creatures often learn of the amethyst's gifts of battle, including multiple breath attacks, fierce talents of melee, and an array of psychic powers that could make even an illithid jealous.



"You are neither red, nor blue, but something of two
You are master of gravity, yet grounded are you
You dwell near waters, yet born of stone
You have powers of mind, yet are scales and bone
Who are you?"

—Sardior's Riddle



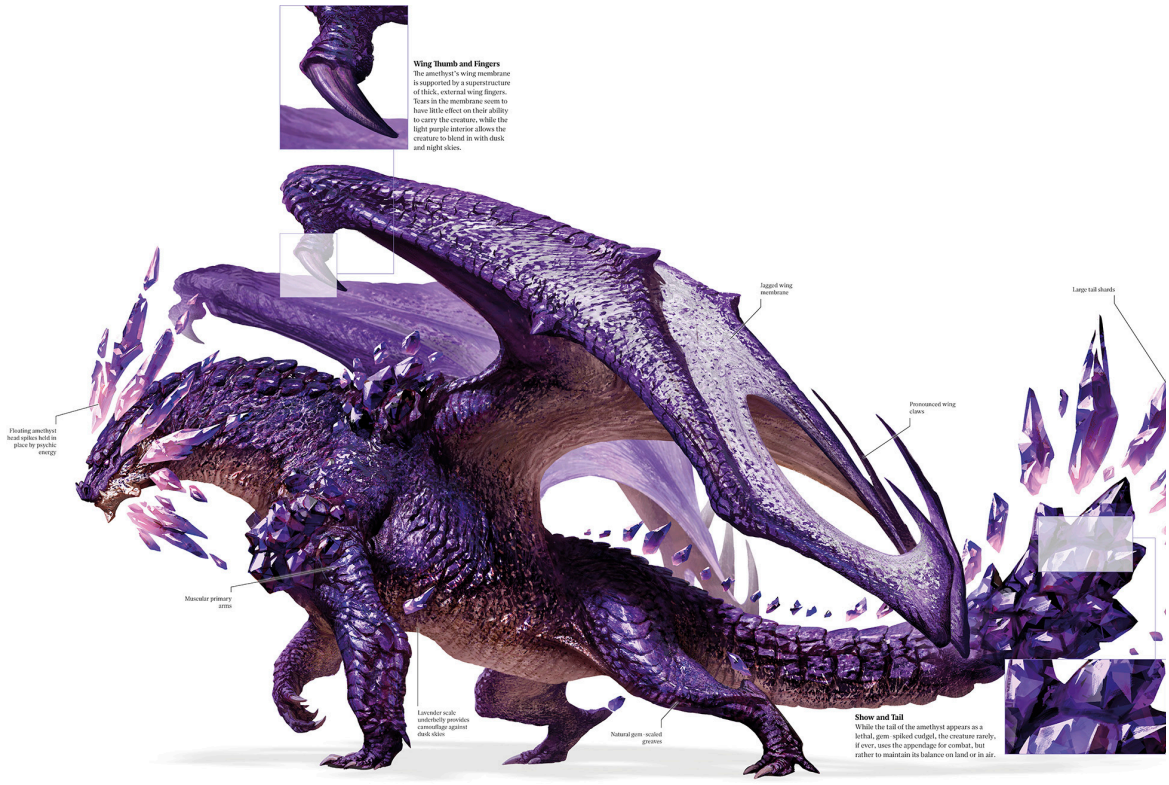
AMETHYST DRAGONS

Anatomy and Profile

Few dragons are as awe-inspiring in form or function as the amethyst dragon. Massive in size, yet gentle in demeanor, this creature's coat of roughly hewn amethyst scales and spines seem to glow gently with a light of their very own. Meanwhile, amethyst spikes and horns levitate above the creature, held in place by telekinetic powers, even shifting with the creature's mood and psychic activity. While striking as adults, their wyrmlings are less so, hatching as a dull and opaque purple. But even as their attentive parents teach them that it is what's on the inside that counts, their bodies transform until their exterior finally matches the very vibrancy of their minds.

Reluctant Destroyers

While amethyst dragons almost always prefer to negotiate than fight, those who deny the creature the former option will regret it. The creature's gargantuan frame is covered in jagged amethysts that bolster its defenses, as do its mighty melee strikes of bite and claw. However, the creature is more likely to confuse and diffuse in a combat situation with an array of potent psionic powers that can be used for defense, escape, or attack. If all else fails, the creature has access to two extraordinary breath attacks, one that wields the power of gravity into a forceful attack on all within 90 feet of the creature, the other a deadly rain of exploding amethyst crystals that reaches targets 60 feet away.


Wing Thumb and Fingers
The amethyst's wing membrane is supported by a superstructure of thick, external wing fingers. Tears in the membrane seem to have little effect on their ability to carry the creature, while the light purple interior allows the creature to blend in with dusk and night skies.
Jagged wing membrane
Large tail shards
Pronounced wing claws
Floating amethyst head spikes held in place by psychic energy
Muscular primary arms
Lavender scale underbelly provides camouflage against dusk skies
Natural gem-scaled greaves
Show and Tail
While the tail of the amethyst appears as a lethal, gem-spiked cudgel, the creature rarely, if ever, uses the appendage for combat, but rather to maintain its balance on land or in air.



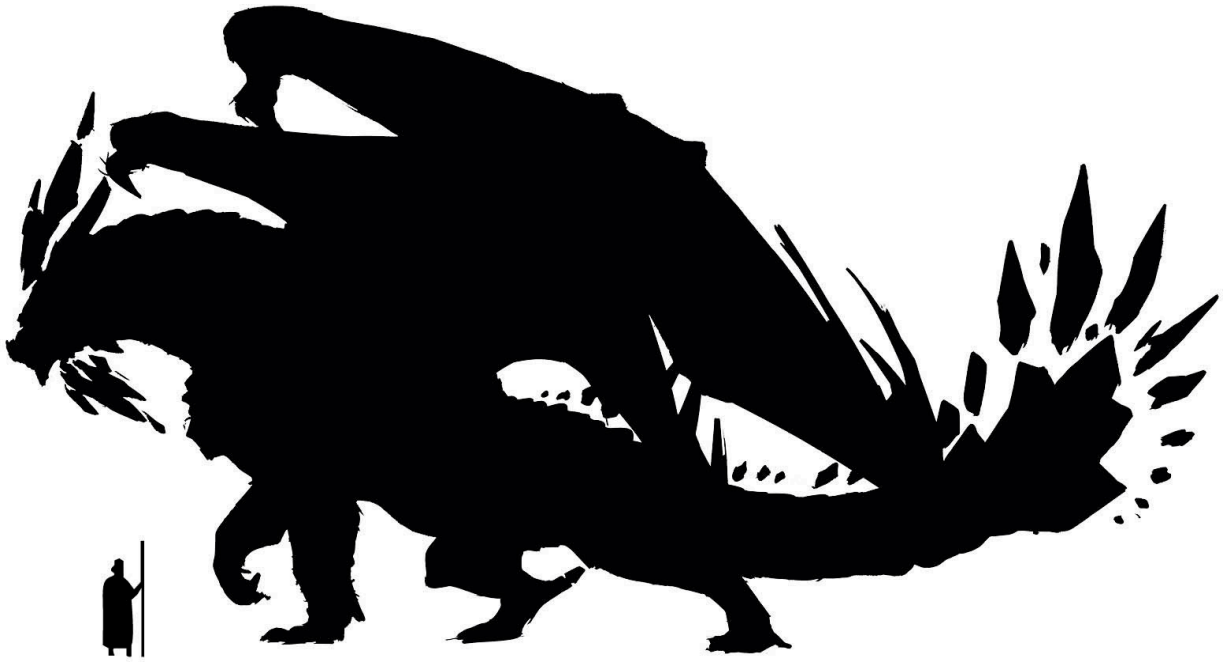
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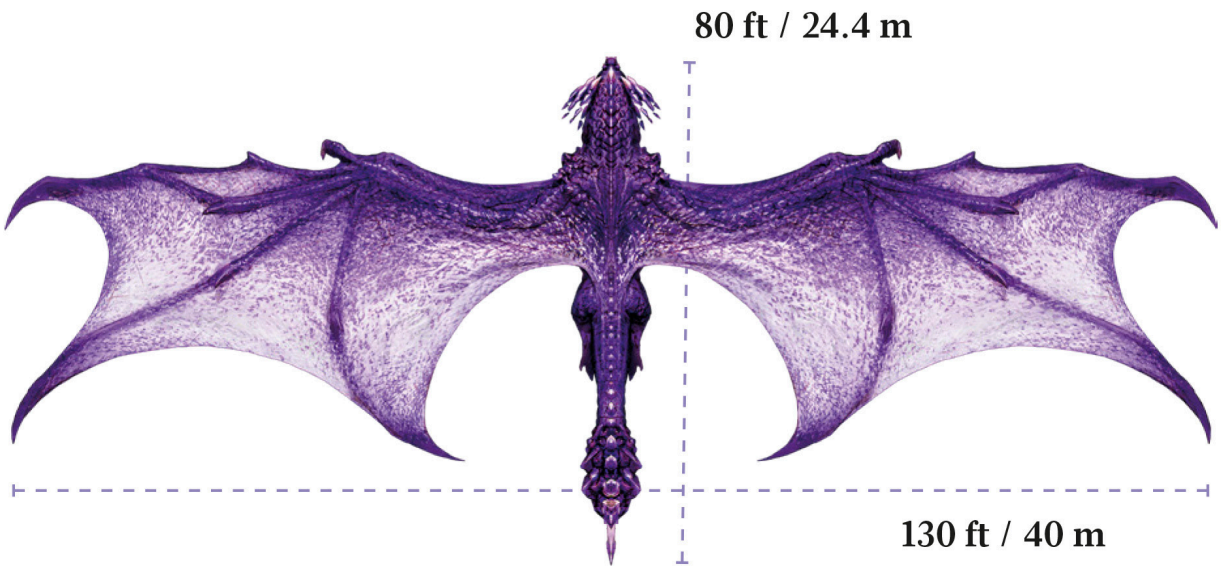
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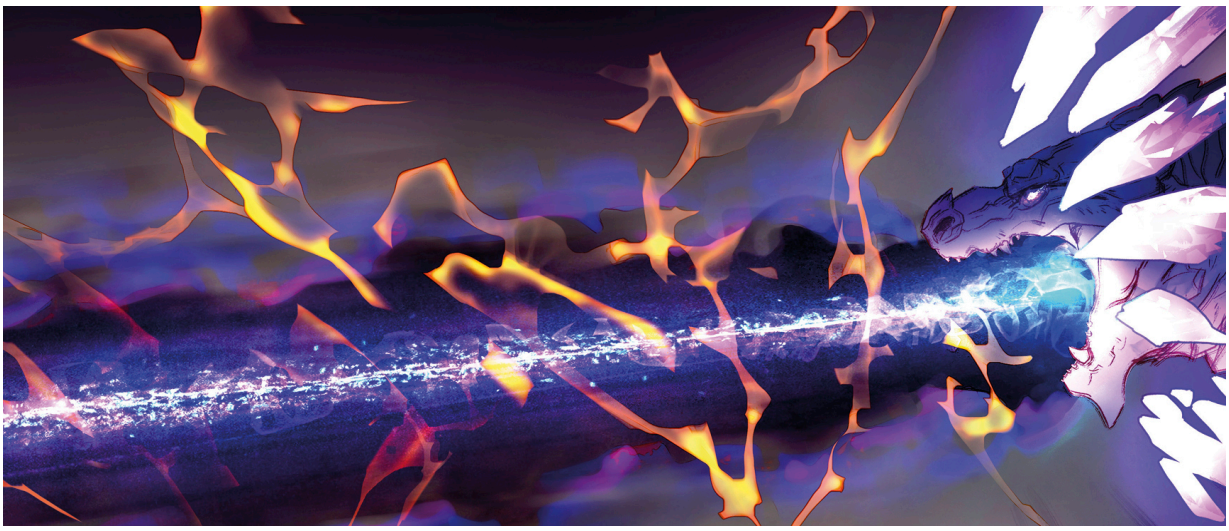
Amethyst Mountains

Similar in size to reds and silvers, the dense and muscular amethyst dragon can stand more than 20 feet high on its hind legs and weigh over one million pounds. However, these creatures are so rare their average size is uncertain.



Curious Wings

A curiosity to scholars of natural laws, the vaguely rectangular wing shape of the amethyst dragon shouldn't be able to move the creature through the air as they do. Many speculate that the creature uses a combination of wing power and its natural gifts over gravity to optimize its aerial mobility.



Breath Weapon



Lairs and Hoards

Located in caves near placid mountain lakes and still pools is the lair of the amethyst dragon. Teeming with softly glowing clusters of amethyst crystals, the cave complex is a maze of tunnels punctuated by grand open spaces. Due to the creature's amphibious respiration, at least one of the entrances will usually be submerged, which both deters humanoid interlopers and provides ready access to its preferred food supply of fresh fish.

The dragon's inner sanctum is inaccessible to any who cannot teleport beyond tunnels that dead-end. Those who can will observe a hoard of unimaginable beauty, sparkling with countless gems and crystals, especially amethysts in raw or refined form. While some silvery coins may be present, the dragon's true treasures are stacks of ancient books, tablets, scrolls, tapestries, and fine artworks from long lost civilizations. Each holds a clue to the dragon's preferred area of study, or provides practical magical guidance on manipulating the physical laws of the multiverse.

SAPPHIRE DRAGONS

[Draco Sapphirus]

Introduction

Territorial and hawkish, sapphire dragons are the tacticians, warriors, and enforcers of gemkind. The most aggressive and testy of the gem dragons, sapphires have no patience for attacks on the natural order of the multiverse and are willing—even eager—to meet those incursions with force. Like all dragons of Sardior, the sapphire bears extraordinary psionic gifts, theirs geared toward telekinesis and manipulating physical matter with their minds. This includes their talent for shapeshifting into smaller creatures when strategically advantageous. Fierce enemies of aberrations from the Far Realm, the Material Plane figuratively rests easier knowing the sapphire wyrm is watching.

Sparkling like starbursts of myriad blues, the sapphire dragon patrols the endless tunnels of its lair fortress, ensuring that each trap and obstacle is in perfect working order and ever-ready for invasion. While the sapphire is believed to be neutral in its beliefs, there can be no question that the creature has an innate sense of lawfulness and jealously protects the Material Plane (and its own territory, lair, and

hoard) with extreme vigor and zeal. It is said this notoriously vigilant creature will even join forces with emerald dragons to find a trail and snuff out a threat. Those foolish enough to cross a sapphire dragon, or put them to the test in battle, are bound to leave with shattered eardrums and serious blunt force trauma, if they ever leave at all.



"You are neither sky nor sea, but something between
You are master of battle, yet bow to no queen
You dwell deep in the earth, yet fight in the air
You move with your mind, yet your art is warfare
Who are you?"

—Sardior's Riddle



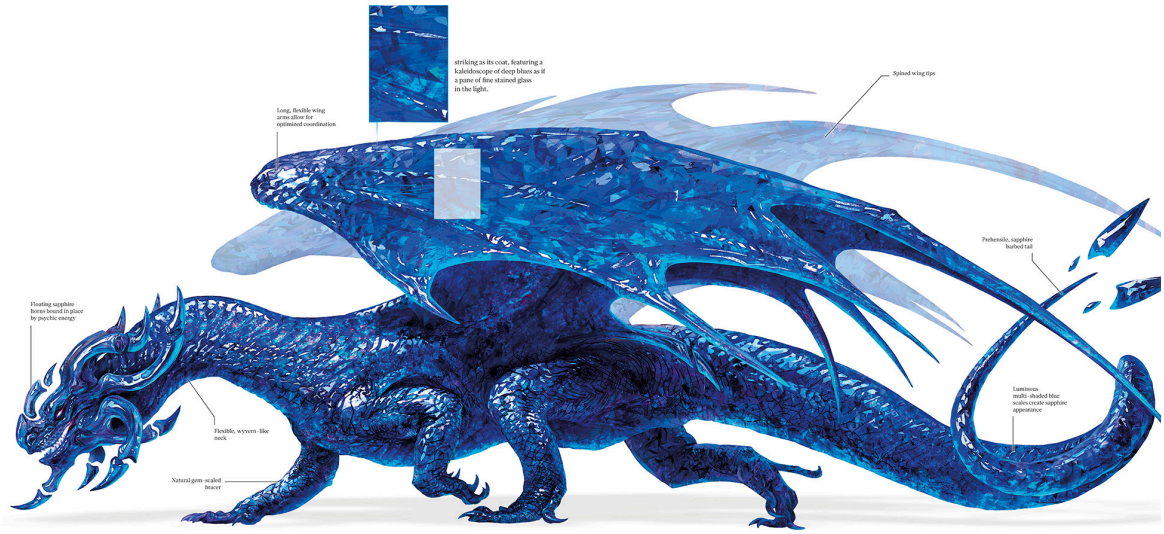
SAPPHIRE DRAGONS

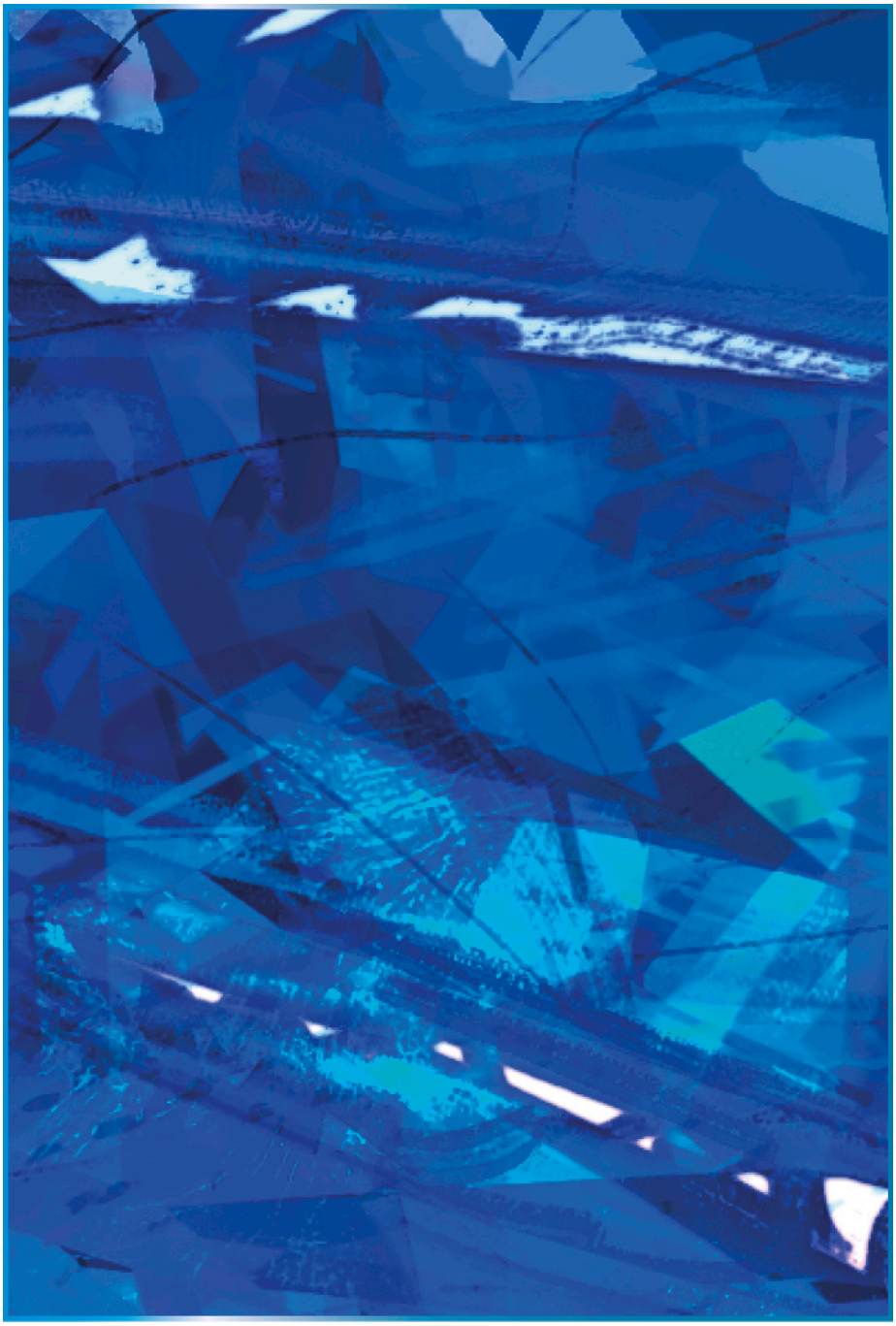
Anatomy and Profile

Feral and muscular, the sapphire dragon is perfectly formed to dominate deep caverns where creepy things crawl and foul things lurk. Its eyes can see perfectly in the blackness, but it doesn't seem to need them as the very rocks and creatures of the dark obey its command. Bobbing curiously above its head and swan-like neck are the dragon's horn tips, which stir at the creature's changing moods and thoughts. Everything about the adult sapphire dragon screams magnificence, but it wasn't always so. The wyrmlings of the species come out a homogenous, opaque blue, but as the creature ages and grows, its scales become multicolored and translucent, contributing to the dizzying shimmer of its remarkable coat.

Tactician and Soldier

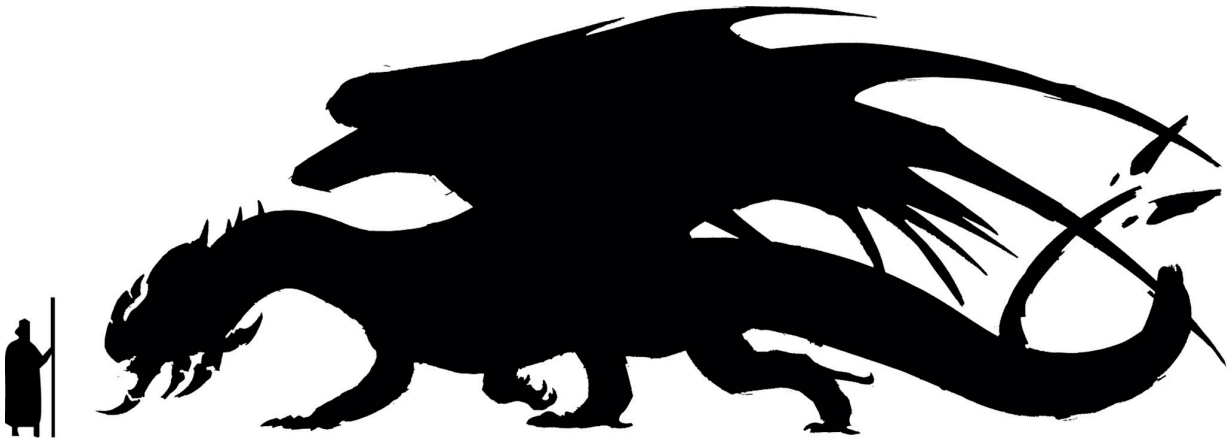
Unlike other gem dragons, the sapphire dragon is a creature of conflict and warfare. Accordingly, the creature is perfectly suited to serve as both general and warrior, featuring a mind made for tactics and a body built for destruction. Able to climb effortlessly about walls and ceilings, ambushes are this dragon's specialty, emerging with devastating claw and bite attacks. If melee proves unwise, the creature can teleport across the cavern and telekinetically fling large objects at its foes, such as boulders or furniture. Should that fail to deter its enemies, the sapphire is left little choice but to unleash its breath weapon, which is actually a sonic pulse of high-pitched energy that is known to incapacitate or even shatter eardrums and kill.


striking as its coat, featuring a kaleidoscope of deep blues as if a pane of fine stained glass in the light.
Spined wing tips
Long, flexible wing arms allow for optimized coordination
Prehensile, sapphire barbed tail
Floating sapphire horns bound in place by psychic energy
Luminous multi-shaded blue scales create sapphire appearance
Flexible, wyvern-like neck
Natural gem-scaled bracer



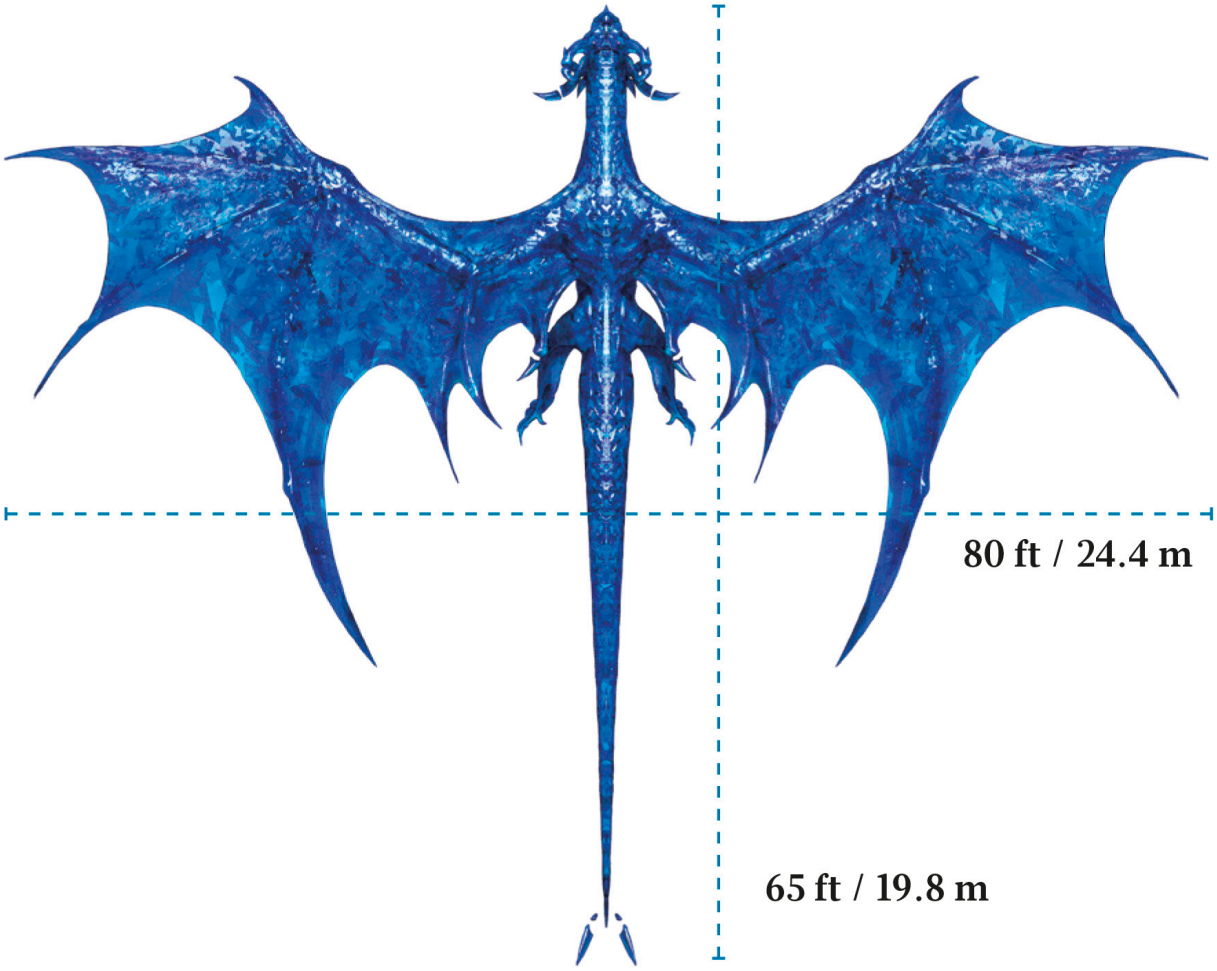
Cool Colors

While the wing membranes of most gem dragons are lighter colored and dull compared to their scales, the wing membrane of the sapphire is every bit as striking as its coat, featuring a kaleidoscope of deep blues as if a pane of fine stained glass in the light.



Tower of Stone

While it most often crouches in anticipation of battle, when situated upon its legs, ancient sapphire dragons can stand 16 feet high, towering over virtually anything that might invade its lair. Their muscular frames, meanwhile, comfortably hold up to 160,000 pounds.



Blue Angel

The wings of the sapphire are compact but powerful, allowing the creature to soar around great underground caverns. However, like its gem cousins, it does not usually choose to use its tail as a weapon, for fear of losing its telekinetically connected sapphire barbs.



Breath Weapon



Lairs and Hoards

Inhabitants of endless, rocky tunnels deep below the surface, sapphire dragons choose lairs that are well-defended and virtually inaccessible to humanoids. The dragon is quick to identify all potential vulnerabilities and will remedy them through its skill with tunneling and elemental mastery over stone, even shaping walls with its mind. The result will be an unconquerable honeycomb of secret passages, pitched tunnels, dead-ends, lethal traps, and even dangerous vermin, all enabling the dragon to move about unseen or ambush and slaughter intruders. Should the invaders be lucky enough to locate the hoard they will find themselves better equipped to take on the creature, for it is riddled with perfectly catalogued magical weapons and armor, as well as military histories, tomes of tactics, and artifacts of psychic protection. Of course, the ambitious adventurers will need to pass through solid stone to get at it.

CRYSTAL DRAGONS

[Draco Crystallum]

Introduction

Nurturing and sagacious, crystal dragons are the gentle prophets of gem dragonkind, passionate about life, peace, and a bright future. By far the friendliest of Sardior's descendants, these creatures have a powerful natural connection to the Positive Plane, which makes them brim with radiant energy and accounts for their uplifting spirits. When providing comfort or encouragement to smaller creatures, crystal wyrms frequently use their natural shapeshifting talents to polymorph into like forms, ensuring their mammoth frames won't scare them away. Meanwhile, their extraordinary psionic talents also allow them to hypnotize, disappear, teleport, and even see into the very future of the multiverse.

Shimmering as unfiltered light, the crystal dragon perches upon the balcony of its sparkling ice palace gazing up into the stars and the future. While technically neutral in its affiliations and beliefs, this creature is undoubtedly a force of positivity and optimism, obsessed with preserving and nurturing life upon the Material Plane. When it comes to conflict, the crystal is far more inclined to heal than to fight,

and only those who directly threaten the life of the creature or another will successfully draw them into combat. Those who do will quickly understand that the crystal's pacifism is not motivated by weakness and foes will likely find themselves seared by starlight or radiant energy even as the dragon regenerates.



"You are neither black nor white, but have something of all
You are master of fortune, yet battle life's fall
You dwell among ice, yet look to the sky
You soothe with your words, yet you see with mind's eye
Who are you?"

—Sardior's Riddle



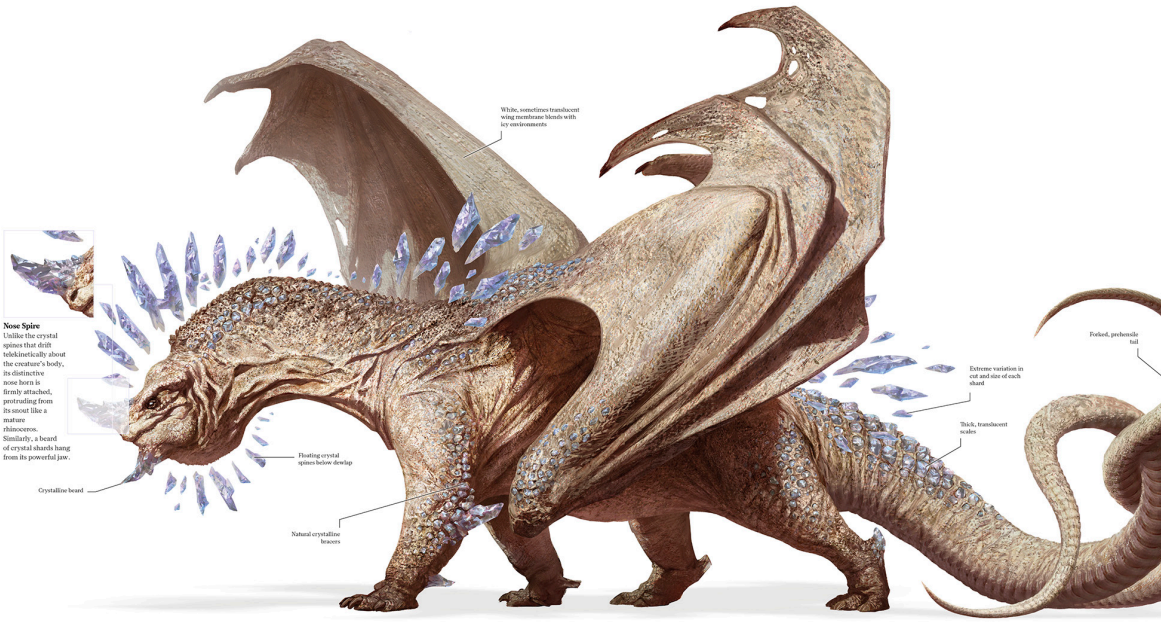
CRYSTAL DRAGONS

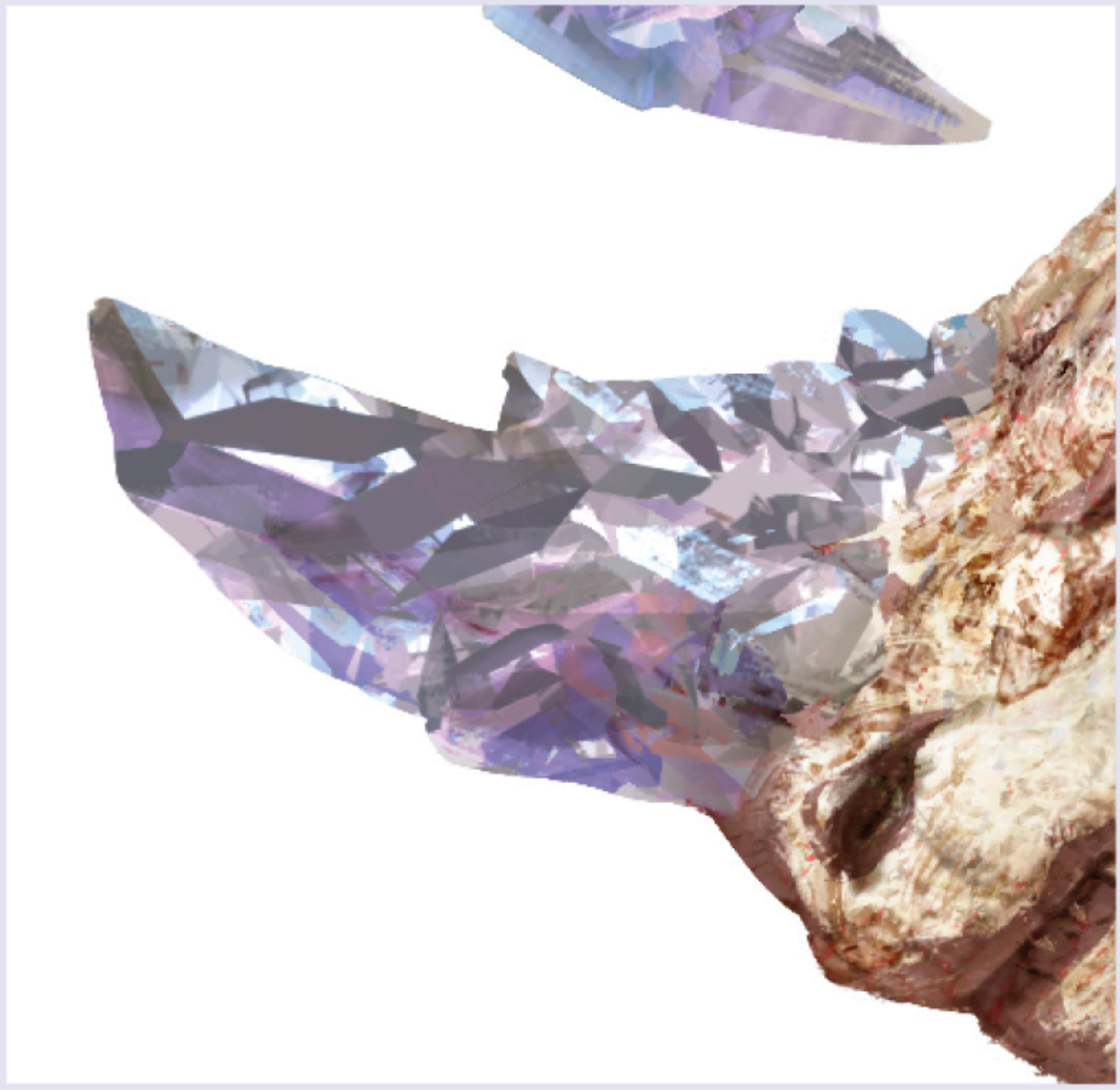
Anatomy and Profile

Rough-hewn and rigid, the crystal dragon blends in perfectly with the glimmering snow and ice it calls home. Its frame is compact and powerful, topped with a spinal frill of floating crystal shards, which run its length. The dragon's forked tail and neck are long and flexible, while additional crystal spines drift above and below the creature's lizard-like head, which is punctuated by a singular crystal horn upon its snout. Dull and gray-colored as wyrmlings, these creatures tend to lighten with age until their scales turn crystalline and translucent, eventually refracting the light around them in a million points of color.

Star Power

Due to their gleaming, light-colored appearance and their shared love of the ice, crystal dragons are often mistaken for white wyrms, but these creatures couldn't be more different in demeanor. The crystal wyrm detests all forms of physical conflict as their nature is to console, heal, or retreat using their gifts of teleportation instead of engage in combat. However, should the need arise, the crystal not only wields the deadly jaws and claws gifted to every dragon, but the very power of the light and stars above. With what is described as a "scintillating breath," the creature sears its opponent with a form of radiating energy, while simultaneously healing the dragon itself. Should the breath not be enough, it is said the dragon can call upon the power of the cosmos to singe its opponent with a ray of scorching starlight.


White, sometimes translucent wing membrane blends with icy environments
Nose Spire
Unlike the crystal spines that drift telekinetically about the creature's body, its distinctive nose horn is firmly attached, protruding from its snout like a mature rhinoceros. Similarly, a beard of crystal shards hang from its powerful jaw.
Crystalline beard
Floating crystal spines below dewlap
Natural crystalline bracers
Extreme variation in cut and size of each shard
Thick, translucent scales
Forked, prehensile tail



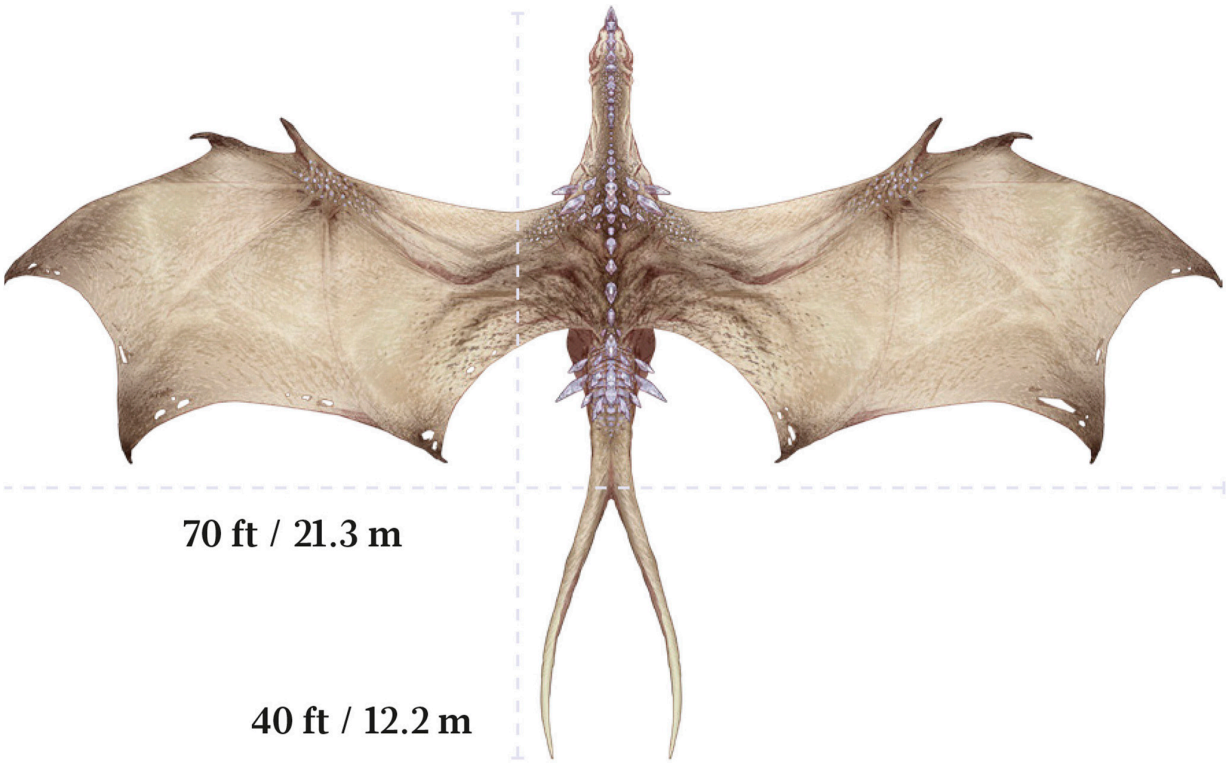
Nose Spire

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Crystal Columns

The smallest of the gem dragons, ancient crystal dragons can stand 16 feet high, which still allows them to look down upon virtually all humanoids. Their jagged, crystalline frames usually hold up to 160,000 pounds.



Frozen Flyers

The creature's long, white wings are designed to shed moisture and avoid freezing in subzero temperatures, allowing the creature to soar effortlessly about frozen wastelands and frigid mountain peaks. Its long and distinctive forked tail is prehensile, but not typically used in combat.



Breath Weapon



Lairs and Hoards

Crystal dragons seek out icy caves, glacial chasms, and snow-topped mountains, however these locations frequently put them into conflict with white and silver dragons, who share their taste for lairs. Unlike their rivals, the most important feature for the crystal dragon is an unobstructed view of the stars. Masters of shaping ice with their talons and magic, their lairs range from labyrinthine snow caves to refined mountaintop ice palaces. Within, the perfectly hewn halls sparkle with natural crystals, finally terminating at the creature's hoard, which may appear more a place of study than a treasury. While glinting with diamonds, the real stars of the show are scientific instruments of astronomy and physics, including star charts, cosmic models, tomes of prophecy, prisms, and scrolls of divination.

EMERALD DRAGONS

[Draco Smaragdus]

Introduction

Coy and reclusive, emerald dragons are the tricksters and spies of the gem wyrm community, using their extraordinary psychic talents to both find truth and create falsehoods. By far the most curious of gem dragons, their interests range from the banal customs of local humanoid communities to strange and unnatural worldly phenomena that signal an incursion from the Far Realm. Their gifts of psychic deception and illusion magic allow them to remain hidden as observers, but as they grow in age, so too does their curiosity about other sentients. Elders of the species are known to shapeshift into humanoids, integrating into their communities and gathering information face to face.

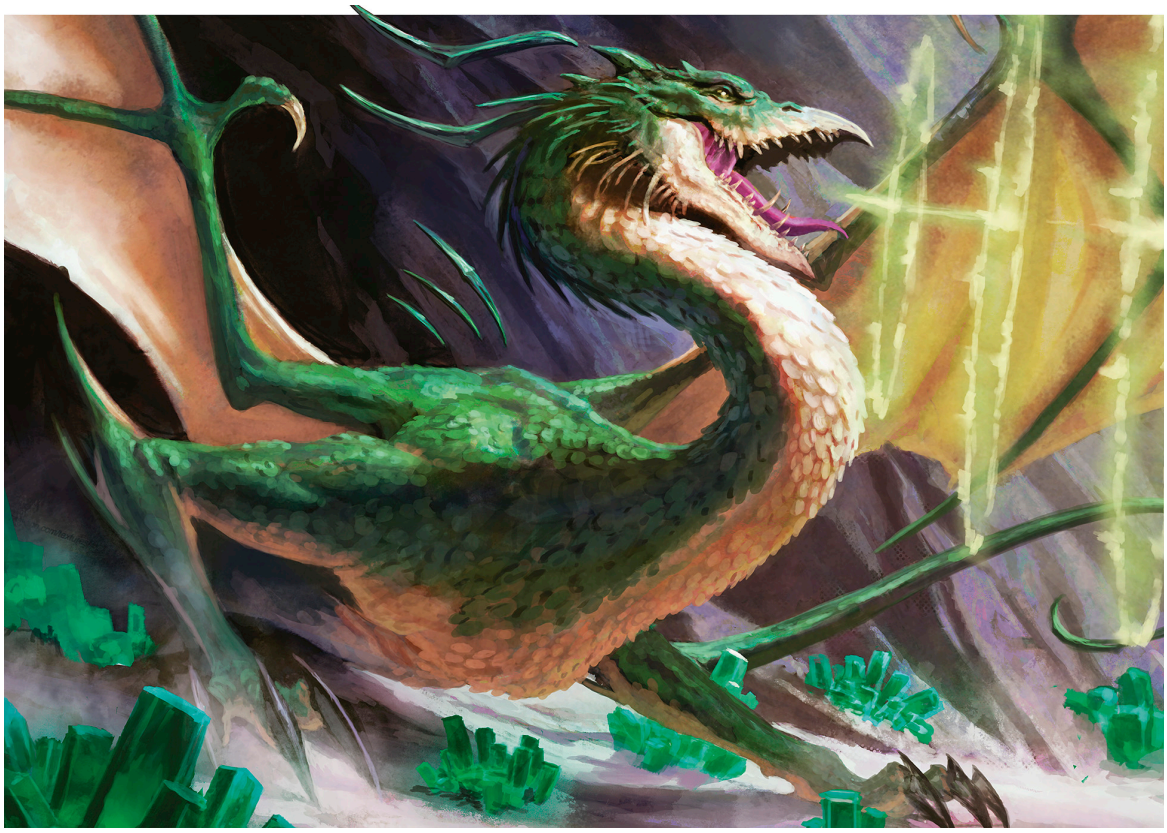
Glimmering green, the emerald dragon slithers invisible about a village side street, warming itself on the sun-drenched cobblestones even while eavesdropping on a private conversation behind the tavern. Thought to be morally neutral and unaffiliated, the goals and ends of these majestic creatures are anyone's guess. They do, however, listen carefully for news of strange occurrences about their realms and

make it their business to root out plots from Far Realm aberrations, even joining forces with their sapphire dragon cousins to abolish these threats whenever or wherever they occur. Of course, emeralds rarely have need for help as they boast an array of natural defenses, none more potent than a breath weapon that disorients and sometimes damages the mind.



"You are neither lizard, nor snake, but share
a trait
You are master of tricks, yet shy with no hate
You dwell among fire, yet you are cold as
stone
You spy with your mind, yet your ends are unknown
Who are you?"

—Sardior's Riddle



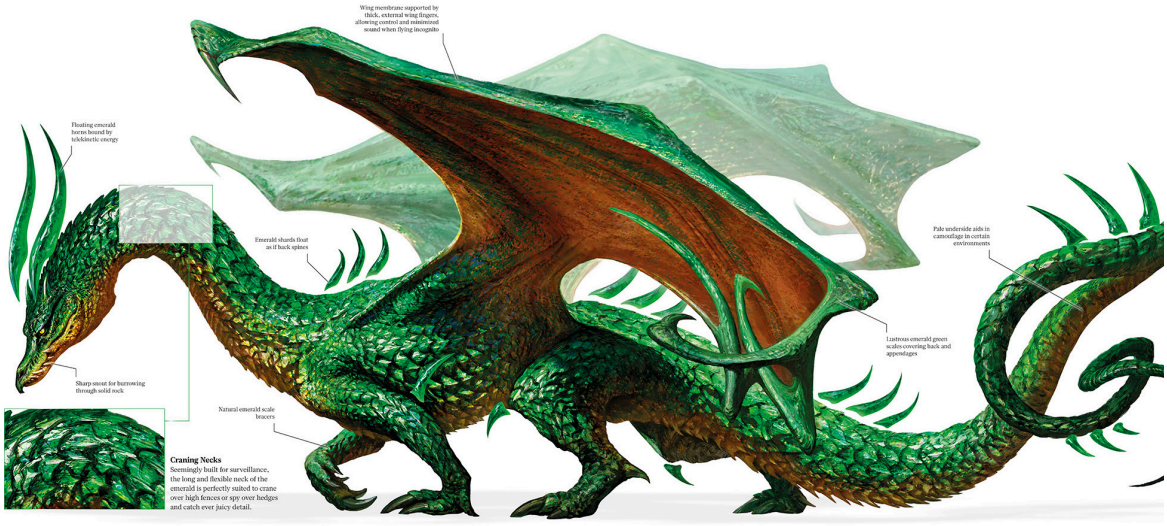
EMERALD DRAGONS

Anatomy and Profile

Long and lithe, the emerald dragon is a masterpiece of beneficial features. Its exceptionally long neck and tail allow it to grasp and silently slither through tunnels or trees like the greatest of jungle snakes and lizards. Often mistaken for a green dragon due to its similar color and body type, its shimmering scales undulate like a great emerald sea, while sharp horns and spines made of its namesake stone float ominously along its head and back, twirling with its changing mood. Dull and pale green during their young years, a wyrmlinghood filled with pranks and prying eyes seem to bring its sparkling true colors to the surface.

Dangerous Illusions

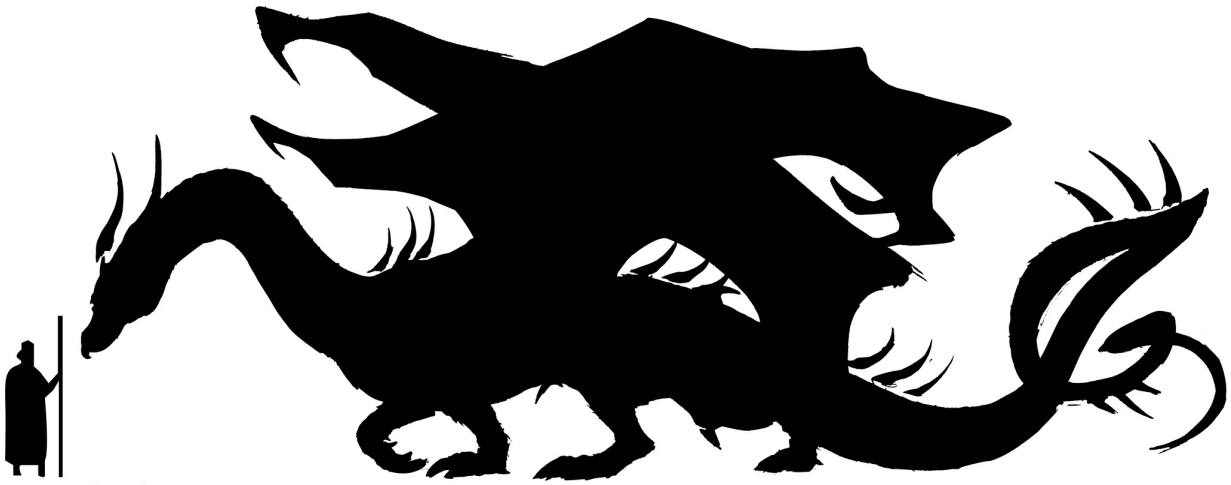
Like most gem dragons, emeralds are not overly interested in battle, preferring instead surveillance, deception, and escape. But also like their gem cousins, the emerald is more than capable of defending itself when forced. The creature uses its long neck to snipe foes with its deadly bite, and its lanky, snake-like body to grapple and claw at will. Even if the creature gets the upper hand, it may still try to flee using powerful enchantments of illusion such as invisibility. Those foolish enough to test the dragon further will find one of two fates: burnt up by a mote of emerald flame that the dragon can control from 60 feet away, or blasted with a wave of psychic dissonance from the creature's mouth, which can disorient the senses or even destroy the mind.





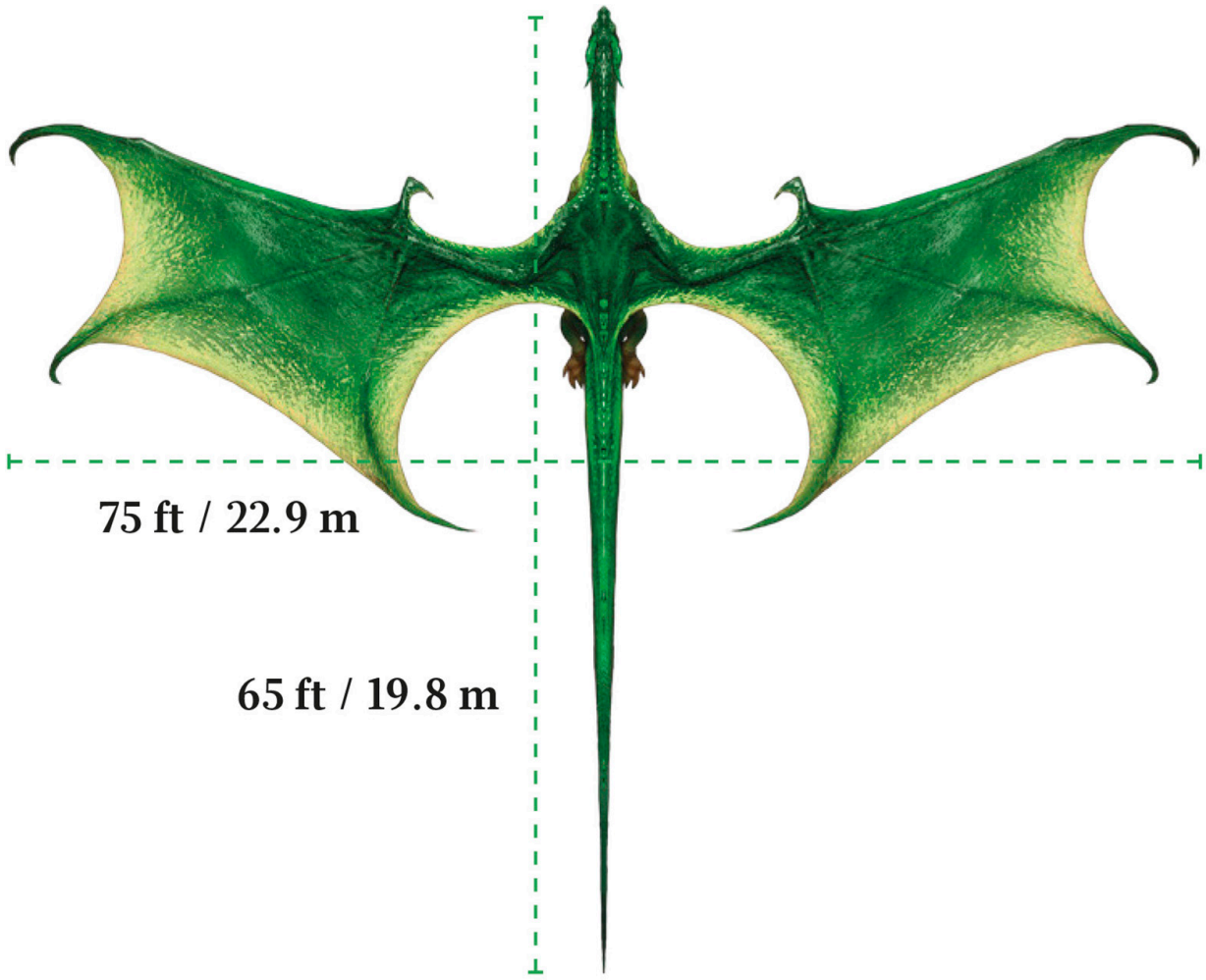
Craning Necks

Seemingly built for surveillance, the long and flexible neck of the emerald is perfectly suited to crane over high fences or spy over hedges and catch ever juicy detail.



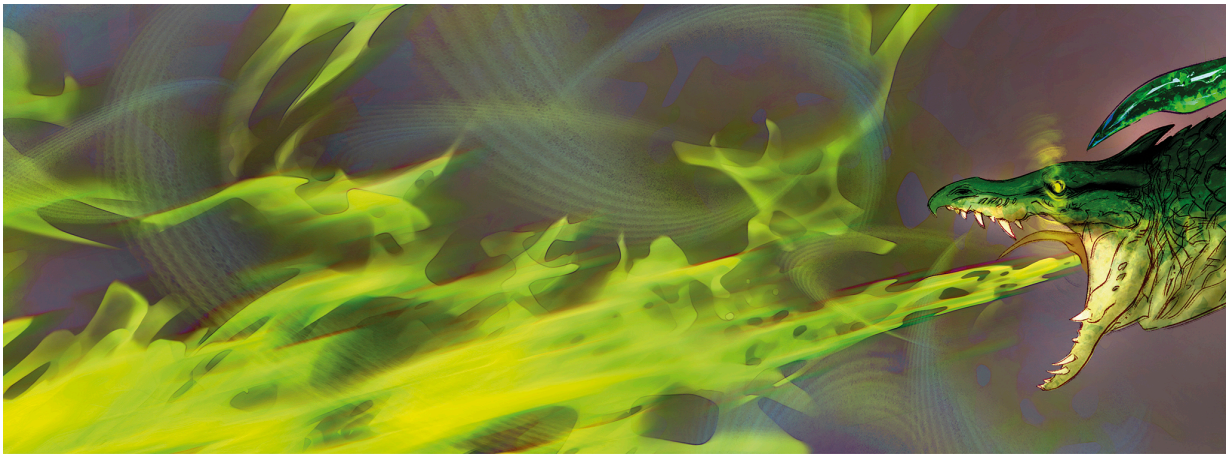
Long and Lean

With a similar body type to the snake-like green dragon, the emerald is also of a similar size, standing only 10–12 feet high when its neck is relaxed, but towering to the height of greater dragons with its neck fully extended. Though rail thin, the emerald's body is so long from head to tail that it can comfortably hold 160,000 pounds.

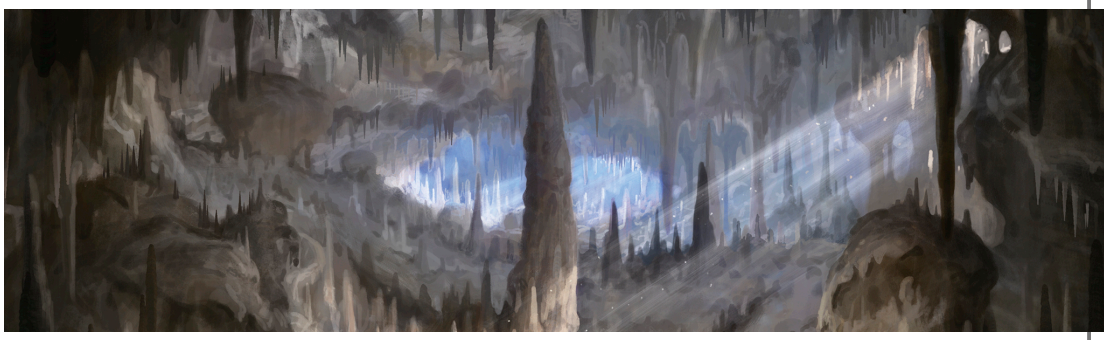


Sleight-of-Tail

Though long and prehensile, the emerald does not usually use its tail as a weapon in combat. However, this creature is not above using this appendage to create diversions, pilfer, or play sleight-of-hand tricks on unsuspecting foes.



Breath Weapon



Lairs and Hoards

Dwellers of warm underground caves, emerald dragons seek out active volcanoes and abandoned vaults or mines near geothermal vents. As a result, they will sometimes compete with fire giants and red dragons for the choicest lairs. Intruders will note rich veins of emerald and large protrusions of crystal running through endless rocky tunnels, many of which the creature created to disorient intruders and evade pursuers. Those who manage to evade the emerald's devious traps and the massive lizards that dwell about the lair—the dragon's food supply—and finally stumble upon its precious hoard will find an enormous cache of rare and valuable coins along with other items of special provenance, such as royal scepters, ruler's goblets, and magic scrolls of great illusionists.

TOPAZ DRAGONS

[Draco Topazus]

Introduction

Ornery and grim, topaz dragons are the realists of the gem wyrm family, patiently waiting for the inevitable while callously discouraging anyone who might hope for a different outcome. Renowned fatalists, these creatures draw on energies from the Negative Plane to fuel their dour behaviors and skills, which include an array of awesome magical talents of resourcefulness, decay, and devastation. Like other gems, they are capable of shapeshifting into smaller creatures, but rarely do so, as they despise interaction with animals and sentients alike. Instead, they frequently employ their natural magic to fabricate useful objects, or drain the life force and wither enemies who are not deserving of the time they have left.

Radiating rich yellows and ambers, the topaz dragon languishes about its oceanside lair watching the sea slowly reconquer the shore. Contrary to popular belief, the goals of these notoriously morbid creatures are not fixated entirely on destruction, but rather focused on honoring and nurturing the natural order of entropy, decay, and ultimately renewal. In this respect, they frequently find common ground

with their fellow neutral gem dragon cousins, who all guard different aspects of the Material Plane's structure and laws. Of course, that doesn't mean that topaz dragons want any of them around. Accordingly, they are most inclined to handle sticky matters themselves, including when nature requires a destructive hand on a deserving foe.



"You are neither light nor dark, but sparkle as sun
You are master of rot, yet ally to no one
You dwell by the sea, yet you hate to get wet
You bring forth the new, yet you wait for sunset
Who are you?"

—Sardior's Riddle



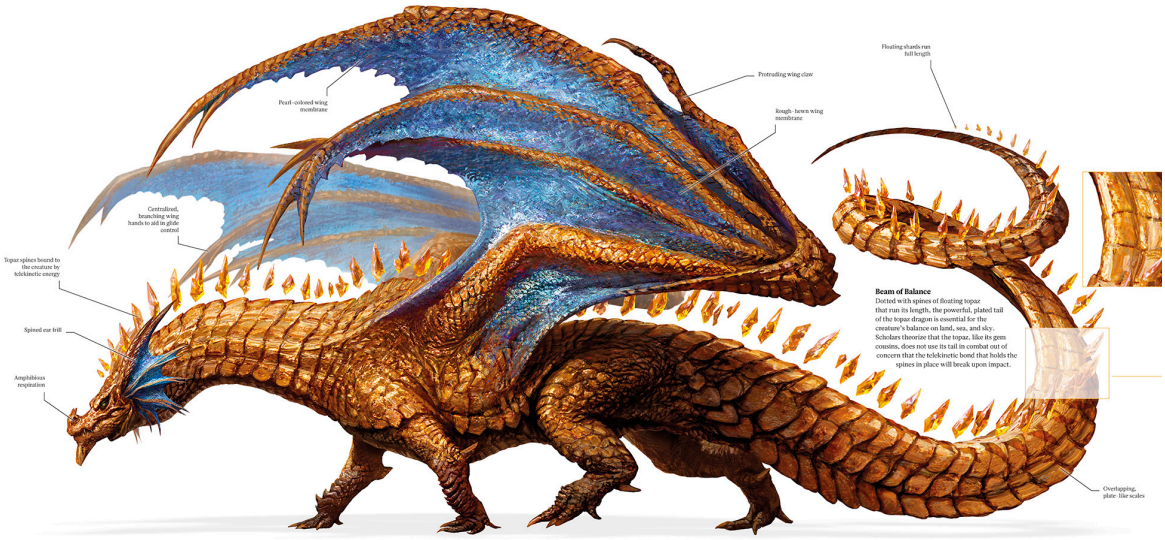
TOPAZ DRAGONS

Anatomy and Profile

Hulking and huge, topaz dragons personify nature's powerful forces of entropy. Their movements are slow and deliberate, like the relentless dripping of a Neverwintan water clock. Not as elegant in design as their gem cousins, topaz dragons more resemble the great form of a dinosaur with wide hips and trunk, which narrows toward their frilled, lizard-like head. Meanwhile, shimmering topaz spines hover the length of its powerful plate-covered frame, like a knight crudely outfitted for battle. Their appearance is less severe as wyrmlings, where they emerge from their eggs a smooth, dull yellow, but they do not tend to improve with age—and the topaz dragon would agree that nothing really does.

Agent of Decay

Legendary for their abrasiveness, topaz dragons are actually pacifists who are inclined to let the withering nature of time do the work for them. However, the multiverse doesn't always allow them to sit on the sidelines and various situations demand intervention. When called to action, the dragon is more than capable of doing what must be done. The creature's natural teleportation magic allows it to gain distance, while its necrotic magic drains an enemy's lifeforce from up to 60 feet away, or its insidious desiccating breath steals a creature's life-giving water, turning them to dust.



Beam of Balance

Dotted with spines of floating topaz that run its length, the powerful, plated tail of the topaz dragon is essential for the creature's balance on land, sea, and sky. Scholars theorize that the topaz, like its gem cousins, does not use its tail in combat out of concern that the telekinetic bond that holds the spines in place will break upon impact.



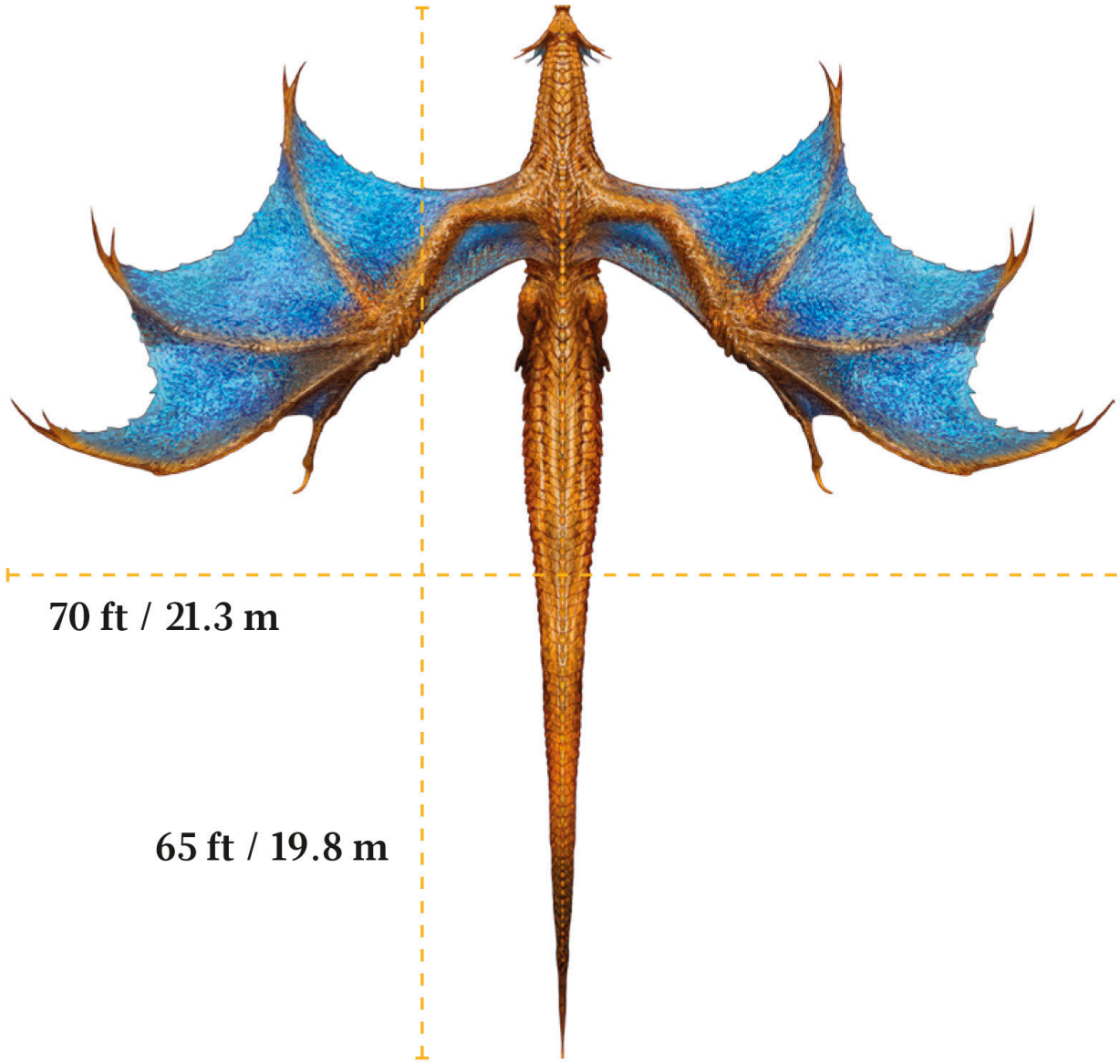
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Hulking Mound

The topaz dragon rarely raises to its haunches, but can easily stand 16 feet high when it does. Meanwhile, their hulking, plate-covered frames weigh up to 160,000 pounds.



Dust to Dust

Similar to most gem dragons, the interior wing membrane of the topaz is lighter colored and uniform. The wings themselves appear reversed, allowing the creature to glide effortlessly over large fields of vegetation, dusting it with its desiccating breath —all in an effort to take out the old and bring in the new.



Breath Weapon



Lairs and Hoards

Dwellers of seaside caves and other areas where land and water meet, the topaz dragon both loves and hates its lair. While the creature appreciates the water's relentless erosion of the rock, it detests the feeling of it on its body. As a result, the dragon keeps the caverns of its lair impeccably dry—even though it can only be entered through flooded caves, which also happen to be the location of the dragon's favorite food: giant squid. The lair itself is austere and crumbling, but sometimes decorated with mirrors to make it seem larger. Within the well-hidden hoard will be a curious collection of corroded coins and weapons, magical objects, and scrolls that create or manipulate necrotic magic. It is said that the creature sometimes even keeps undead creatures as both hoard curios and protectors. While few dragons would be interested in plundering such a peculiar hoard, the seaside locations are coveted by bronze dragons, who have proven to be the topaz's surprising arch enemy.

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SCALE GUIDE

[Average Adult Size]



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OTHER DRAGONS AND DRAGONKIND

"Who dares disturb the rest of Chardansearavitriol the Ebondeath?"

—Ebondeath

Chardalyn Dragons ›

Dragonbone Golems ›

Dracoliches ›

Ghost Dragons ›

Hollow Dragons ›

Shadow Dragons ›

Death Dragons ›

Wyverns ›

Dracohydras ›

Deep Dragons ›

Dragon Turtles ›

Sea Serpents ›

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Faerie Dragons ›

Moonstone Dragons ›

Pseudodragons ›

Time Dragons ›

Lunar Dragons ›

Solar Dragons ›

Spiderdragons ›

Dracolisks ›

Drakes ›

Draconians ›

Kobolds ›

Dragonborn ›

CHARDALYN DRAGONS

Remnants of the Shard

Ferocious and malevolent, the chardalyn dragon soars over the frozen tundra of Icewind Dale laying waste to Ten Towns and its hardy residents. A dragon construct made by the duergar warlock Xardorok Sunblight, it was created for the sole purpose of establishing a duergar kingdom upon the surface of Faerûn. Thought to be unique, the dragon is fashioned from enchanted chardalyn plates, and neither sleeps nor eats, knowing only destruction. Unlike most dragons, the chardalyn dragon does not bite, but rather wreaks havoc with its powerful claws, tail, wings, and devastating breath of radiant energy.

There's an old saying in Icewind Dale: The only thing worse than a dragon, is a dragon made from pure chardalyn. This hard, dark-colored crystalline substance is a byproduct that formed when Cryshal-Tirith—the fortress created by the malevolent Crystal Shard—was shattered and its remains fused with ice. While this "black ice" is no longer magical, it easily takes enchantments, especially those of insidious varieties. Xardorok Sunblight greedily collected this material, which lies scattered like jagged rocks across the tundra, and even fashioned his crown from it. When he was convinced by the archdevil Asmodeus, in the guise of a duergar god, to conquer the Ten Towns, the warlock could think of no better substance to create his destroyer.



Sunblight

A towering fortress hewn out of the craggy rock of the Spine of the World, Sunblight is home to duergar warlock Xardorok Sunblight. This private gateway to the Underdark houses Xardorok's clan, forge, and beloved chardalyn dragon.


Body of chardalyn plates
Wings of chardalyn sheet metal
Breath weapon of radiant energy

PROFILE

Type Construct
Size Huge
Breath Weapon Radiant energy
Realm Toril

DRAGONBONE GOLEMS

Dragon Constructs

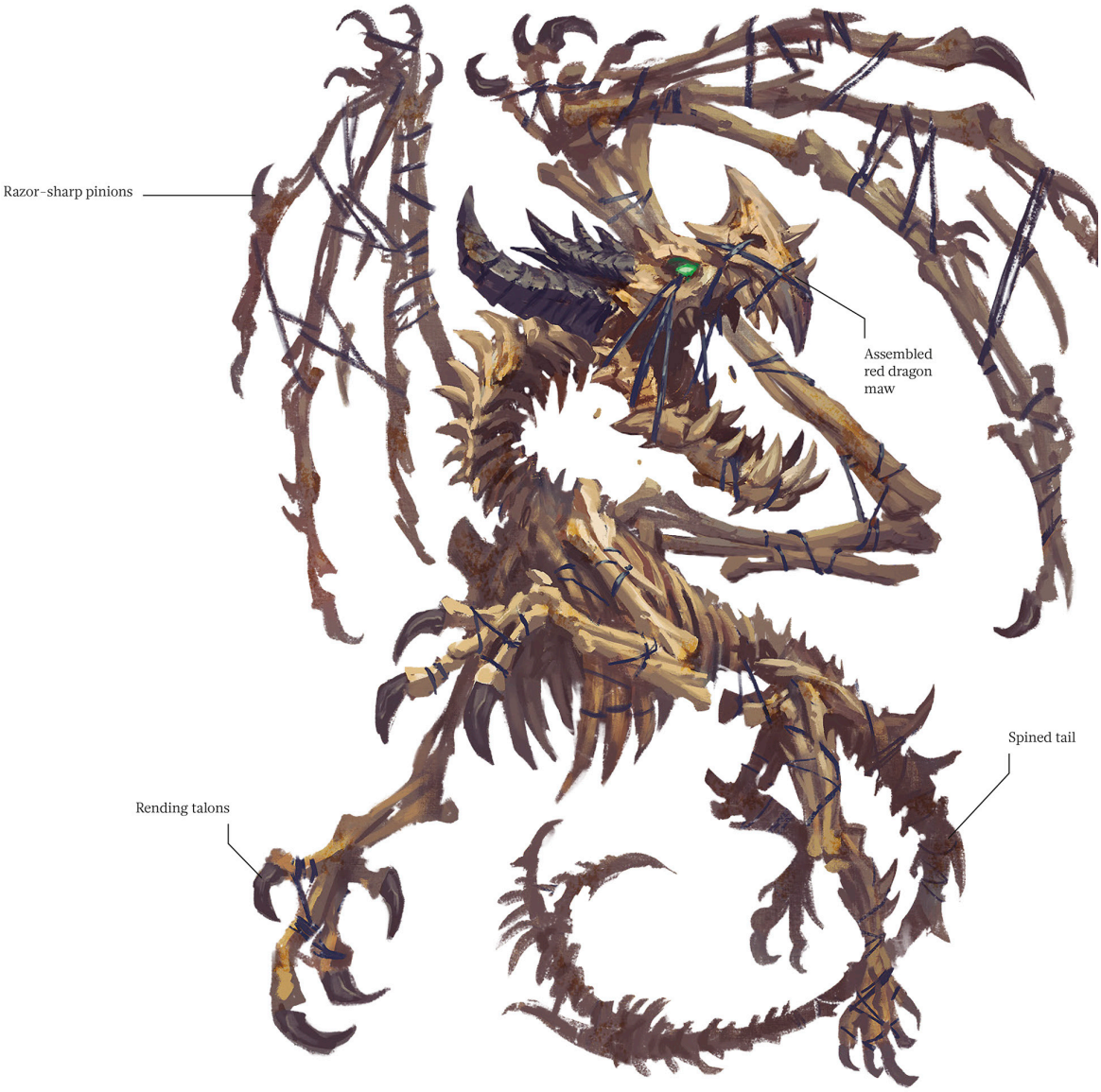
Creaking and cracking, the dragonbone golem skulks about its territory seeking only to shred and mutilate intruders. Often mistaken for a dracolich, the dragonbone golem is arguably every bit as dreadful and disturbing. Created from the bones of a wyrm, the creature is linked together using adamantine wire, giving it the twisted appearance of a crude draconic marionette. However, dragon bones have power and, when inscribed with glyphs by arcane masters, can be easily animated using their inherent magic. The result is indeed a puppet of the most grisly and ghoulish variety.

Usually created by living dragons to protect their lairs, dragonbone golems are the ultimate sentinels. Most that encounter these creatures become frozen with fear—or if not fear, the creature's dangerous petrifying breath. Those that do manage to fire off a spell of destruction will be disappointed to learn of the construct's exceptional magical resistance. That often leaves close combat as the only viable option, where the creature is a veritable torture chamber of spines and claws, skilled at tearing opponents limb from limb with its razor-sharp pinions.



Parts and Pieces

While it is not necessary to use only bones from a single dragon or dragon type, n
arcane experts think it best to use pieces and appendages of a similar size and fit t
aid in the construct's mobility. Oversized or poorly fitted elements can be hard to
attach and may render the creature's attack clumsy or ineffective.



PROFILE

Type Construct
Size Large
Breath Weapon Petrifying gas
Realm All

DRACOLICHES

Dragons Beyond Death

Hateful and horrific, the rotting frame of the dracolich elicits fear and disgust from all who come into its presence. Once an adult or ancient of a traditional dragon variety, these narcissistic creatures have gone through the ritual that grants them immortality at the expense of their living physiology. Armed with powerful jaws, claws, tail, and breath weapon, the dracolich doesn't require skin or scales to replicate the deadly talents of its former life. In fact, the creature is arguably more potent as it no longer needs to eat, sleep, or breathe, and finds itself immune to a whole new array of spells and afflictions. It's no wonder these creatures feel like gods, which is likely what they wanted in the first place.

For most mortals death can be a release from an aging body well past its best years. Not so for dragons, however, who tend to grow keener and more powerful as they age. Still, wise and virtuous dragons eventually accept death gracefully after a life well lived—releasing their elemental magic and energy back into the Material Plane. Some dragons, though, jealously cling to existence just as they do their massive hoards. For these dragons, only immortality will do, and luckily for them there is a path to achieve it: lichdom. Practiced by secretive cults, particularly vile dragons seek to undergo the ritual, which usually involves ingesting a deadly brew that ends their mortal life. Skilled mages then transfer their lifeforce into a special type of gemstone called a soul gem. Even as the dragon's skin pulls away from its deceased frame, the spirit inside the gemstone is beckoned back, reanimating the bony form just as the creature's eyes begin to glow within the now-hollow sockets.



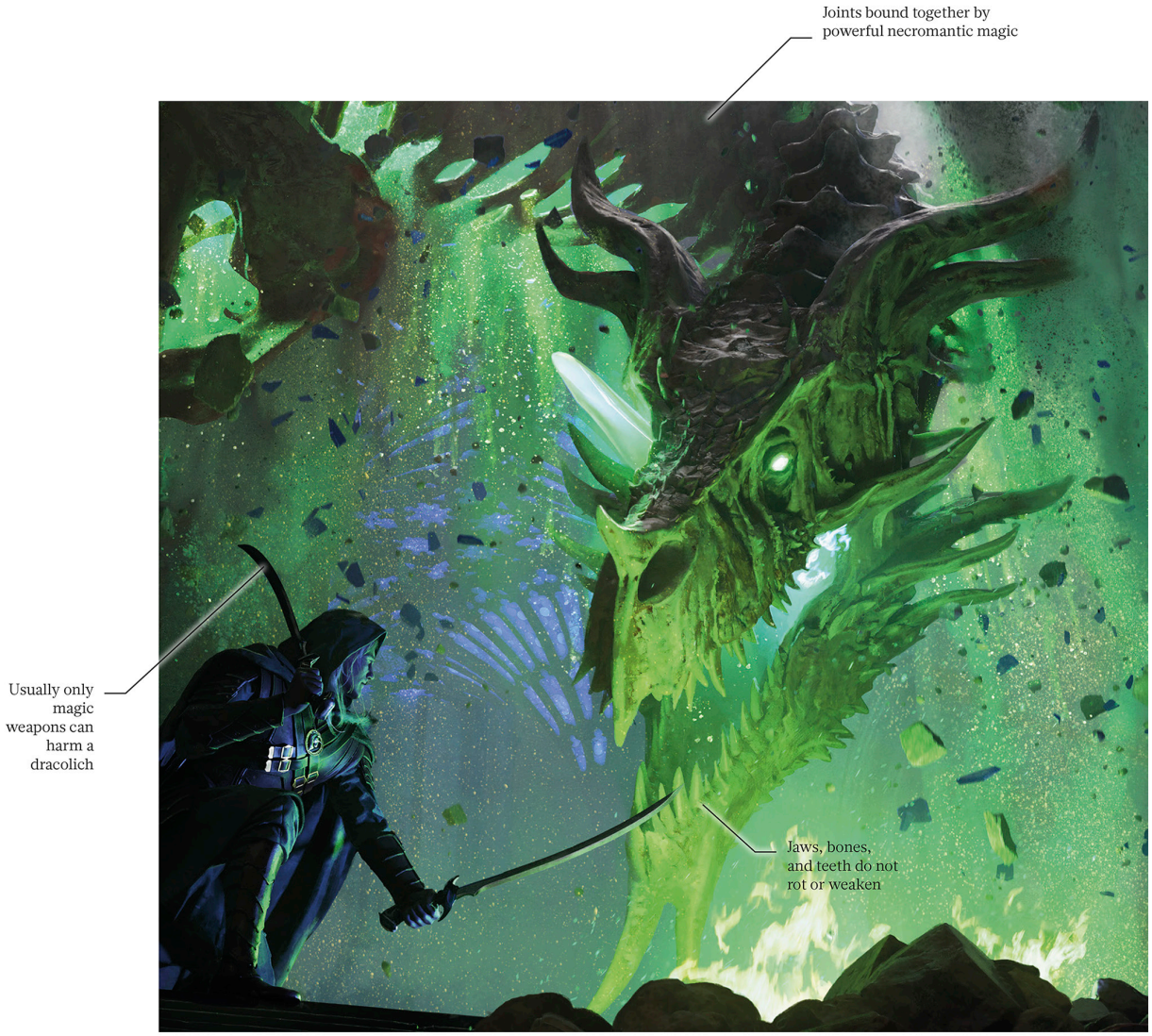
Way to Immortality

Founded upon a mistranslated prophecy that “dead dragons shall rule the world entire,” the Cult of the Dragon works tirelessly to bring this vision to reality. Dragons who seek immortality often seek out the secretive order that is only too happy to perform the necessary ritual.



Good Bones

After undergoing the ritual of lichdom, it can be hard to determine which type of dragon the creature was in life due to similarities in draconic bone structure. Metallics can usually be ruled out as few have ever gone this route, but when it comes to chromatics there are usually giveaways, such as their distinctive horn pattern. The other giveaway most can only realize when it's too late: the breath weapon.



PROFILE

Type Undead
Size Huge
Breath Weapon Same as in life
Realm All

GHOST DRAGONS

Spirit Dragons

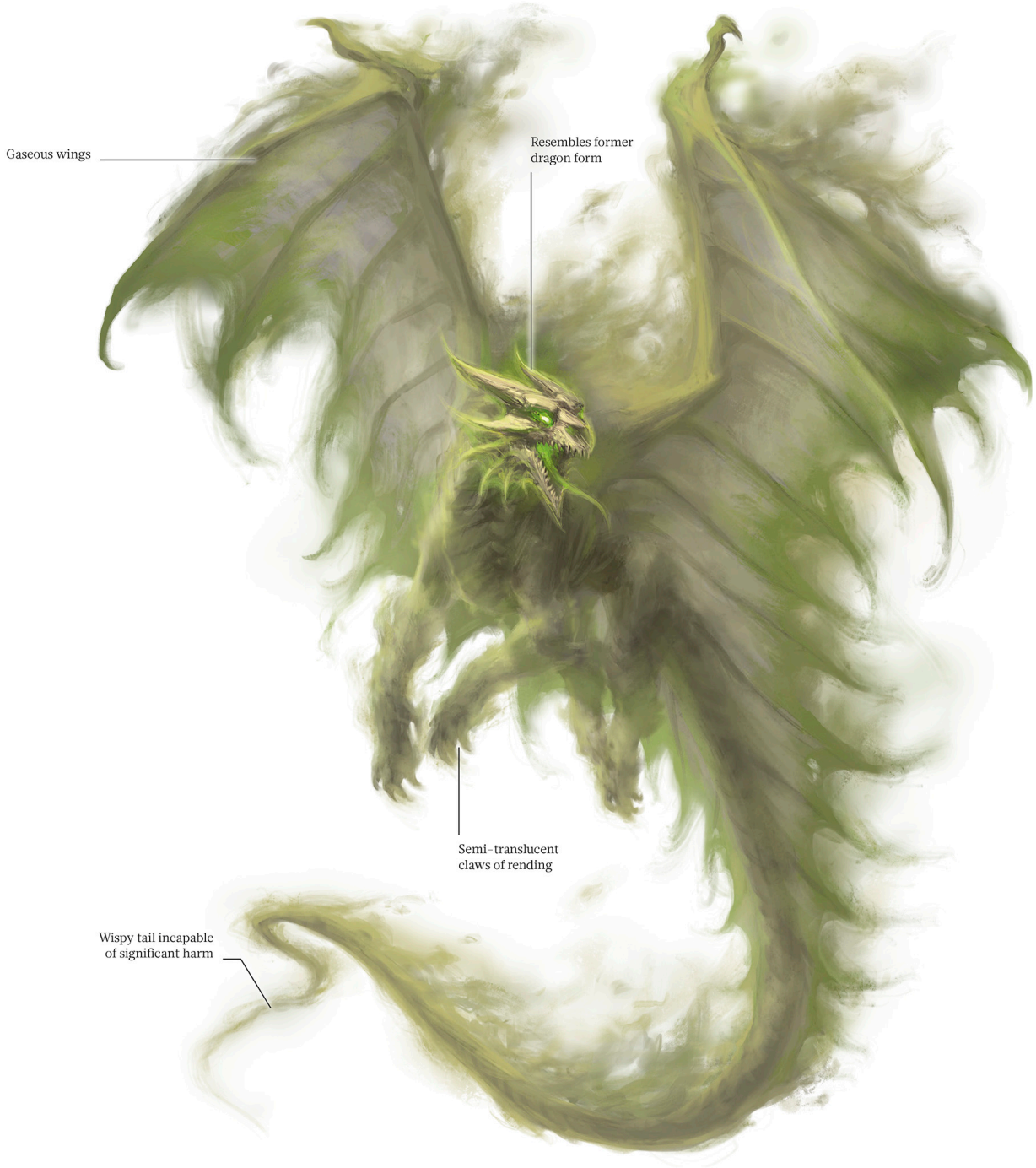
Tortured and tragic, the ghost dragon dwells about its former hoard coveting its treasures in death just as it did in life. Once powerful and vigorous creatures, ghost dragons exist as translucent gaseous forms—echoes of their once-great selves cruelly tied to possessions they cannot seem to let go. While hollow in body, they are not to be taken lightly. Even in death their ghostly bite and claws can deal terrible damage, as can their misty breath weapon, which is said to chill its victims to the bone causing paralysis and sometimes even death. Wise adventurers know to avoid these haunted hoards lest they permanently join them.

Virtually all dragons have a powerful emotional and physical connection to their hoards as well as the items and artifacts that populate them. But the connection of some dragons goes well beyond affection to outright obsession. For these dragons even death may not break the bond. Such is the case with the ghost dragon. Incorporeal spirits of once living dragons, these creatures jealously haunt that which was once theirs, typically fixating on a particular item of meaning or value. In some cases, these apparitions form when an item is improperly removed from their hoard at or near their death, only finding peace once the item is returned. With no discernible meaning or endgame, ghost dragons seem doomed to spend an eternity passing through walls and obsessing over items they can scarcely hold, making them both haunting and haunted.



Miirym

Not all ghost dragons are bound by their hoards. Such is the case with the former silver dragon called Miirym, the Sentinel Wyrm of Candlekeep. Bound to the fort by powerful magic to protect the citadel for a set period of time, the enchantmen proved too powerful and lasted beyond death. While she continues in her duty to protect, she drifts further into despair and insanity—common afflictions of the gh dragon.


Gaseous wings
Resembles former dragon form
Semi-translucent claws of rending
Wispy tail incapable of significant harm

PROFILE

Type Undead
Size Huge
Breath Weapon Terrifying mist
Realm All

HOLLOW DRAGONS

Dragons of Duty

Not all dragons who seek life beyond death do so for vain immortality or godhood. For some, an unfulfilled oath or noble purpose is enough to propel them to a second life. Such is the case with the hollow dragon. The devotion of these creatures burns just as bright as the radiant energies—fire, lightning, or misty vapors—that glow through their withered, metallic dragon frames. But hollow dragons are anything but a hollow threat, as they retain the deadly bite and claw attacks they had in life, as well as a breath of radiant flames, which tends to bring any foes to their own afterlife. It is said the creature can also sap the strength of all in its presence and even shatter its enemies' eardrums with a trumpet-like ringing that emits from its luminous, hollow shell.

Fiery and frightening, the hollow dragon burns with a desire to finish what they once started. While this creature may retain the lair, hoard, and habits of its lifetime, it has little need for rest or repast but is rather sustained by a higher purpose. Once majestic metallic dragons, these unapologetically stubborn creatures are bound to their frames by a noble goal or oath, and they won't rest until it is fulfilled. This, however, may include protecting an important locale or artifact, which can be a lonely and dubious endgame for these potentially immortal creatures. Enemies who seek to end their service and deal them a second death will be disappointed to learn that they always regenerate in due course.



Noble Purpose

Hollow dragons are said to generate more frequently during sacred quests and conflicts, where the metallics have made particular oaths.



PROFILE

Type Undead
Size Huge
Breath Weapon Radiant flame
Realm All

SHADOW DRAGONS

Dragons of the Shadowfell

The Shadowfell takes a withering mental and physical toll on all creatures who spend time there and dragons are no exception. Shadow dragons are those who were either born in the Plane of Shadow or have spent significant time upon its dismal landscape. Dragons who undergo the transformation watch, often helplessly, as their scales dull to a charcoal, and their eyes and mighty wings pale and lose their pigmentation. The sun becomes their enemy and the Material Plane with it. But even the Shadowfell's desolation cannot entirely strip these creatures of their majesty as they retain their general form and armament of weapons. These include their razor talons and now-necrotic bite, as well as a breath weapon of shadowy fire, which is said to cause death first and undeath second.

Bitter and bleak, the shadow dragon skulks about its pitch-black lair hating its life, its hoard, and everything in it. Though now creatures of the dreary echo plane called the Shadowfell, the self-loathing shadow dragon often retains its former lair, even as it becomes consumed by the Plane of Shadow, or suffused by the dragon itself. Its once shimmering hoard becomes a repulsive sight to the creature who now only finds comfort in darkness. While shadow dragons cannot bear to leave the treasures they are magically bound to, they often put them out of sight or even seek to dirty and tarnish the effects to make them more palatable to their soulless, graying eyes.



Bad Company

Proving the adage that “misery loves company,” these lonesome and dismal creatures are known to capture or conscript companions and bring them to the Shadowfell to share in their despair. These relationships tend to be short-lived, however, as the companion’s life tends to end with the shadow dragon’s patience


Clawed wing thumbs
Retains the features of its previous form, in this case a red dragon
Claws have lost none of their potency
Wings and tail gradually become translucent

PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Shadow fire
Realm Shadowfell

DEATH DRAGONS

Dragons of Death

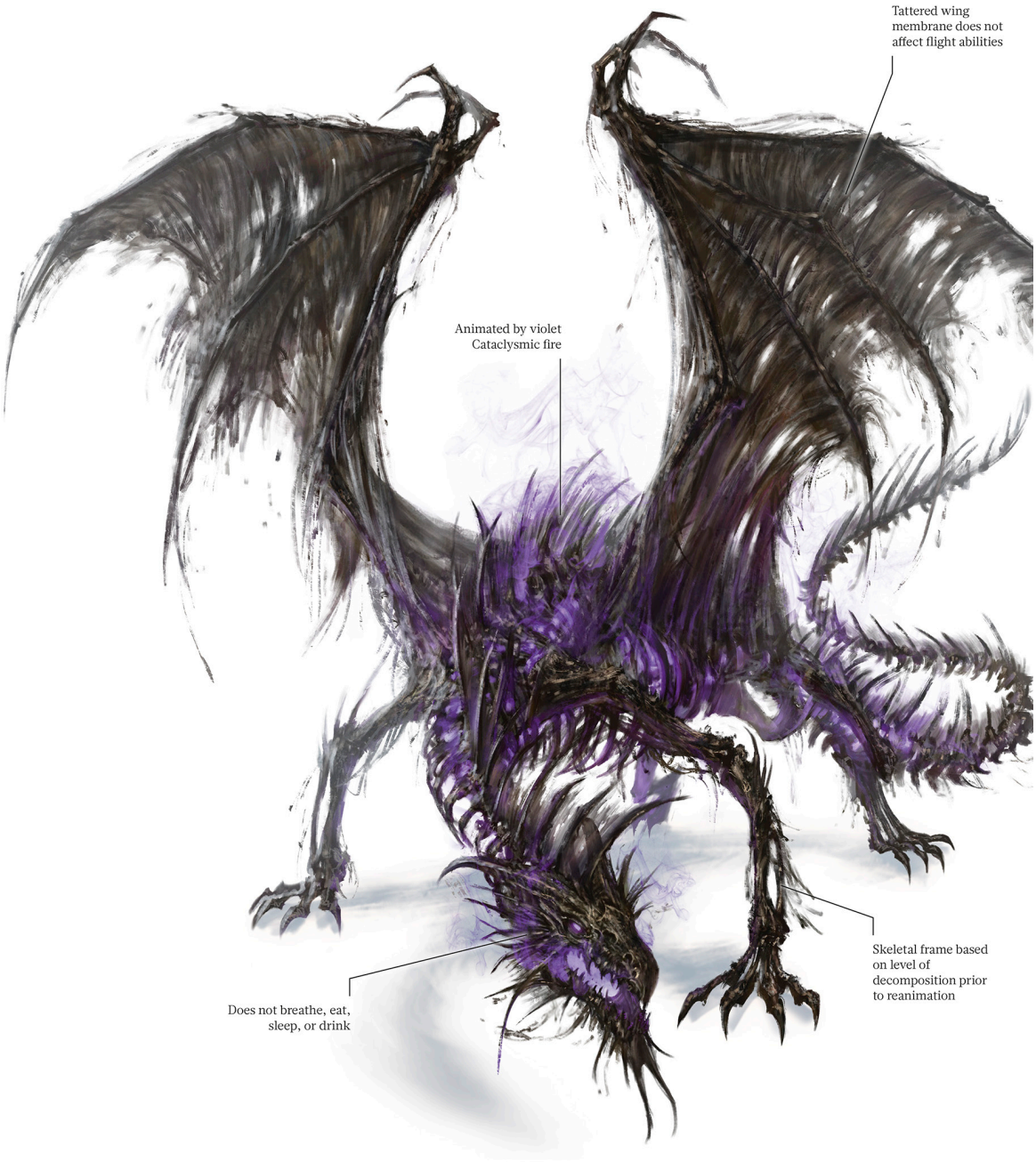
Histories of Krynn tell of a planet-wide disaster called the Cataclysm, where enigmatic gods unleashed a mountain of fire upon the world, leveling cities, shifting seas, and sundering the very lands. The centuries since have healed many of the realm's wounds, yet in some corners of the planet the remnant fires of destruction still burn. It is said that when this Cataclysmic magic comes into contact with the bones or body of a deceased dragon, a death dragon is born. Glowing with the violet flames of devastation, these creatures maintain a twisted semblance of their former selves, including their deadly gifts of combat. However, the dragon's still formidable claws and bite pale in comparison to its much-evolved breath weapon: spectral Cataclysmic flames that can not only kill but reanimate foes under the creature's hateful control.

Tormented and terrifying, the death dragon glows with the unholy magic of doom, longing only to reap destruction. A literal shadow of its former self, fragmented memories of the life it once knew flash through the creature's cursed psyche and haunt its every move. In rare cases, these creatures are born out of a desire for vengeance that transcends even its life. However, most are indiscriminately reanimated by foul Cataclysmic magic, brought back to a meaningless existence of undeath to maintain their former lair and hoard even as instincts of rage and destruction torture their souls.



Cataclysmic Rush

A frequent ally of death knights and other creatures who control and wield necrotic magic, the death dragon is not only a force of destruction, but also hypermobility. It is said that these creatures can manipulate the tainted magic of the Cataclysm to produce wild bursts of speed that allow them to rush and gore their foes.



PROFILE

Type Undead
Size Huge
Breath Weapon Necrotic flame
Realm Krynn

WYVERNS

Stinger Dragons

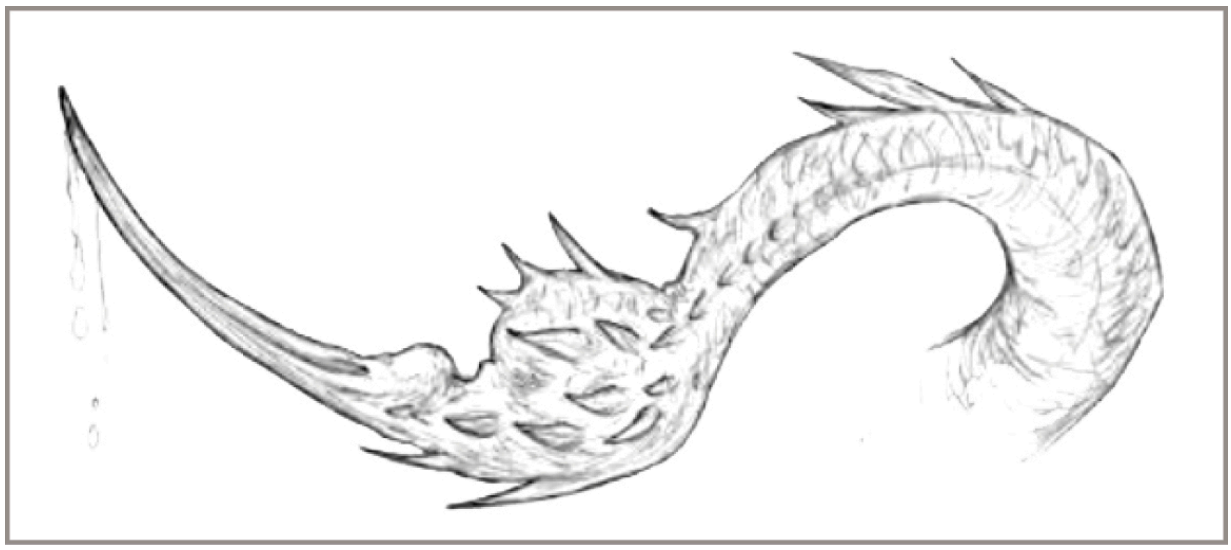
Often mistaken for true dragons due to their size and draconic forms, wyverns offer similar perils to foolish adventurers. In fact, these creatures are virtually indistinguishable from their dragon cousins except for their conspicuous lack of arms. Far less intelligent than their dragon relatives, these creatures often make up for it in instinct where they excel in the art of hunting and aerial combat, optimizing their use of snatching claws and sniping bites. However, they just as often play the role of prey to brave hunters, who pursue these creatures to harvest the potent poison found in their tail stinger. Ironically, many huntsmen earn an unwanted fatal dose during the melee.

Treacherous and savage, the wyvern glides high above fields and forests hungrily searching for human prey. Unlike their dragon kin, wyverns are far more interested in food than treasure and will happily fight simply to fill their bellies. Similar to wyrms, they dwell in caves and other high places, but will rarely stay to defend them, preferring instead to battle in the open where they can strafe adversaries from the air with their teeth, claws, and stingers.



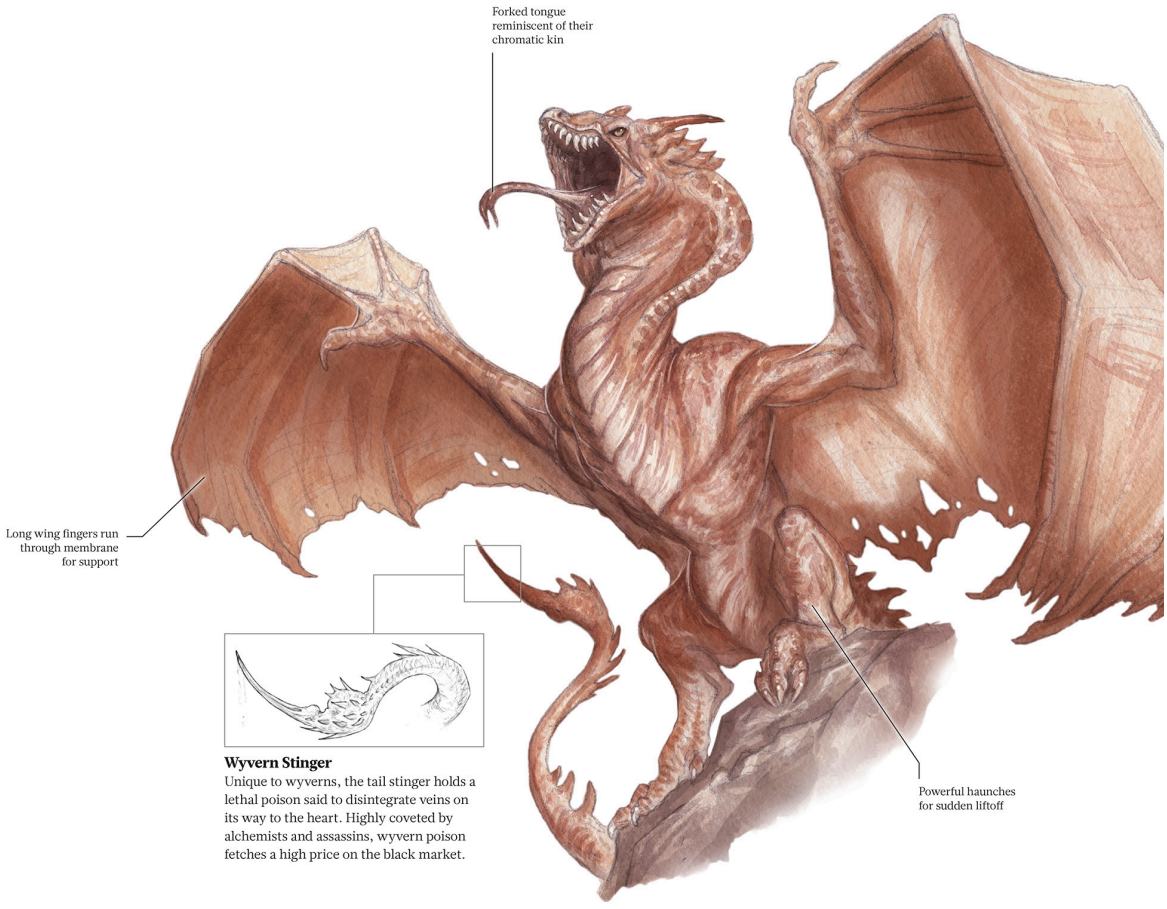
Poisoned Tactics

Experienced wyvern hunters insist that its teeth and claws are merely a distraction and it's the tail one needs to worry about. Simply put, an adventurer might survive a bite or slash, but they'll never survive the sting.



Wyvern Stinger

Unique to wyverns, the tail stinger holds a lethal poison said to disintegrate veins on its way to the heart. Highly coveted by alchemists and assassins, wyvern poison fetches a high price on the black market.



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PROFILE

Type Dragon
Size Large
Breath Weapon None
Realm All

DRACOHYDRAS

Hydra Dragons

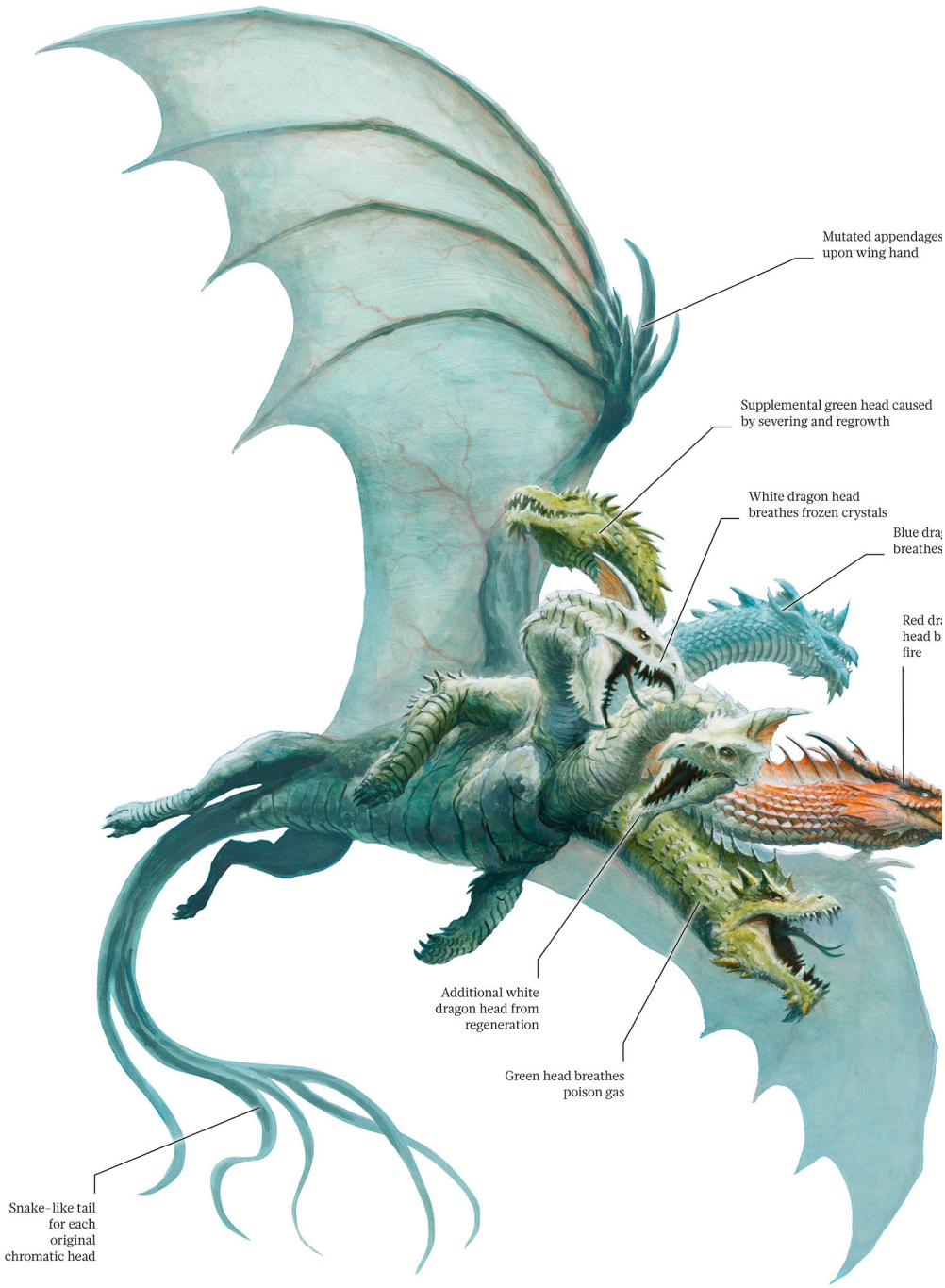
Raging and mercurial, the dracohydra swoops down from the skies plucking unsuspecting prey from the ground only for its many heads to fight over the catch upon its ascent. Believed to be the result of a twisted arcane experiment to recreate the awesome power of Tiamat, these creatures combine the regenerative blood of the hydra with the elemental magic of the chromatic dragon. Whether the experiment was considered a success is anyone's guess. What can be confirmed is that the effort yielded a hateful creature of immense destruction, capable of unleashing deadly bites with each of its heads as well as a breath weapon of multicolored energy that can match any of the devastating effects of the chromatic equivalent. Brave warriors who believe they can solve the threat by cleaving heads will be horrified to see two more grow out of each severed stump.

The lair of the dracohydra is every bit as varied as the twisted heads that protrude from its trunk. A creature of instinctual internal conflict, it is just as likely to be found among active volcanoes or sand tunnels as it is fetid swamps, poisoned forests, or ice caves—no location is off-limits. However, the creature as a whole is never satisfied with any single environment as only the most dominant head ever gets its way. Its hoard is similarly polarized in its contents and tastes, from weapons and trophies of war to heaps of treasure and scrolls of destructive magic, although it lacks the language and intelligence to use them. Whether intentional or not, this creature was bred to destroy and detest all life, including its own.



Heady Hunters

While the dracohydra's chromatic dragon instincts compel them to collect and hoard valuable objects, the creature's greatest treasure is meat, preferably living and wriggling. However, there never seems to be enough to satisfy the insatiable appetite of any of its heads.


Mutated appendages upon wing hand
Supplemental green head caused by severing and regrowth
White dragon head breathes frozen crystals
Blue dra breathes
Red dr head b fire
Additional white dragon head from regeneration
Green head breathes poison gas
Snake-like tail for each original chromatic head

PROFILE

Type Monstrosity
Size Huge
Breath Weapon Prismatic energy
Realm All

DEEP DRAGONS

Purple Dragons

Hungry and horrific, the deep dragon skulks about its lightless lair searching for food, treasure, and secrets of the deep. Blessed with the elemental power of chromatic dragons fused with the twisted energies of the Underdark, these creatures have mastered the very power of the darkness and the fungi that illuminate it. Unlike their dragon cousins, they do not have separate wing arms, rather their wing membranes connect to their front appendages, which function more as legs. This compact structure allows them to slip through deceptively tight spots. Enemies will find their minds and lungs polluted by the toxic spores the dragon can generate, which serve to terrify, charm, poison, or even destroy minds.

Dwellers of the deepest, dankest corners of the Underdark, deep dragons are the tyrants and manipulators of the spaces below. These so-called “Drakes of the Depths” make their lairs in a variety of locations, from the ruins of once great subterranean cities and lightless caves near underground lakes, to tunnel networks carved through forests of living fungi. Their only requirements seem to be proximity to underground settlements to ensure an adequate food supply, and a safe location to store their hoards. However, the deep dragon values control and rare knowledge over even gold and gems and will often use its powers of shapeshifting to obtain loyal followers and treasured secrets.



The Underdark

Deep beneath the shining surface of Faerûn is a dark and endless system of tunnels, caverns, and waterways known as the Underdark. It is a place of cruelty and ancient evil, ominously lit by natural radiation as well as the bioluminescent fungi that absorb it. Only the most fearsome can survive its unforgiving terrain, and none are more deadly or dominant than the deep dragon.



PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Spore cloud
Realm Toril

DRAGON TURTLES

Shell Dragons

There are few creatures more feared and revered on the high seas than the dragon turtle. A mystery to both scholars and draconic gods alike, these humungous creatures appear to be a cross between a great sea turtle and a dragon, and their size and temperament seem to prove it. While many are peaceful, wise, and reclusive, they have a reputation for avarice and ferocity due to several famous examples who have hijacked heavily traveled tradeways, demanding tax and tribute from all passing vessels. Those who can't pay the toll (and even some who do) will find themselves capsized, chomped, or cooked alive at the hands of the creature's deadly steam breath.

Denizens of sea caves concealed in coral reefs, along rocky coastlines, or even beneath the ocean floor, dragon turtles are obsessive collectors. Their deep-sea lairs are littered with all manner of treasure extracted from sunken vessels or paid willingly by terrified merchants, who stand little chance against the creature's thick shell or spined draconic hide. Without dexterous talons like its dragon cousins, the dragon turtle transports its treasure by swallowing the hoard whole, only to regurgitate the loot once safely back at the lair. There, unlucky sailors who were swallowed with the treasure are often gobbled up a second time.



Elemental Power

Amphibious dwellers of the deep, it is believed that the elemental magic of drago
turtles is linked to the seas of the Material Plane.


When damaged or threatened, a temporary lightning storm surrou the creature to protect it
Preparing deadly steam discharge
Massive form can appear as a solitary island
The dragon turtle finds natural camouflage among roiling seas, which it can boil in its vicinity

PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Steam
Realm All

SEA SERPENTS

Sea Drakes

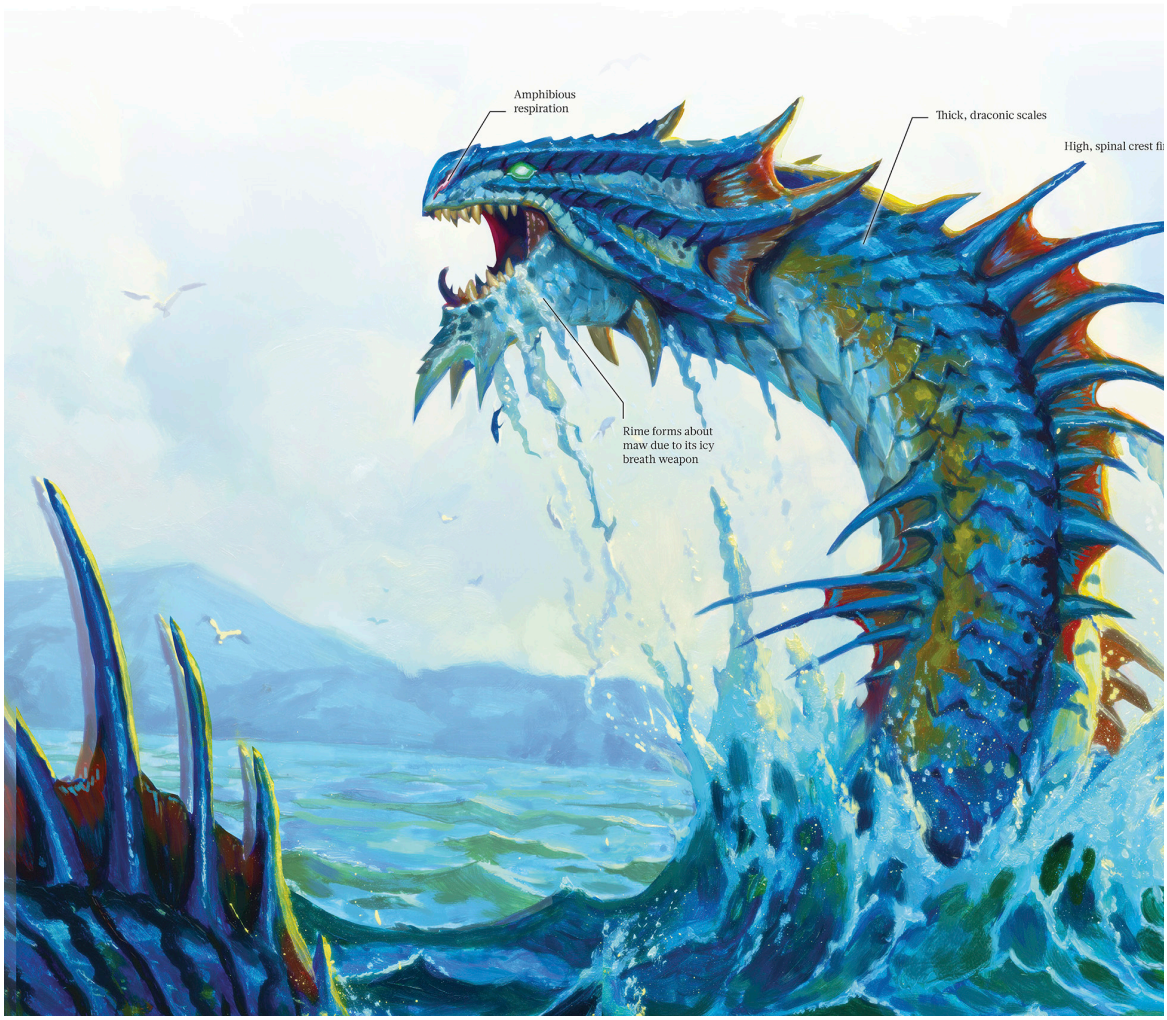
Wicked and wily, the sea serpent slithers through waters with the greatest of ease eagerly searching for its next victim. Sometimes called sea drakes, these creatures are believed to be descendants of dragons who long ago adapted to the waters. Like their draconic relatives, these amphibious and snake-like monsters are greedy and hoard their treasures in remote lairs. They are known to demand tolls from unfortunate ships that pass through their self-determined territories. While treasure occasionally suffices, the sea serpent often insists on a meal of sacrificial crew members. Those who don't acquiesce will likely find themselves in the same situation: dead at the creature's bite, tail, freezing breath, or constriction.

Dwellers of deep-sea caves and ruined sunken ships on the ocean floor, sea serpents are among the apex predators of the deep. Identified by the great, fin-like crest that runs the length of its long, snake-like body, wise sailors know to turn starboard and flee before trying to negotiate with these hateful creatures. Broods of young serpents might travel great distances alongside a vessel looking to terrorize and pick off sailors one at a time. However, ancients of the species are more likely to destroy or capsize a ship head-on and then feast upon the floundering and helpless crew.



Worse of Two Evils

Less diplomatic than their dragon turtle counterparts, sea serpents seem to be mo
intent on destruction and death than amassing treasures.



PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Rime
Realm All

DRAGONNELS

Riding Dragons

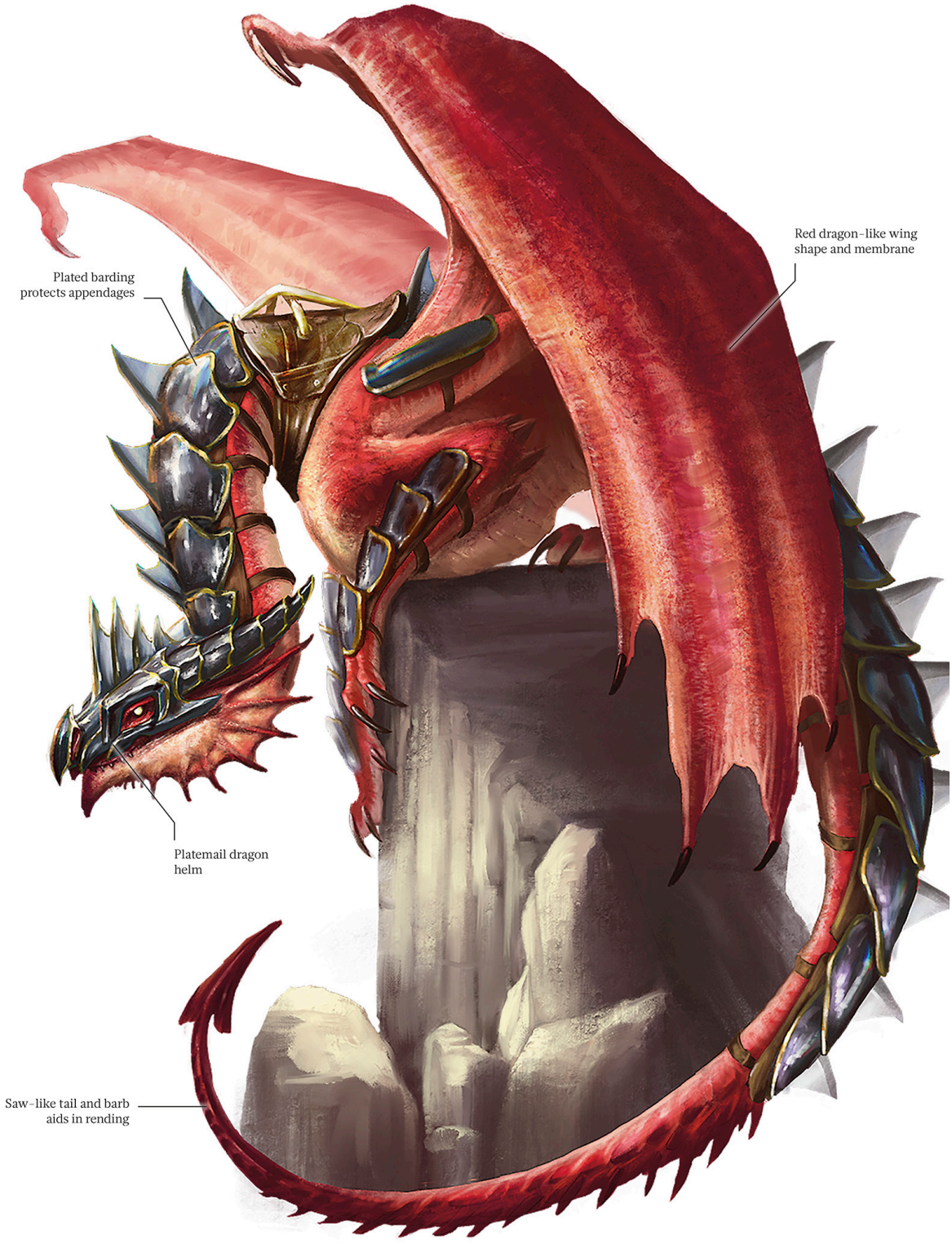
Willful and ferocious, the dragonnel descends upon an unsuspecting foe, rending the creature limb from limb before re-entering the stratosphere. Said to be distant relatives of the great chromatic, metallic, and gem dragons, these creatures share a similar form and demeanor, but their motivations revolve more around food than treasure. While most varieties do not possess a breath weapon, they are skilled and vicious hunters who have a talent for snagging and ripping apart their prey during strafing runs, using their razor talons and teeth imbued with traces of the breath magic of their nearest dragon cousins.

Smaller and less intelligent than their dragon kin, dragonnels are highly sought after as aerial mounts. While they cannot speak, they are capable of understanding complex language and commands, making those raised from birth loyal steeds and allies. However, arrogant riders who attempt to break wild dragonnels will likely find themselves dropped from the clouds without a scroll of *feather fall*. Undomesticated varieties typically lair in locations similar to those of their closest dragon relative, such as volcanoes for the red dragonnel or rocky foothills for the wasteland dragonnel, who is also said to be able to spit acid like its copper cousin. In all cases, dragonnels are to be feared, respected, and fed regularly.



Marvelous Mounts

Dragonnel eggs fetch an extraordinary price on the open market, but experienced riders insist they are worth every copper. Those raised and trained from birth pro especially obedient and effective mounts for use in both aerial combat and as van points for commanders of military operations.


Red dragon–like wing shape and membrane
Plated barding protects appendages
Platemail dragon helm
Saw–like tail and barb aids in rending

PROFILE

Type Dragon
Size Large
Breath Weapon None
Realm All

LIONDRAKES

Dragonnes

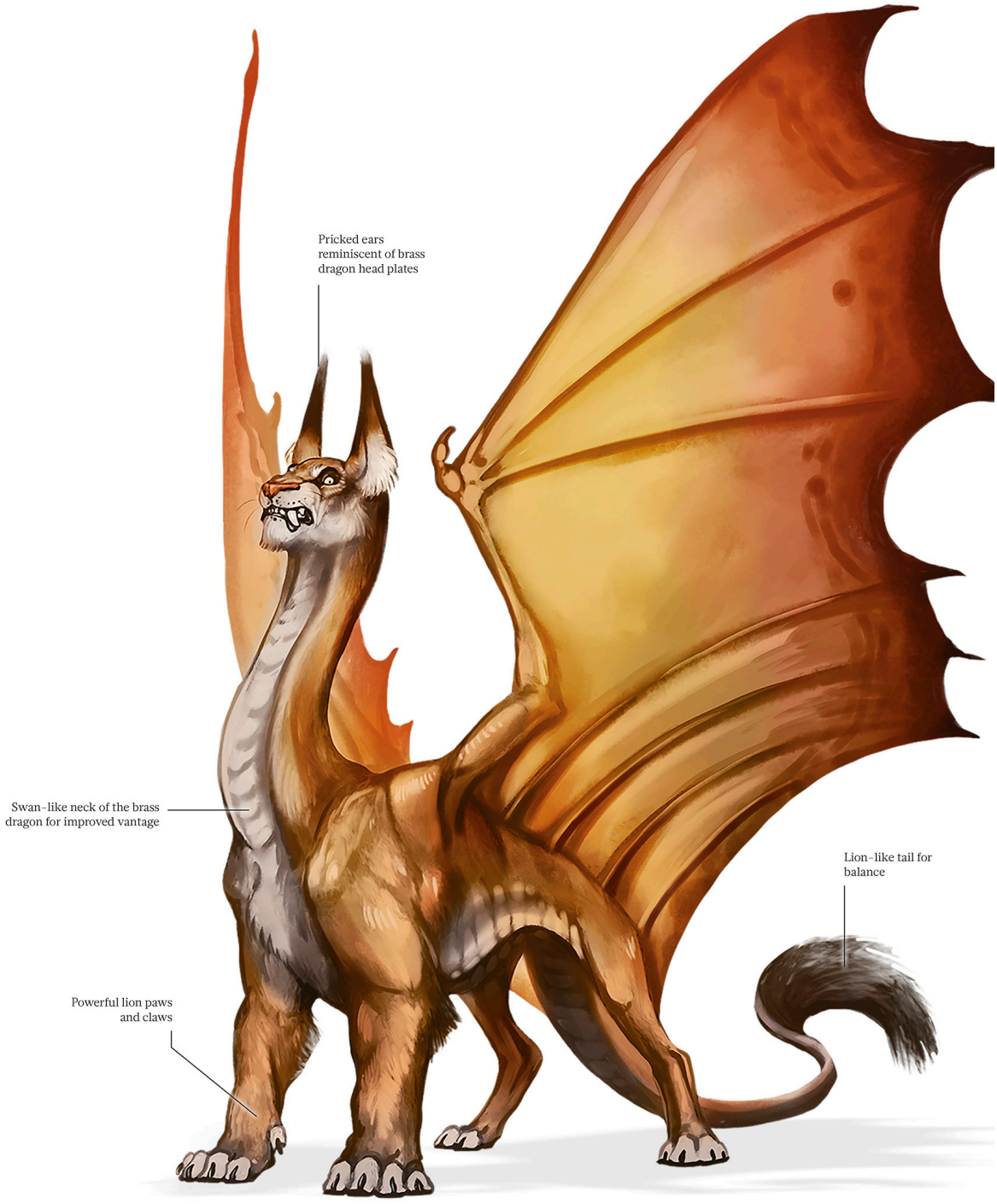
Fearsome and territorial, the liondrake stands atop the highest rock outside its den paralyzing all within earshot with its mighty roar. As their name suggests, these creatures are a cross between a lion and a (brass) dragon, which is reflected in their appearance, behaviors, and talents. It is unknown how these creatures came to be, but what is known is that they are extraordinary hunters that dominate and jealously guard extensive territories using their vicious claws and teeth. Those who get too close will likely get a warning in the form of a blood-chilling roar, which is said to frighten or even paralyze foes for extended periods of time.

Sometimes called the "dragonne," the liondrake is said to possess the hunting instincts of a lion with the wisdom of the brass dragon. However, these creatures are far less social than their brass cousins, preferring instead to live alone, far away from civilization in remote dens in hot, dry climates. These solitary predators seek little but adequate prey and territorial dominance. While they don't inherently have a taste for humanoid meat, they will gladly partake if one brazenly trespasses on their territory.



Sun Worshippers

From a personality perspective, the liondrake shares little in common with its bra
dragon relative. However, one thing they agree on is their love of warm, dry
sunshine. Whether they lair in sandy caverns, desert spires, or rocky savannah d
the sun and lots of it is this creature's top priority for a habitat.


Pricked ears reminiscent of brass dragon head plates
Swan-like neck of the brass dragon for improved vantage
Lion-like tail for balance
Powerful lion paws and claws

PROFILE

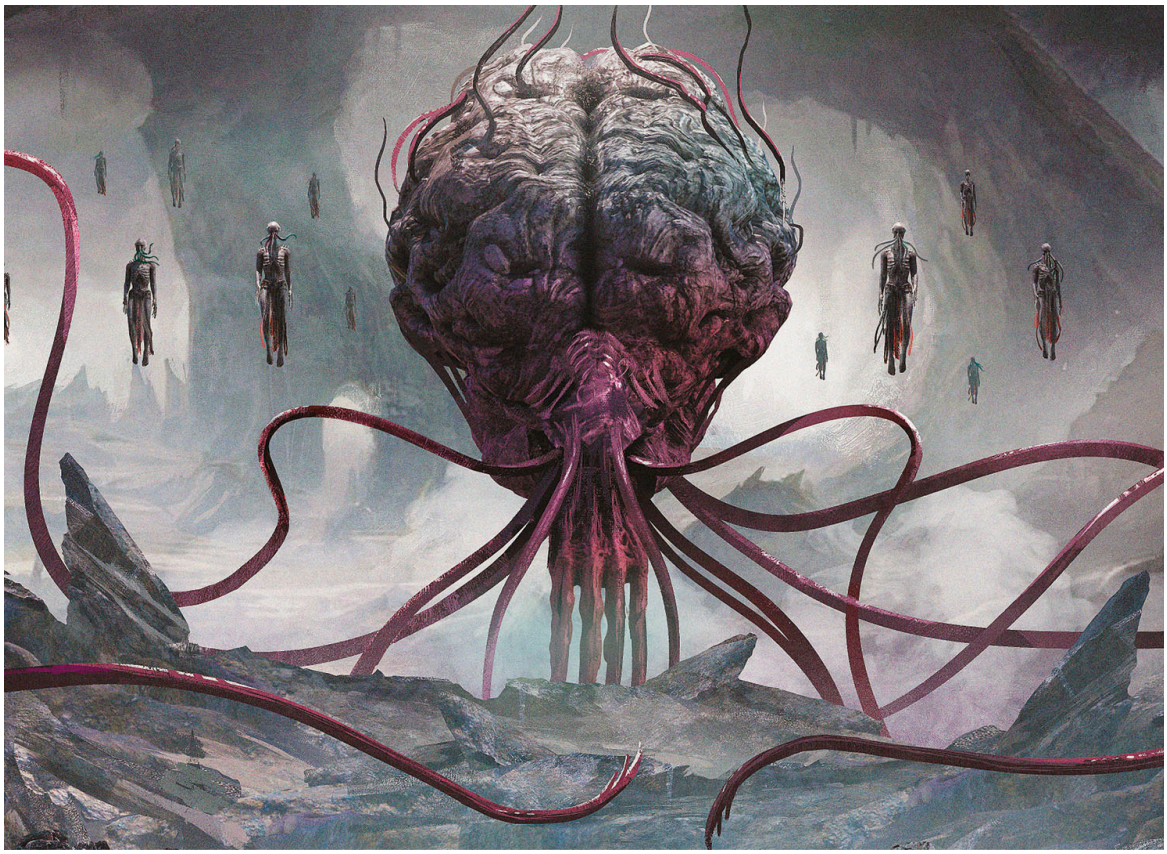
Type Monstrosity
Size Large
Breath Weapon Paralyzing roar
Realm All

ELDER BRAIN DRAGONS

Illithid Dragons

Wicked and wretched, the elder brain dragon rests alongside bubbling pools of brine planning conquest of the worlds above and below. An aberrant cross between a true dragon and an elder brain of a mind flayer colony, these creatures are a gruesome sight to behold. While few examples have ever been observed, it is believed these abominations are created when a dragon is captured by a colony of mind flayers and subjected to a series of unnatural procedures that merges the elder brain with a dragon host—providing these illithid masterminds the awesome power of the dragon's might and mobility. While the creature retains the dragon's deadly bite and claw attacks, the new combination adds formidable psychic powers, a grasping, tentacle-like tail, and a breath attack that showers its enemies in a brine solution teeming with illithid tadpoles that not only harms the mind but threatens to turn the target into a merciless mind flayer.

Having undergone the process of conversion, the elder brain dragon will no longer find its former lair or hoard to its taste. Rather, briny pools at the heart of the hive-like colony will be its new place of respite, while its hunger will revolve more around brains and knowledge than sparkling treasures. Grand and grotesque, the tortured yet ambitious elder brain dragon is perfectly suited to expand its areas of influence, not resting until all are within its thrall ranks.



The Elder Brain

Controlling each mind flayer colony is an ambitious and knowledge-hungry elde
brain. The elder brain is a collective intelligence and hub that connects the psychi
network of each sibling mind flayer to itself and each other. When a member of tl
colony dies, their physical brains are absorbed into the hive mind, ensuring a twi
brand of immortality.



PROFILE

Type Aberration
Size Gargantuan
Breath Weapon Illithid tadpole brine
Realm Underdark / Realmspace

EYEDRAKES

Beholder Dragons

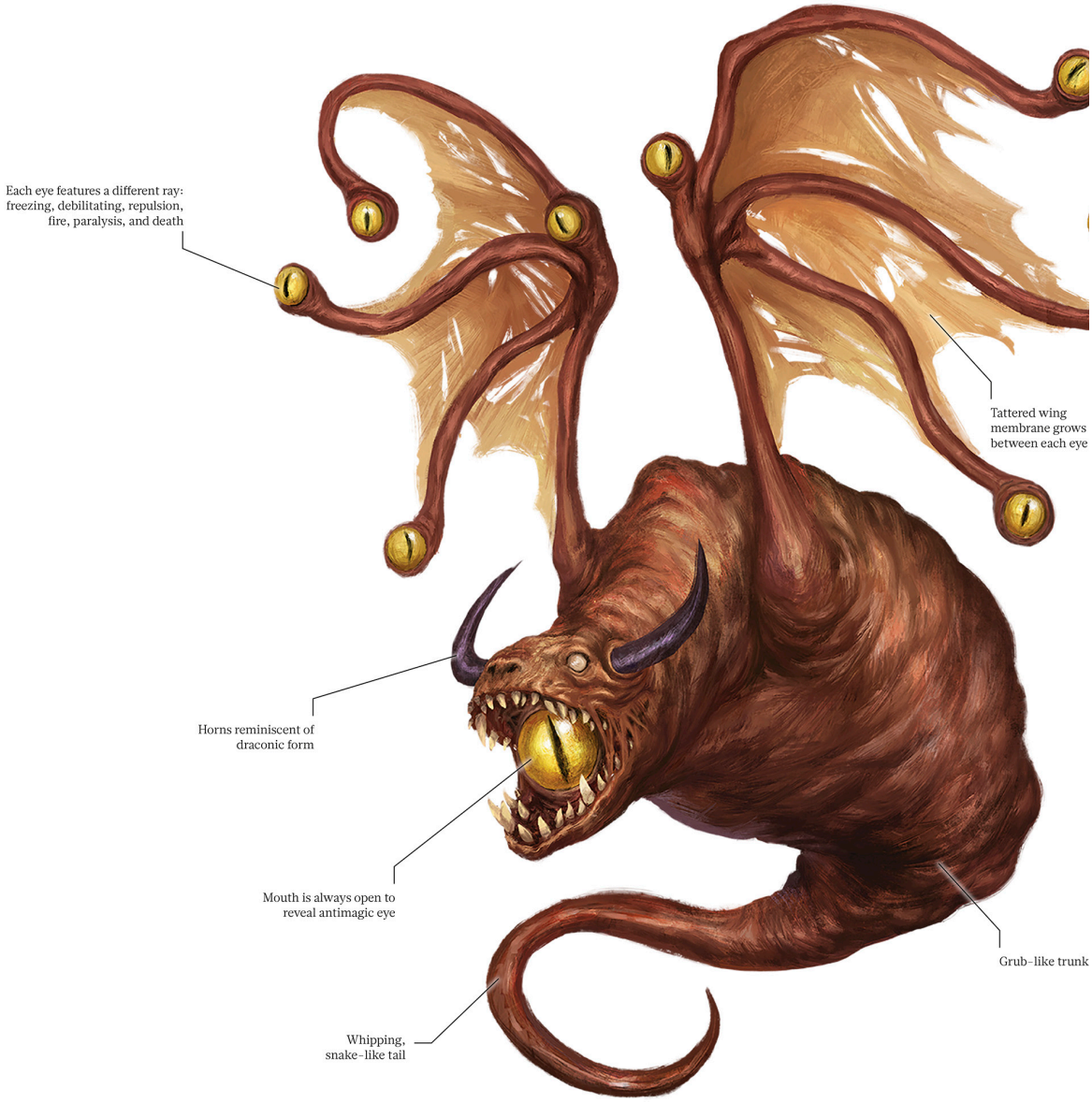
Spiteful and horrific, the eyedrake drifts about dank caves eager to establish its lair and a reign of tyranny along with it. A grotesque fusion of a beholder and dragon, these creatures are the stuff of nightmares—literally. While exceedingly rare, it is said that these creatures manifest when an obsessive beholder competes with a dragon for territory or influence, so much so that its rival begins to pervade the eye tyrant's dreams. Beholder nightmares are powerful things, and so too is the eyedrake who has a combination of draconic and beholder weapons at its disposal, including rays of freezing and fire added to the arsenal of traditional beholder rays of antimagic, paralysis, and more.

A creature born of twisted thoughts, the eyedrake has no true home or place in the multiverse. The few that have been observed seem to take on the behavior of young dragons, seeking to locate a suitable lair and fill it with a massive hoard. However, that's where the draconic similarities end, for the eyedrake's motivations appear more to be derived from the beholder's obsessions with dominance, control, tyranny, and power than the sparkle of shiny objects.



Sphere of Many Eyes

Brilliant and tyrannical, beholders are among the deadliest creatures of the multiverse. Each believes itself to be of perfect mind and form, making it a natural enemy of all other creatures, including other beholders. As hideous as they are dangerous, their bite is deadly, and their 10 eye stalks dole out a variety of magical attacks. Its nickname, the “eye tyrant,” is apt for it is a distrustful, greedy, and hateful creature that knows only conflict and domination.



PROFILE

Type Aberration
Size Large
Breath Weapon Antimagic breath ray
Realm All

FAERIE DRAGONS

Fey Dragons

Whimsical and mischievous, colorful faerie dragons frolic about lush Feywild gardens giggling uncontrollably about their latest pranks. These tiny yet powerful creatures live to laugh, sing, and play practical jokes upon the unsuspecting. Yet, tricksters have a way of getting themselves into trouble and such is the case with these chronically curious dragons. When confronted with danger, the first instinct of these peaceful creatures is to flee using their natural talents of invisibility, or flutter away upon their dazzling butterfly-like wings, but retreat is not always an option. Fortunately, these skilled spellcasters boast a variety of enchantments that can quickly get them out of trouble. If all else fails, their bite is devastatingly annoying, while their breath weapon is a gas that pacifies and befuddles even the most aggressive foes.

Natives of the Feywild, faerie dragons dwell among nests of twigs, hollowed trees, or sometimes even toy castles or dollhouses pilfered from human or eladrin children. Their lairs sparkle with a combination of valuable treasures and worthless baubles, every bit as iridescent as their scales. Much shorter-lived than their dragon cousins, these cat-sized creatures change color as they age, beginning as a brilliant red and moving through the colors of the rainbow until finally landing on a deep violet. But time is a strange thing around these eccentric creatures and many have reported losing all sense of it when in their presence.



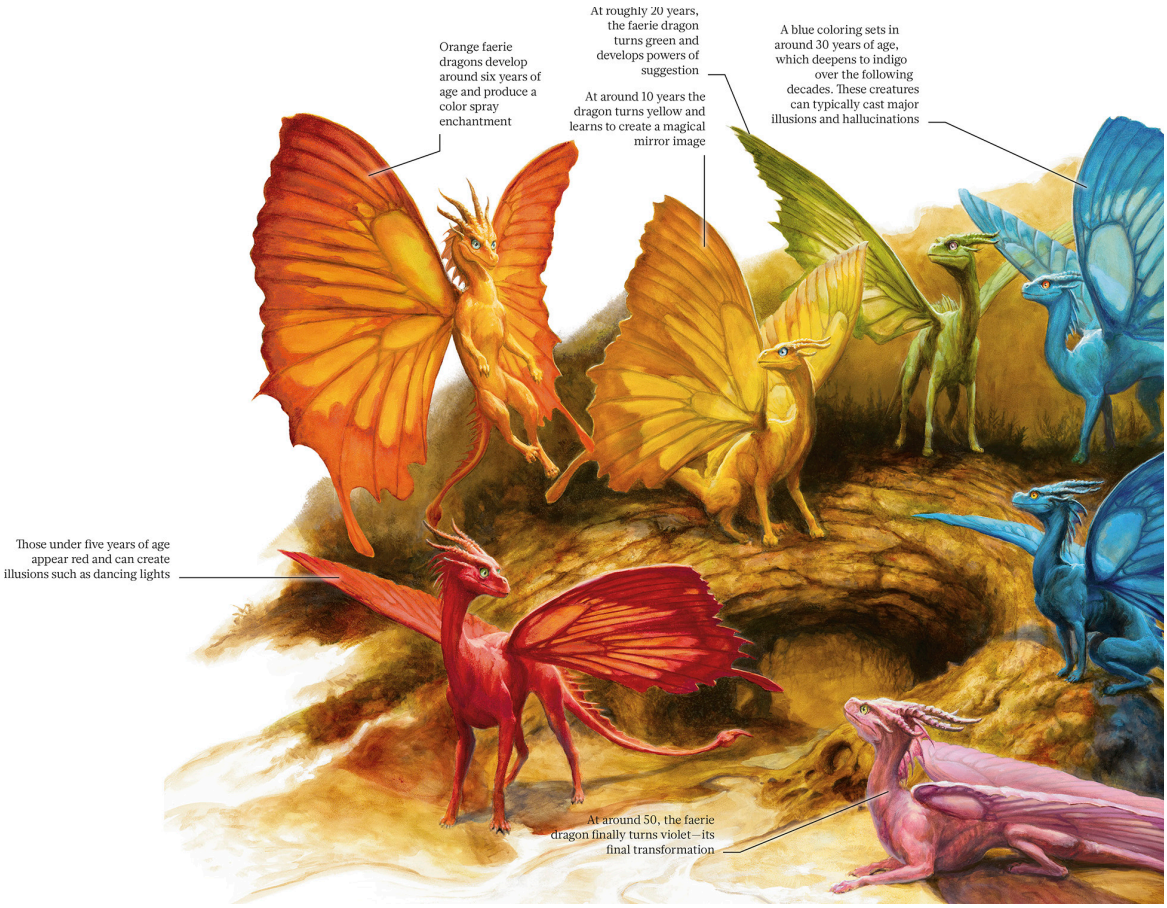
Laughing at Your Expense

Despite their good humor, faerie dragons are eccentric and arrogant creatures, who prefer to answer in riddles than give straightforward guidance. Bribes of sparkling treasure, shiny baubles, delicious sweets, or baked goods are recommended when dealing with these enigmatic creatures.



Fast Friends

Sometimes mistaken for their pseudodragon cousins, the color and temperament of the faerie dragon gives it away. Fast friends with children and fey beasts, they are prone to playfully swinging about these larger creatures using their prehensile tails.



PROFILE

Type Dragon
Size Tiny
Breath Weapon Euphoria gas
Realm Feywild

MOONSTONE DRAGONS

Dragons of the Moon

Stoic and serene, the moonstone dragon spends its nights gazing up from placid lakes or forest clearings pondering the mysteries of the moon. Denizens of the Feywild, these creatures begin their lives every bit as mischievous and playful as faerie dragons, but over the years they grow wise and solemn, sometimes even standoffish. Unlike their faerie counterparts, moonstone dragons are massive, dwarfing even most traditional dragons of the Material Plane. Their form, however, is pure elegance, with opalescent scales that glow blue in the moonlight and brilliant green ruffs of fur. Their most distinctive feature, though, are the horns that gently curve upon their nose and crest, making the unmistakable shape of a crescent moon.

According to legend, a dragon fled to the Feywild during the invasion of the First World to hide its eggs from the gods of the Outer Planes. There, the powerful natural magic of the whimsical echo plane suffused the eggs, creating moonstone dragons. Whether or not this tale is true, there is no question that these creatures hum with the energies of the Plane of Faerie, even projecting themselves as muses into the dreams of those nearby. They are said to make dwellings upon multiple planes and even link them with portals and Feycrossings.



Lair of Dreams

Shimmering with platinum, silver, and mithral, the only requirement of this creature's lair seems to be an unobstructed view of the moon. Those few who hav ever visited one have never been able to retrace their steps. Most believe the whol experience was a dream, while others have found themselves too bewildered to remember how they got there or back again.



PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Sleeping mist and radiant moon energy
Realm Feywild

PSEUDODRAGONS

False Dragons

Friendly and playful, the tiny pseudodragon creeps about pyramids of musty tomes, giving watchful protection and companionship to reclusive wizards. Sometimes called “false dragons,” these creatures are more or less miniaturized dragons who share many of the talents of their grander draconic cousins, such as flight, keen senses, magical resistance, and even telepathy. But while they might share the appearance of a great red wyrm, stature and brawn are not among their gifts. At roughly the size of a house cat, their defenses are limited, but not insubstantial. They do not boast a breath weapon, though they conceal a surprisingly powerful bite and a poisonous tail stinger, which can render their foes weakened and even catatonic. Still, the pseudodragon’s best weapons are always charm and amiability.

The origin of the pseudodragon is a topic of much debate. Many believe they were bred as miniaturized “toy” dragons to serve as charming and noteworthy house pets. Yet, dragons were not made for novelty and the extraordinary draconic abilities they carried with them quickly proved to be something more useful. Boasting exceptional empathy, intelligence, and telepathic powers, pseudodragons quickly became a favorite familiar of magic users, for both protection and company. While these creatures do not speak, it is said they can share their emotions, thoughts, and even their senses of sight and sound telepathically with their chosen masters. Masters, however, must not only treat these creatures fairly, but also keep them well-fed lest they leave for greener pastures.



Of Homes and Hearts

Native dwellers of tiny caves and quiet, hollow trees, pseudodragons frequently live about the kitchens, parlors, and libraries of their masters. Once won over with a combination of kindness, treasure, and food, the creatures are not likely to leave unless mistreated.


Functional, bat-like wings
Poisonous stinger for defense
Saw-like spinal frill
Color-changing scales for camouflag
Pseudodragons share a dragon's taste for meat
Beasts of Faerûn

PROFILE

Type Dragon
Size Tiny
Breath Weapon None
Realm All

TIME DRAGONS

Ageless Dragons

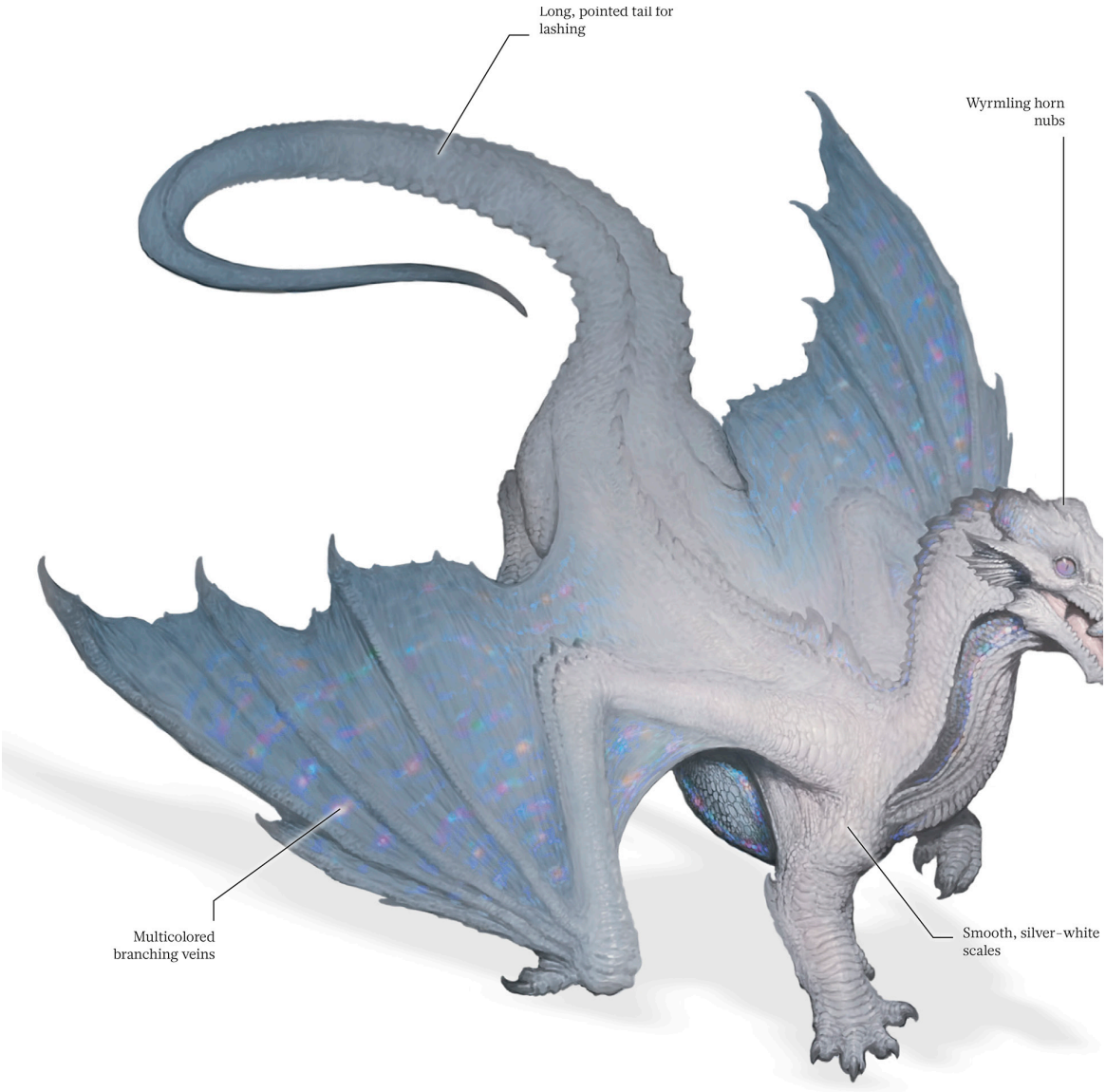
Silent and solemn, the time dragon rests in temples long forgotten watching sands pass slowly through an hourglass. Sometimes called "epoch dragons," the name is apt for they are indeed masters of time: past, present, and future. While little is known about this exceptionally rare breed, it is believed that their breathtaking forms are inalienably connected to their inherent space-time abilities. Ranging from silvery-white to deep ebony, their horns and wings are covered in multi-colored stripes and branching veins, believed to represent the different flows, paths, and possibilities of time. Uninterested in conflict, these enormous creatures have all the physical gifts of common dragons, yet choose to use their powers of teleportation and slowing enemies for evasion or retreat. Only in dire circumstances will it wield its destructive breath weapon of shimmering light, which somehow disrupts the time stream and withers all life in its vicinity.

Dragons are rare by nature, but some are far more scarce than others. Such is the case with time dragons, who effortlessly traverse the space and time of the cosmos. Their extraordinary gifts have prompted debate as to whether they are gods, but most scholars agree that they are true dragons who have a strange biological gift to manipulate temporal streams across the planes. This includes the ability to conjure a time gate within their massive horns, which can send creatures to any place and point of time. Ageless and mysterious, these creatures lair among ancient ruins and long-abandoned temples, which they reverently fill with timeless artworks, historical records, and implements of time-tracking such as waterclocks, hourglasses, and sundials.



Time Guardians

Time dragons are notoriously aloof and inscrutable. Some theorize their staunch neutrality makes them the perfect guardians of time, ensuring balance of what was, what is, and what will be.



PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Time energy
Realm All

LUNAR DRAGONS

Moon Dragons

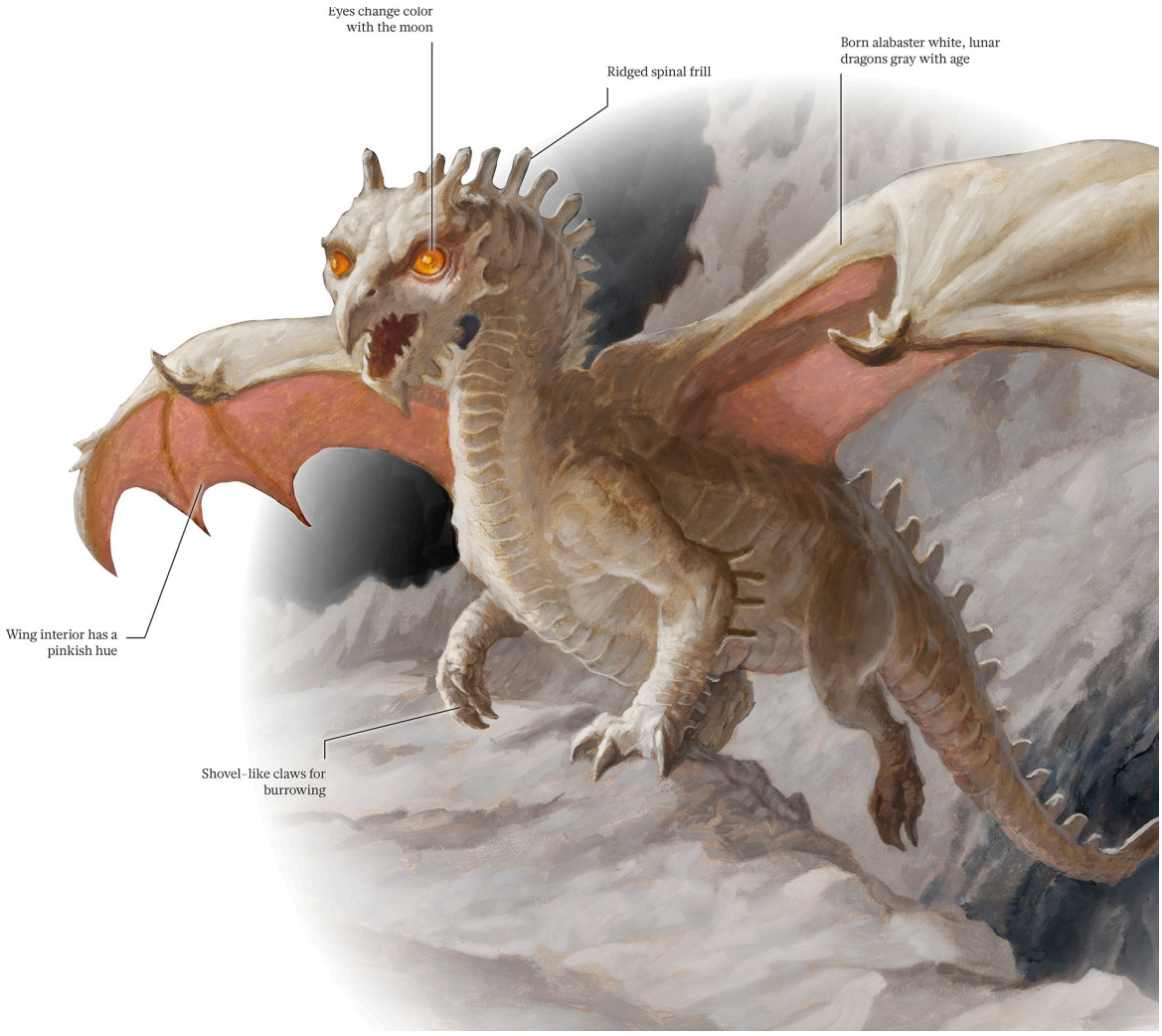
Frigid and frightening, the lunar dragon glides through the silent vacuum of Wildspace seeking to feast upon an unsuspecting spelljammer crew. Often called "moon dragons," it is said their mood and temperament change with the phases of the moon. Whatever their motivations, these impulsive and territorial creatures seem most intent to deprive others of their treasure via any means necessary. Unfortunately for weary space travelers, a lunar dragon is well-equipped to fulfill its goal, armed with deadly claws, teeth, tail, and wings to say nothing of its devastating frost breath. Those who try to take the beast head-on will often find their attacks pass through a hollow, incorporeal form—a talent that earns them the nickname "phase dragons." Those who try to flee will find their escape route instantly covered in treacherous ice.

Dwellers of crumbling, cold space rock, lunar dragons burrow deep into moons and asteroids drifting about Wildspace. Their lairs glisten with black ice and treasures seized from space merchants and pirates—sometimes stored in the very spelljamming helms they were captured from. Those who come into the vicinity of a moon dragon lair report hearing a haunting moan as they approach, and often get attacked by moon devil sentinels—thought to be some form of air elemental. If these obstacles are not big enough deterrents to proceed, the lunar dragon itself surely will be.



Cold Cradle

Adventurers who enter a lunar dragon's lair and find stony, pale eggs and a caver full of food best make an immediate retreat, for the mother is surely close and do not suffer trespassers. In fact, she will not leave her offspring until they can fully fend for themselves.



PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Frost
Realm Wildspace

SOLAR DRAGONS

Sun Dragons

Radiant and ravenous, the solar dragon drifts about desolate asteroid belts searching for sustenance in the void of Wildspace. Sometimes referred to as "sun dragons," the name is more than mere hyperbole as it is believed these creatures are actually born in the heart of a star. Less temperamental and aggressive than their lunar dragon counterparts, solar wyrms tend to avoid humanoids and other sentients whenever possible, preferring instead to feast upon schools of kindori and scavvers. Those foolish enough to attack these radiant creatures will likely not live to regret it, for they are more than capable of tearing a space galleon to splinters. The hungry dragon may then be inclined to cook the crew alive in its searing breath of photonic energy before they freeze in the coldness of space.

Experienced spelljammer captains often warn about flying "too close to the sun." This advice is sage not only due to the scorching heat, but the presence of territorial solar dragons. Impervious to the sun's deleterious effects, radiant dragons, as they are sometimes called, are as comfortable upon a blazing star as they are in their sun-drenched lairs, often tunneled into nearby asteroids. Finding warmth in space is one thing, but food is quite another. With the vastness and limited life of Wildspace, solar dragons spend the majority of their days scavenging lonely space rocks seeking space critters and vermin until the next pod of tasty and slow moving kindori pass through.



Solar Power

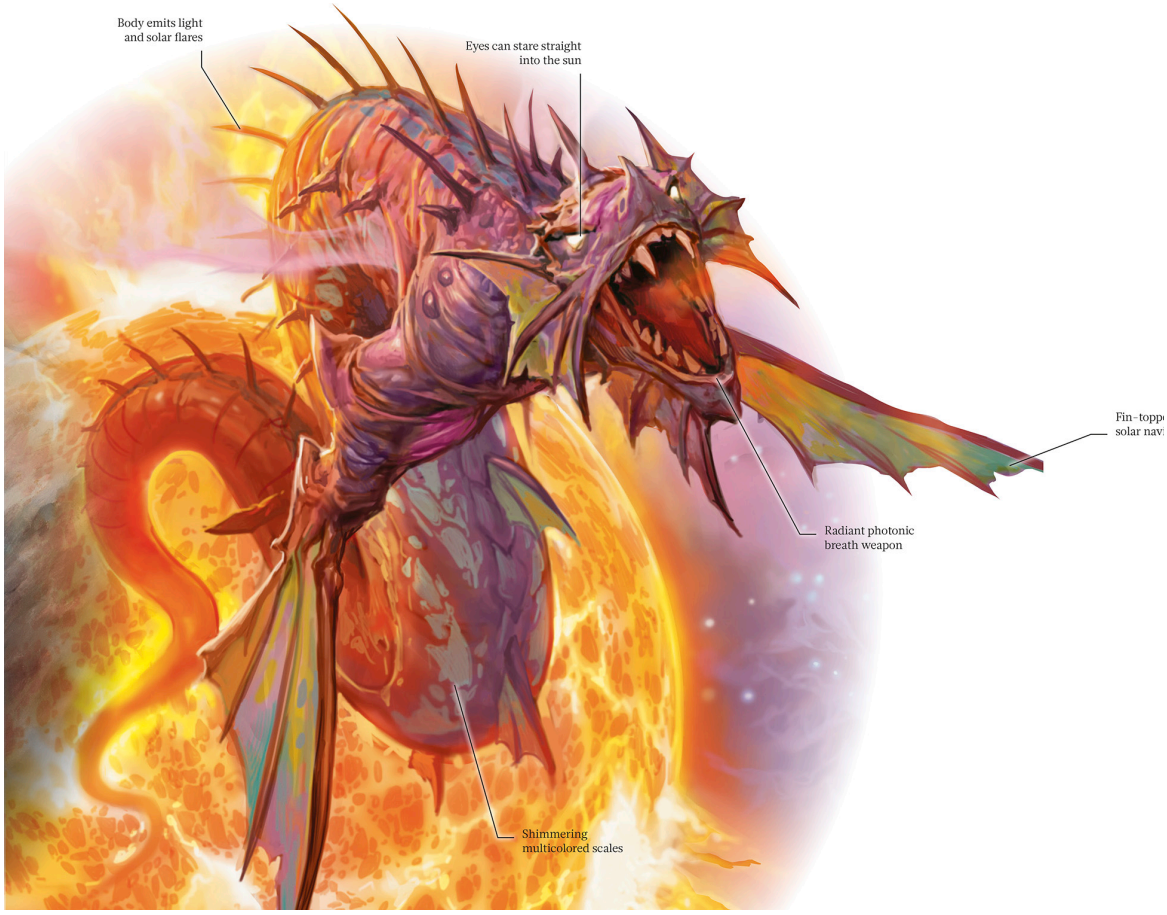
It is exceptionally rare for a solar dragon to serve as a mount for another creature. However, it is rumored that some astral elves possess magical gifts that can sumn these creatures and even bring them into service.



Sunny Side Up

The eggs of the solar dragon begin dark and opaque, but become translucent as they get nearer to hatching, allowing the wyrmling's natural radiance to shine through.

Adventurers who happen upon such treasures in a sun dragon's lair will be dealt with swiftly and without mercy.



PROFILE

Type Dragon
Size Gargantuan
Breath Weapon Photonic energy
Realm Wildspace

SPIDERDRAGONS

Arachnodragons

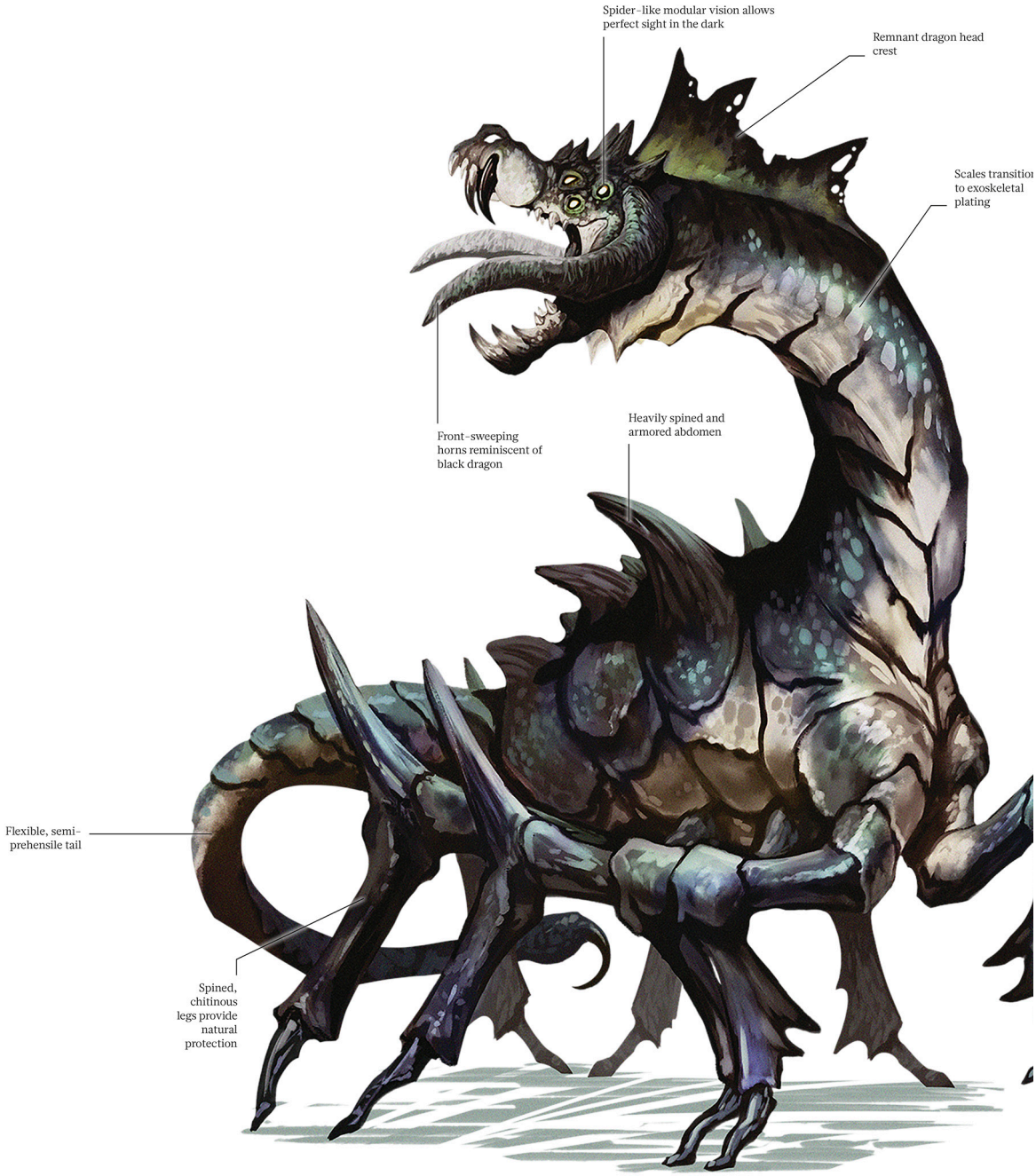
Nightmarish and nimble, the spiderdragon creeps about the ceilings of web-filled caverns eagerly waiting to snag tasty and unsuspecting prey. Believed to have evolved from black dragon wyrmlings who too often supped upon Underdark spiders, all that is known for certain is that the spiderdragon combines the worst aspects of these creatures into a single hideous form. Armed with deadly claws and pincered jaws, the creature eagerly feasts upon prey who get stuck in the stifling cubes of webbing it spins about its caves. If things get sticky for the spiderdragon instead, it can breathe a blast of venomous spiderlings who quickly envelop targets in deadly, poisonous bites.

While is it unclear whether Lolth, the Queen of Spiders, had any part in the creation of the spiderdragon, her loyal udadrow followers revere the creature as a work of art and coveted gift. As a result, these creatures are often hosted near udadrow settlements as honored guests and provided a ready supply of living prey. Though not as clever as their black dragon progenitors, most spiderdragons seem to understand their revered status and will happily exploit the resources of these communities for as long as they can. However, lairing in a single location is not in the spiderdragon's nature and the creature will eventually tire of the hosts and fare and move on to other caverns.



Underdark Perils

It is said that only the most fearsome creatures can thrive in the treacherous Underdark, and the spiderdragon seems to support the theory. Descended from black dragons that preferred the underground, the spiderdragon usually has little fear as it fills vast Underdark caverns with stifling webs.



PROFILE

Type Monstrosity
Size Huge
Breath Weapon Venomous spiderlings
Realm All

DRACOLISKS

Stone Dragons

Rare and ravenous, the dracolisk ambles about lightless caves eagerly seeking to meet the eyes of any and all who have flesh. A cross between a basilisk and black dragon, the dracolisk's powerful, six-legged frame can easily traverse rocky cavern floors, while their wings allow them flight across bottomless chasms. Blessed with the deadliest gifts of their progenitors, they hardly have need for their razor-sharp claws and poisonous bite for they can melt foes outright with their lethal acid breath or turn them to porous stone with their petrifying gaze. These creatures prefer the latter, so that they can slowly dine upon their victims, even as each body part returns to flesh upon contact with the creature's saliva.

Whether a hateful experiment gone awry or a cruel trick of natural Underdark magic, the dracolisk is an unfortunate reality of places deep and dark. While more wily and intelligent than their basilisk progenitors, they are mercifully less cunning, hateful, and ambitious than their black dragon kin. Most do not make lairs but instead wander endlessly in subterranean caverns in search of prey. Should a dracolisk lair be found, it is always decorated with an array of curious humanoid statues—usually missing limbs.



Signs of Danger

A wise mystic once said, “No one carves statues of frightened warriors. If you see one, keep your eyes closed and your ears open.” This is sage advice to any who w explore subterranean caverns or other lightless caves, for these are the telltale sig of a basilisk or worse a dracolisk. However, adventurers are unlikely to survive a encounter with either creature no matter what they do.


Muscular, spined tail
Black drag
capable of
Petrifying basi
gaze
Clawed legs for
rapid cave
mobility
Segmented, frontal horns of
the black dragon
Venomous bite with
depetrifying saliva

PROFILE

Type Monstrosity
Size Huge
Breath Weapon Acid
Realm All

DRAKES

Guard Dragons

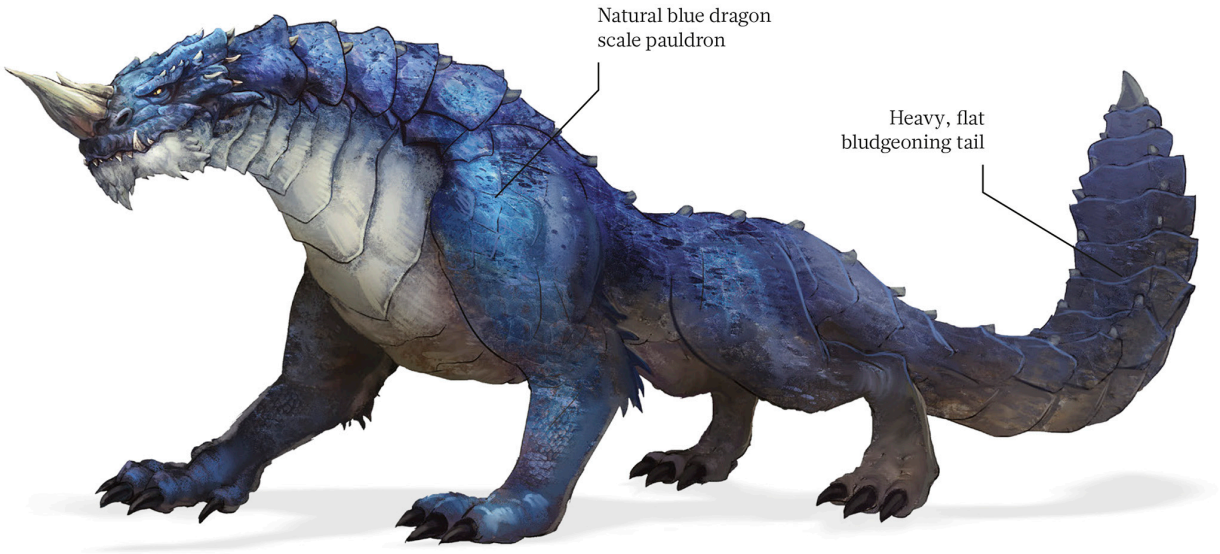
Loyal and alert, the drake pads around its master's precious hoard ever watchful for intruders. Sometimes referred to as "guard drakes" due to their propensity to serve as loyal protectors, these creatures are truly a dragon's best friend. Often utilized by the Cult of Tiamat, drakes are created by a mysterious ritual that requires chromatic dragon scales, raw meat, and a large iron cauldron. Remarkably, this days-long process eventually yields an egg that hatches in just hours. Once born, the creature imprints upon the first being that feeds it, and grows to its full size in just two to three weeks, during which time it can be fully trained. From then on, the fearsome, yet obedient creature is ready to serve, and ready to kill any who would threaten their master or territory.

While only a fraction of the size of a true dragon, drakes share many of the physical characteristics of the chromatic that donated its scales to its creation—including gifts of combat. With heads and tails that closely resemble their chromatic progenitor, it should come as no surprise that their attacks of bite and tail are similarly potent at scale. Though they cannot fly or generate a breath weapon, their keen senses and loyalty and duty to their masters more than make up for it.

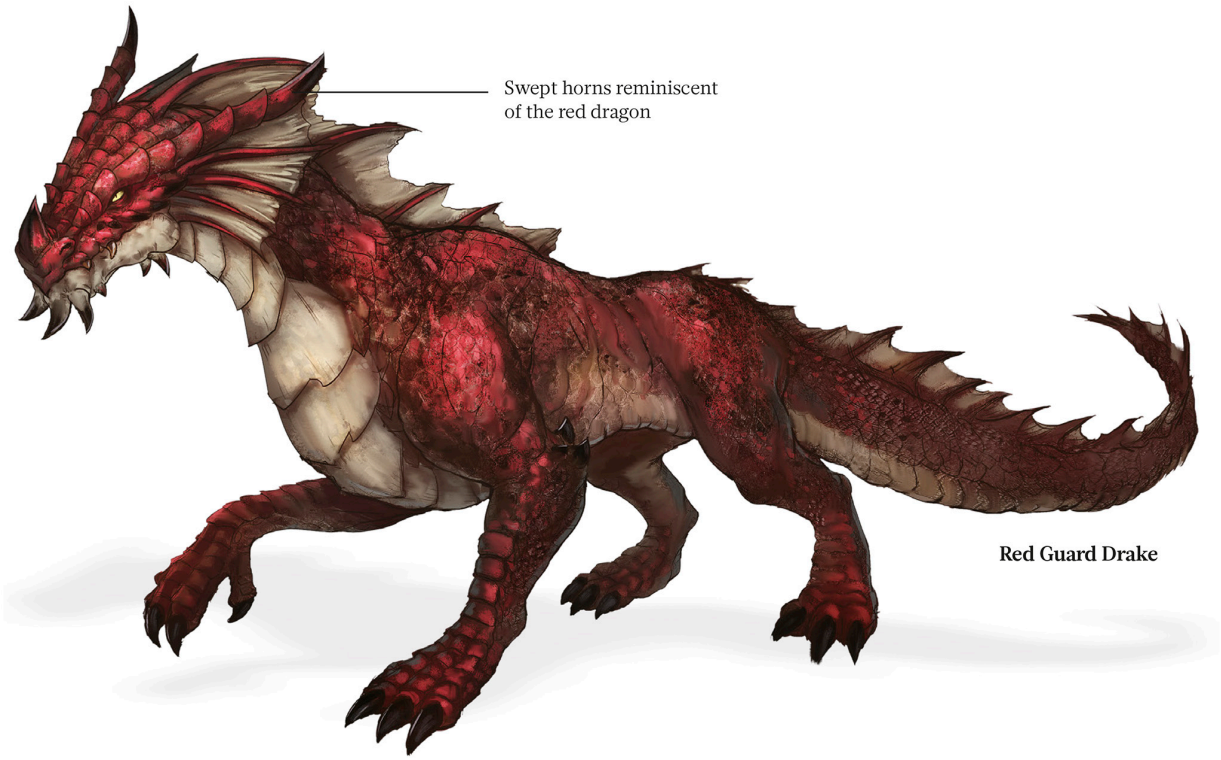


Leading the Pack

Many drakes are trained from birth to live, work, and fight in a pack. In these cas they rely heavily on surprise and surrounding tactics versus head-on melee with their teeth and bludgeoning tails.



Blue Guard Drake



Red Guard Drake



Green Guard Drake

PROFILE

Type Dragon
Size Medium
Breath Weapon None
Realm All

DRACONIANS

Draconic Brood Parasites

Bloated and bloodthirsty, throngs of draconian foot soldiers trample Krynn's sundered terrain, joyously burning and slaughtering. Born from dragon eggs corrupted by unholy magic, these creatures emerge in broods, all created for a singular purpose: destruction. As twisted on the way out of the world as on the way in, each deals out a hateful final act of violence upon its death, from acid explosions and the release of poisonous gases to flame bursts and balls of lightning. Often mistaken for dragonborn, draconians lack any of the former's honor but do have something dragonborn do not: remnant wings of their draconic progenitors, though most can barely use them.

Draconians come in all shapes, sizes, and colors, but they are all equally hateful. The most common is the foot soldier, specializing in simple melee and brute force. Leading the throngs into battle are dreadnoughts, the largest and strongest of the breed. The only draconian capable of full flight, these creatures rain down violence with their swords and spiked tails only to then magically assume the form of their victims. Attacking enemies from the sides are swift, stealthy, and dexterous infiltrators—deceit and poison are their weapons of choice. Meanwhile, draconian mages pick off foes with rays of necrotic magic from the back of the ranks. They can as easily disappear or create noxious clouds with magic as they can impale an attacker with their deadly tridents. Finally, leading the operation from the general's saddle is the draconian mastermind. Though wingless, this powerful creature makes up for it with an array of offensive and illusory spells, devastating melee attacks, and a deadly noxious breath weapon—the only draconian who inherited this coveted draconic gift.



Draconian Dreadnought



Draconian Mastermind



Draconian Mage



Draconian Infiltrator



Draconian Foot Soldier

PROFILE

Type Monstrosity
Size Medium
Breath Weapon None (except mastermind)
Realm Krynn

KOBOLDS

Draconic Minions

Craven but clever, packs of industrious kobolds swarm through the tunnels of their dragon master's lair, anxiously fetching tribute and setting traps to dissuade intruders. Distantly descended from the dragons they often worship, these diminutive creatures lack any of the size, strength, or grandeur of their draconic relatives. However, they have learned that there is strength in numbers and it is rare to ever encounter a kobold alone. Instead, they travel and work exclusively in bustling packs. While moderately skilled with daggers and slings, their best defenses are the traps they build to stop their enemies before they ever reach the inner sanctum.

Feisty Followers

At roughly three feet tall, looking up to other creatures is a way of life for the kobold. Known for their loyalty as followers, these creatures are favorite minions of dragons and other cave-dwelling apex predators. Surprisingly strong of faith, many kobolds worship a god known as Kurtulmak, a former servant of Tiamat who was fooled by gnomish god Garl Glittergold and trapped for eternity in an underground labyrinth. It is believed this divine event is at the root of the kobolds' rivalry with gnomes.



Kobold Minion

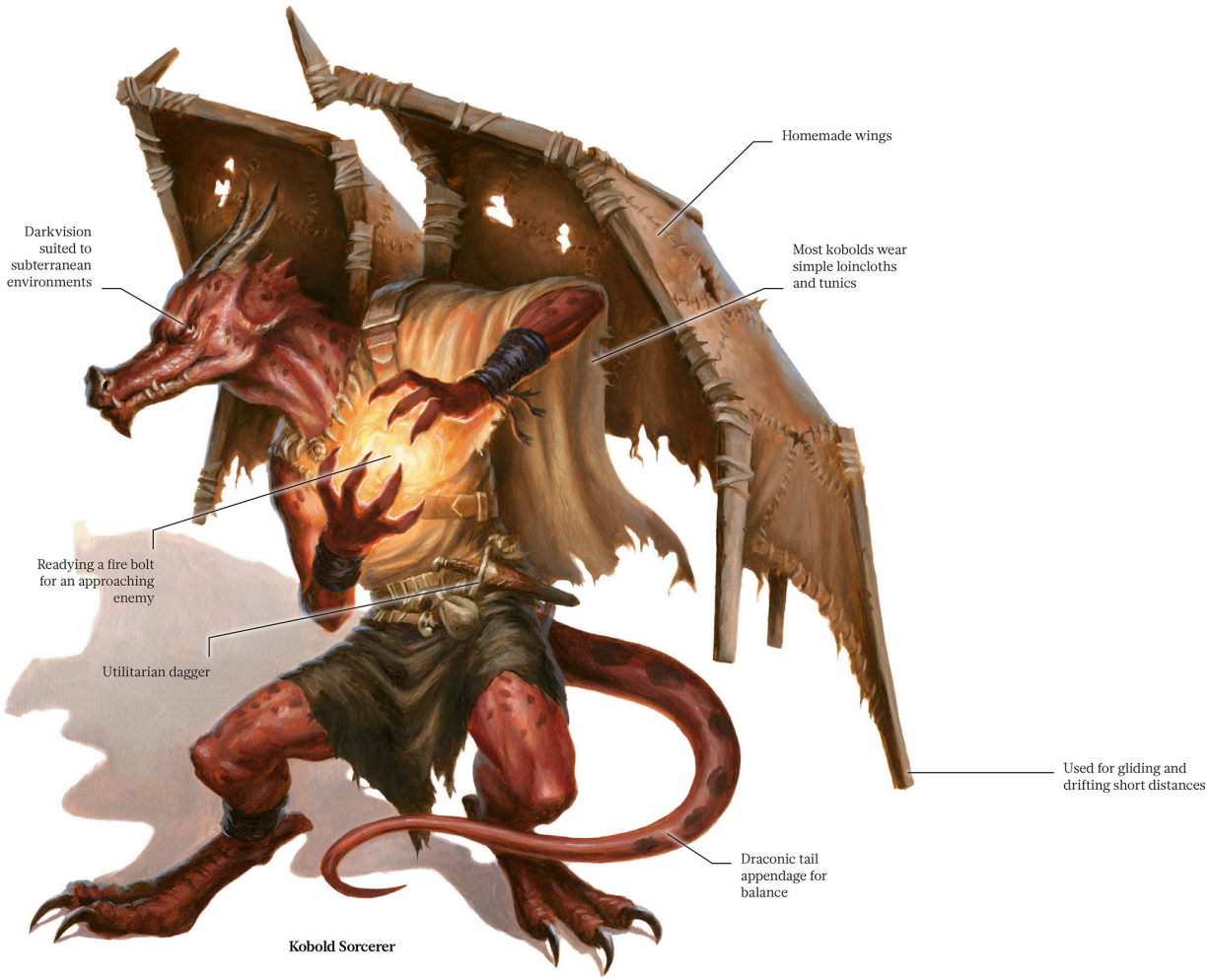


Creatures of Darkness

Dwellers of underground caves, caverns, and mines, kobolds are known to be skilled miners and tunnelers. They can see perfectly in pitch blackness, but are known to detest sunlight, which is believed to adversely affect their senses.

Wings and Things

Some kobolds, called “urds,” retain remnant wings from their draconic ancestors—a gift from Tiamat that makes unwinged kobolds extremely jealous. Some wingless kobolds even try to fashion their own from basic materials—a practice that rarely ends well.



Kobold Sorcerer



Complex Creatures

While they may be descended from malevolent chromatic dragons, kobolds can show great diversity in their outlook and temperament. Most kobolds are master tricksters, adept at fashioning disguises and building traps, but others have repudiated their malicious reputation, and taken to lives of quiet contemplation and selflessness—most notably those who inhabit the Dragon's Rest monastery on Stormwreck Isle.



Wily Raiders

Swarms of kobolds are not only good for lair protection and ambitious building projects, but also to obtain loot. Skilled at working in highly coordinated packs, kobold raiding parties can often get in and out before anyone is aware that something's missing. When combat is necessary, kobolds can prevail with the right numbers.



Draconic Blood

For many years scholars debated the true origins of kobolds, some believing they had evolved from canine ancestors. Often described by adventurers as “dogmen,” these creatures indeed have several dog-like features, but after extensive study and experimentation, it is now well established that kobolds are in fact of draconic origin.

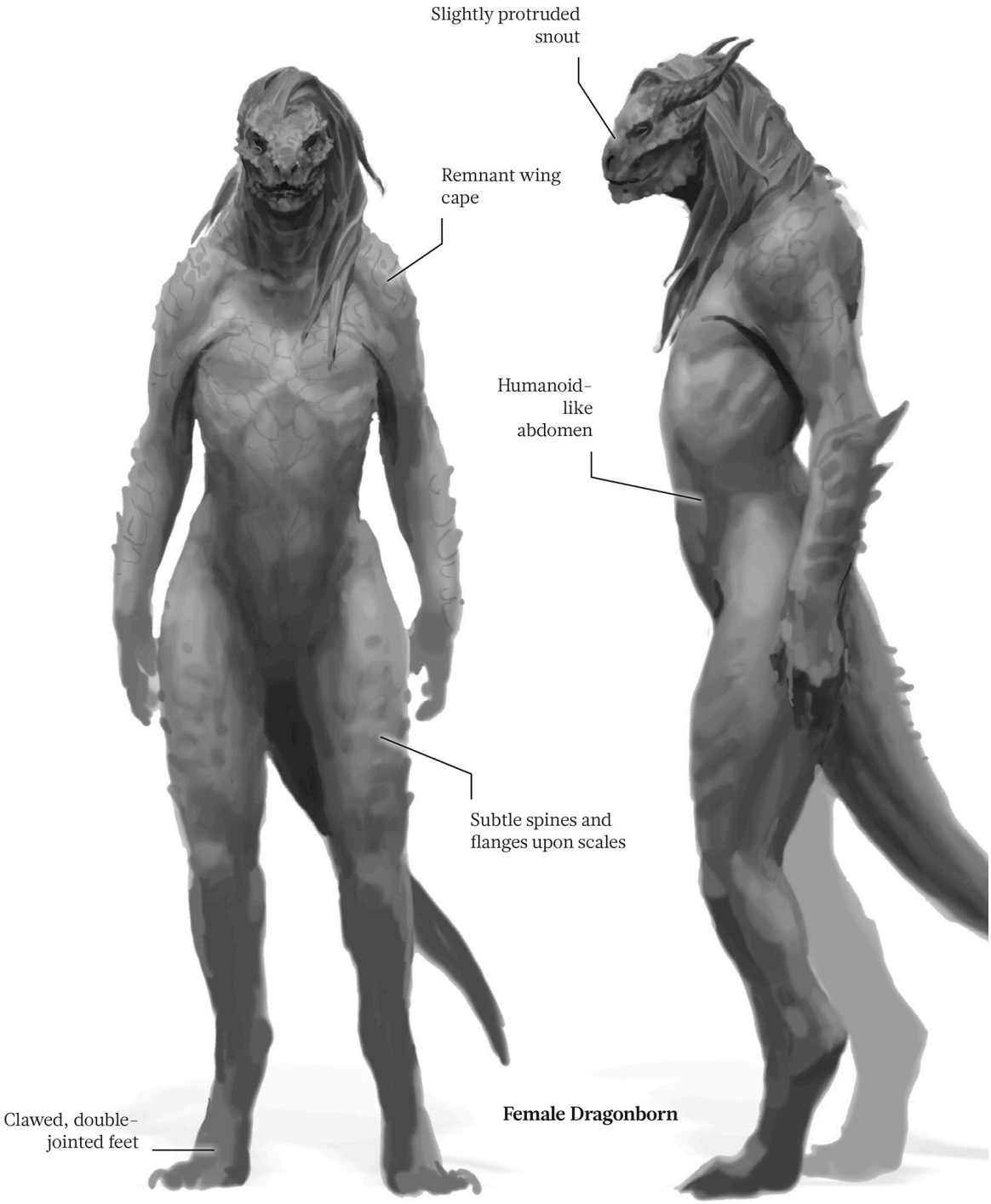
DRAGONBORN

The Ash-Marked Ones

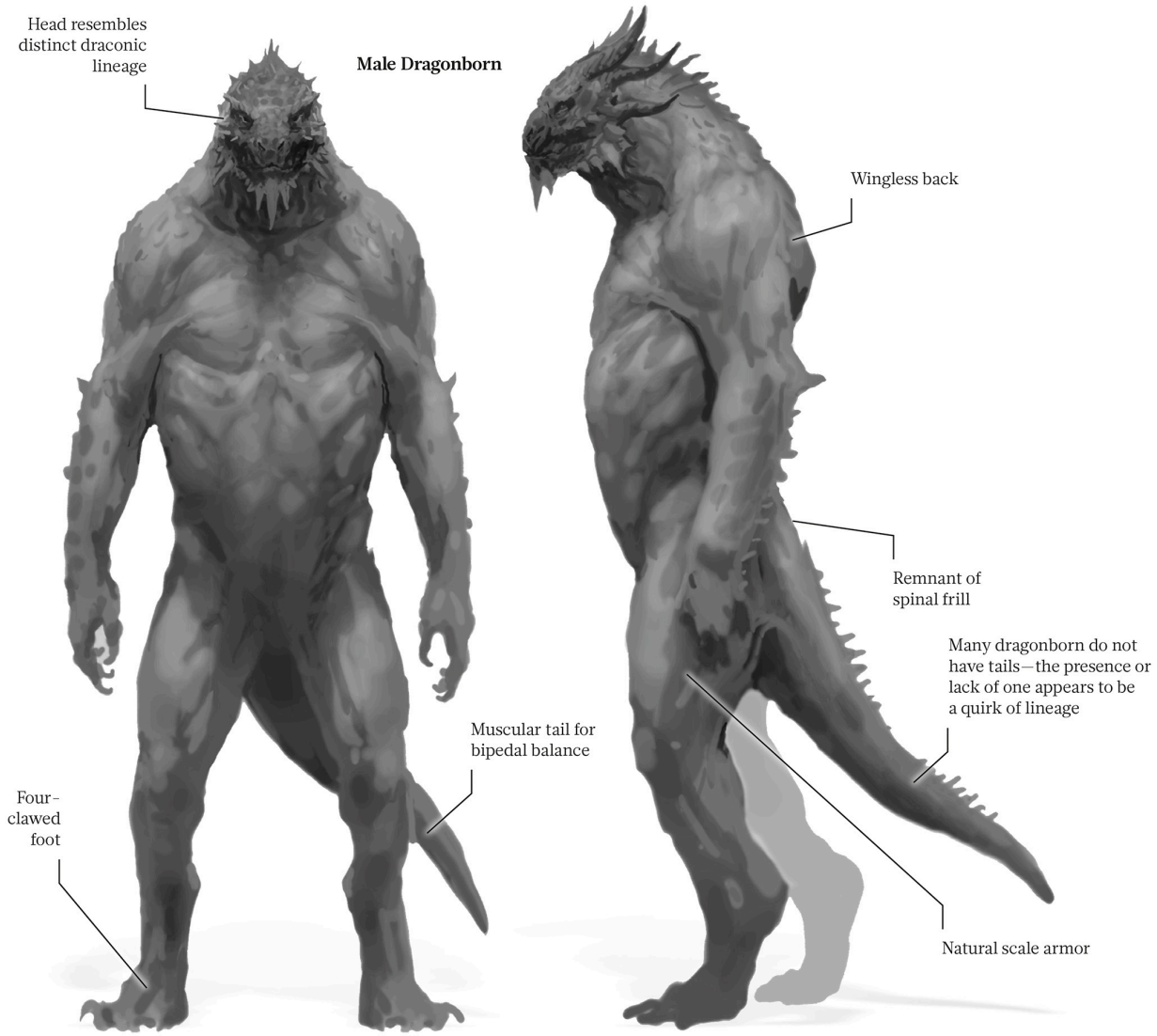
As their name suggests, dragonborn are descended from dragons, although their exact origin is open to debate. Some believe they were created by wyrms of old to be their servants; others say they were made by the gods themselves as emissaries and ambassadors to humankind. What is certain is they are a force to be reckoned with. Proud and powerful, dragonborn live in clan-based societies and value honor, good conduct, and the protection of the family above all things. Their deadly breath weapons, paired with their natural physical gifts of size and strength, make them formidable in any battle.

Draconic Form

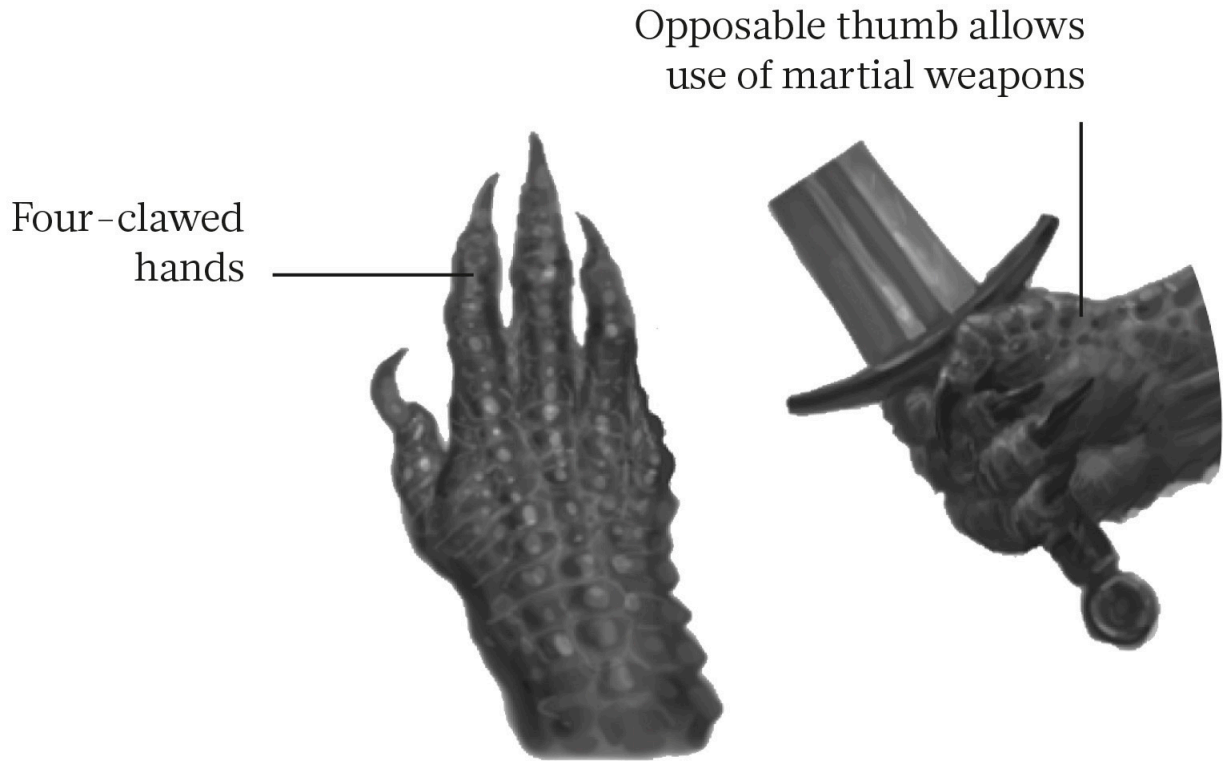
Even the smallest trace of dragon blood creates unmistakable draconic traits. However, with the dragonborn, the humanoid characteristics tend to win out. While larger than most humans, averaging more than six feet in height and weighing roughly 250 pounds, most of their anatomy is distinctly humanoid in form.



Female Dragonborn



Male Dragonborn



Handy Talons

While the hands of a dragonborn are similar to the talons of their progenitors, they are uniquely dexterous and perfectly sized to handle and master the martial weapons of smallfolk.



Creatures of Community

Unlike their mostly solitary dragon ancestors, dragonborn are social creatures.

DRAGONBORN TYPES

Chromatic Dragonborn

Dragonborn spawned from the line of hateful chromatic wyrms share many of their unique traits, including colorful scales, forked tongues, slightly protruding fangs, and the breath weapon of their same-colored ancestor. However, the similarities end there as these creatures rarely follow the undesirable ways of their chromatic cousins and few have any love for Tiamat. Like most dragonborn, they tend to pursue excellence in all things and value clan and kin above all else.



Metallic Dragonborn

Dragonborn descended from metallic dragons bear the distinct traits of their progenitors, such as shiny metallic scales, pointed tongues and non-protruding fangs. Unlike their metallic ancestors, these dragonborn possess only one breath weapon and always the more lethal of their ancestral variety, such as fire, acid, poison, cold, and lightning. While they are no more likely to be agreeable than their chromatic counterparts, most dragonborn from the metallic lineage are similarly honorable and serve their communities even unto death.



Hybrids

Dragonborn clans tend to be close-knit, wary, and xenophobic, which inevitably leads to little physical variation over the generations. However, it is not uncommon for dragonborn clans to form alliances, usually to protect their brood from a common threat or enemy. Over time, this has resulted in successful intermarriage and sometimes even clan integration or merger, producing offspring that bear a combination of distinct traits reflecting their unique draconic lineage.





The Sharp End

Adventurers who underestimate dragons and dragonkind do so at their own peril Even the weaker of the draconic species—such as wyverns—are fearsome adversaries, more than capable of wiping out an entire party of brave assailants.

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LEGENDARY DRAGONS

“I am old as time itself,
the infinite wisdom of eternity
is mine to command.”

—Klauth

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Aremag ›

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Chuth ›

Dragotha ›

Ebondeath ›

Eldenser ›

Havarlan ›

Hephaestus ›

Icingdeath ›

Ignia ›

Inferno ›

Iymrith ›

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Sparkrender ›

Tamarand ›

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Voaraghamanthar and Waervaerendor ›

ARAUTHATOR

Old White Death

Cold and cunning, the white dragon known as Arauthator rests beneath mounds of fresh snow patiently waiting to strike a passing family of frost giants. Called "Old White Death" by the miners and foresters of the North, this creature is renowned among his kind for his stealth and patience. However, he is also blessed with the gift of size and when head-on combat is required few dragons are his equal in viciousness and power. Many dragons have fallen by his talons, including several of his own offspring in the melee, though his greatest enemies are frost giants who he loves to hunt, consume, and keep their bones as grisly trophies in one of his many lairs. His savagery and many conquests have led him to be described as "the icy claws that wait at the cold end of the world," and the phrase is surely apt.

A longtime denizen of Lonefang Mountain, far north of the Spine of the World, today Arauthator spends much of his time in his lair on the giant iceberg known as Oyaviggaton. Dubbed the "island of eternity" by the local Ice Hunter tribe the dragon terrorizes, it is so-named due to the countless victims he has frozen solid into the ice. There he lairs with his beloved mate Arveiaturace even as he studies the rare scrolls and spellbooks that dominate his gleaming hoard. Allied with the Cult of the Dragon in their mission to rescue Tiamat from Avernus, his friends and followers are surprisingly numerous, mostly consisting of ice trolls, kobolds, and giant ice toads who protect and maintain his lair. Brave adventurers who somehow bypass the guards will likely not be so lucky when encountering the dragon's many insidious magical traps, to say nothing of the dragon himself.



Great Conquests

Old White Death is famed throughout Faerûn for his many victories and conquests. One legend has it that he single-handedly decimated an entire community of frost giants near Mirabar, while others tell of how he eradicated a tribe of fierce bugbears. Some say he defeated a great red dragon over Neverwinter, while others remember how he allied with the drow Tiago Baenre on the assault of Nesmé during the Darkening. Perhaps his most famous victory was his assault upon the Host Tower of the Arcane (top) during the Rage of Dragons, where he allegedly made off with countless magical items.



Uneasy Alliances

Even notorious Icingdeath recognized it was better to form a truce with massive Arauthator than to battle the creature for supremacy over the Reghed Glacier. Both white dragons of the far north, the rivals managed to stay out of each other's way, allowing them to terrorize their respective lands in peace.

"You, fair Arauthator, are icy perfection. So gifted I made you among my frosty sons and never have you disappointed. Great is your size and power and rage, yet cunning and guile are your mightiest weapons—even the greenest of my children envy your ways. I know your icy heart, Old White Death. I see your noble work to free me from my chains. Your loyalty will be generously rewarded, soon and forevermore."

—Tiamat



PROFILE

Name Arauthator / Old White Death

Realm Toril

Type Adult white dragon

Home Lonefang Mountain, Northwestern Faerûn / Oyaviggaton, Sea of Moving Ice

KEY ATTRIBUTES

Cunning

Exceptionally intelligent and patient for a white dragon, Arauthator uses his wiles and gifts of magic every bit as much as his fearsome size and strength.

Diligence

Uniquely industrious among white dragons, Old White Death never seems to stop expanding his dominion by battling frost giants, conquering new lairs, and capturing loot.

Ambition

Never satisfied with his numerous natural gifts, Arauthator jealously pores over his library of rare spellbooks and scrolls searching for secrets to expand his power.

Gluttony

Known to feast upon entire tribes of orcs and bugbears, Old White Death is known for his insatiable appetite. He has even been known to keep herds of rothé, but his favorite foods are frost giants and remorhaz.

AREMAG

Snapper of the Shining Sea

Greedy and hateful, the dragon turtle called Aremag demands coin, blood, or both from every ship that dare enter or exit the great Bay of Chult. His ambush spot has proven profitable as it gives him control over the route to Port Nyanzaru, the cultural and trade capital of the island. So disruptive was the massive creature to trade between the Sword Coast and Chult, major merchants and trading companies agreed to pay him a monthly toll to allow passage. Aremag's avarice was satiated only briefly and soon he wanted more, demanding additional tribute from protected vessels. One such ship, the *Narwhal*, made Aremag pay for his duplicity by blinding his left eye with a ballista bolt and damaging his shell with a magical bomb. Remarkably, the battle with the Narwhal merely strengthened Aremag's resolve to plunder, and he remains as ornery as ever.

When the seas grow deathly still, and the gulls cease to squawk, experienced sailors know that the great dragon turtle Aremag is nearby. Without warning, the waters froth and roil as the enormous beast emerges from his hidden, underwater lair near the mouth of the Bay of Chult. Wise seafarers know to bring tribute in the form of gold, jewelry, and precious stones, depositing them without delay into the water. For those who come up short, hungry Aremag is usually willing to accept the remainder in blood—living creatures offered up in a longboat. And for those who have failed to bring acceptable gifts, or who cannot understand Aremag's draconic demands, they can expect to be scorched alive by the creature's deadly steam breath before taking a final plunge to the bottomless depths of the Shining Sea, where the dragon turtle treats the local reef sharks to a feast of humanoid flesh.

“Heave it over!”

—Aremag



Tribute

Aremag demands tribute from any ship traveling in or out of the Bay of Chult. Sav
sailors know to have treasure chests ready to push overboard when the creature
comes near, but some prefer to pay the tax in blood by offering live captives—usu
10 humanoids is the price. Aremag happily accepts either.



Port Nyanzaru

Known as the “Gateway to Chult,” Port Nyanzaru rests at the northernmost reaches of the continent, where the Shining Sea meets the Sea of Swords. Strategically positioned within the well-sheltered Bay of Chult, the port city is the hub of commerce and trade for the island. Bustling with trading tents, bazaars, and even dinosaur races, Port Nyanzaru is also Chult’s cultural center, featuring goods and artisans from across the island. Once a colony of Amn, today the city is independent, ruled by a group of powerful merchant princes who control everything in the name of commerce.

"Aremag is an abomination, neither a son of mine nor Bahamut or even cowardly Sardior. I know not from where he came, but powerful dragon blood clearly runs through his briny veins. While his legendary avarice and foul temper could come from nowhere but my glorious chromatic bloodline, his form is crude and abhorrent to me as are his clumsy methods. Perhaps someday a more worthy chromatic specimen will claim his tribute route and storied hoard. Until then, I'll keep many eyes on this creature of such chaotic origins."

—Tiamat



PROFILE

Name Aremag

Realm Toril

Type Adult dragon turtle

Home Bay of Chult, Shining Sea

KEY ATTRIBUTES

Greed

Aremag demands tribute from all who pass that can either fill his hoard or his belly, and he doesn't make exceptions.

Strength

Few creatures on Toril, or even across the multiverse, boast the pure size and strength of this massive creature, who can swallow most ships in a single gulp.

Pride

He views anyone who doesn't pay him tribute a personal affront to this greatness, and he makes them pay with their lives.

Fury

His temper knows no limits if he feels hungry or disrespected, and it doesn't matter if he's already made a deal otherwise.

ASHARDALON

The Demon Dragon

Arrogant and wrathful, the red greatwyrm known as Ashardalon clings to his mortal coil by any means necessary. Sometimes called "the Demon Dragon," the name is apt not only due to the creature's taste for destruction, but his very physiology. Writhing where the dragon's blackened heart should be is instead a balor demon called Ammet, whom Ashardalon magically bound within his chest to preserve his life after enduring what should've been a fatal assault. But even this diabolical implant is not enough to sustain the great red dragon, so today it is said he dwells among the Bastion of Unborn Souls in the timeless Astral Plane, consuming the germinating souls of sentients never-to-be, all in a twisted effort to preserve his immortality and seek godhood.

A dragon so legendary that bards still sing of his exploits across the multiverse, the story of Ashardalon is one of literal heartbreak. Once a mighty red of insatiable appetite, Ashardalon and his mate terrorized the Golden Plain with ruthless vigor. A powerful king of a many-spired fortress nearby dared challenge the creature's dominance and his knights managed to slay Ashardalon's bride. Outraged, the greatwyrm laid waste to the entire region, saving the king's fortress for last, where it is said he caused the very ground to buckle and swallow the castle whole. The fortress, now called the Sunless Citadel, became the lair of Ashardalon and his growing cult of followers. Sometime later, after Ashardalon's defeat and demonic surgery, the aged dragon fled to the Astral Plane to avoid the cruel hands of time. Today, it is rumored Ashardalon's devoted followers still wait for his return, clinging to his now undead heart, just as the creature clings to life.



Mark of the Beast

A red dragon like no other, Ashardalon's eyes burn as fire, while lightning dances about his terrible talons and fangs. But the true mark of the beast is a distinctive scar upon the greatwyrm's chest shaped suspiciously like a balor demon. It is in fact the hallmark of what lies within.



The Sunless Citadel

The once great fortress called the Sunless Citadel lies buried deep beneath the Ash
Plain. Home to the Cult of Ashardalon and led by a ruthless vampiric leader, his
followers keep the mighty creature's heart through necromancy in the hopes of t
creature's great and terrible return.



"Ashardalon, great fountain of wrath! Now here is a dragon worthy of his crimson scales. You, great devourer, you who lay great kingdoms to ash, you who through your unquenchable rage and gruesome fury can split the very ground asunder. Not kings nor death could cease your reign, but within your own lighting talons you grip and stretch your own mortal coil, swallowing the souls of the unworthy. Well done, my great and terrible servant! There is a place for you in my future kingdom—a great general you will be to the queen and ruler of the multiverse."

—Tiamat



PROFILE

Name Ashardalon

Realm Astral Plane

Type Red greatwyrm

Home The Sunless Citadel, Ashen Plain / Bastion of Unborn Souls, Astral Plane

KEY ATTRIBUTES

Hunger

As a young dragon, Ashardalon's hunger knew no bounds, terrorizing all inhabitants of the Golden Plain, devouring beast and sentient alike.

Wrath

The multiverse has rarely witnessed such fury as when Ashardalon laid waste to the Golden Plain. Called the "Wrath of Ashardalon," the land would be forevermore known as the "Ashen Plain."

Fortitude

The ability to not only survive a fatal wound to the heart, but also endure a transplant of a vicious balor demon is proof of Ashardalon's extraordinary fortitude.

Fear

The dragon is relentless when it comes to preserving his life force, even retreating to featureless transitive planes where father time has no power.

CHUTH

The Emerald Assassin

Callous and cunning, the green dragon called Chuth whispers honeyed assurances of safety to his captives in exchange for service or information. Dubbed the "Emerald Assassin" by wood elves who know of the creature's treacherous ways, Chuth employs elaborate ambush plans and even invisibility spells to catch and kill his prey. He is said to live for deception and the thrill of the hunt, both of which he does skillfully and without mercy. Armed with the formidable bite, claws, tail, and breath weapon of the green dragon, Chuth has one more thing up his proverbial sleeve: arcane magic. With spells like shield and invisibility at his disposal, this already dangerous creature becomes nearly invulnerable to his would-be foes.

Born in the lush Ardeep Forest, Chuth spent his early days hunting noble elves, using guile and sometimes invisibility magic to outwit the timeless beings. Unlike many of his dragon contemporaries, Chuth has moved frequently to evade retribution or capture, but perhaps just as much for the thrill of new territory and prey. A sometimes ally of the Cult of the Dragon, the ambitious green dragon once considered lichdom, but opted instead to eat his would-be helpers to undeath—an ironic, if not planned, turn of events. His last known whereabouts are within a waterfall-hidden cave complex in the Misty Forest, where he keeps company with a Cult of the Dragon Wyrmspeaker. It is rumored that this is but a temporary home and the hoard displayed there doesn't scratch the surface of his true wealth, kept safely elsewhere.



Heady Followers

Green dragons are known for cleverly exerting their influence over followers, but Chuth takes special pleasure in controlling even the uncontrollable. His vanguard of self-loathing, in-fighting ettin bodyguards are proof of his formidable manipulation skills.



Elf Pudding

As a younger dragon, Chuth believed that feasting upon the flesh of elves would grant him longer life, even immortality. He has since abandoned his strict regimen of "health food," but still prefers the taste of elven captives when available.

"Dearest Chuth, you among my greenest sons. You snake among serpents, you worm among wyrms, how I approve of your deceitful ways! Your aid to those who would set me free will be richly rewarded, great Emerald Assassin. But where are you now, my son? Have you perished at the hands of ambitious adventurers? Do not forget me or my freedom, oh Chuth, and I shall not forget yours when my reign comes to pass."

—Tiamat



PROFILE

Name Chuth / The Emerald Assassin
Realm Toril
Type Adult green dragon
Home Ardeep Forest / Laughing Hollow / Misty Forest

KEY ATTRIBUTES

Guile

The nickname “Emerald Assassin” is well earned for Chuth deals in stealth, ambush, and even invisibility when needed. If he could hold a dagger, the backstab would no doubt be his specialty.

Ambition

For Chuth, seeking immortality is a noble pursuit, and one that he has spent the better part of his life trying to achieve.

Vigilance

Changing lairs and territory is a big decision that dragons do not make lightly. Chuth has migrated from home to home to avoid being tracked and killed by elves seeking retribution.

Deceit

Chuth always works for his own ends, and those who would trust him will find themselves on the wrong side of the deal, and possibly dead in the process.

DRAGOTHA

Wyrm of Worms

Scorned and seething, the dracolich known as Dragotha creaks about his worm-infested lair dreaming of revenge and retribution. Once a great red dragon, Dragotha was second only to Tiamat in Avernus, serving as her lieutenant and consort. But Tiamat's mercies and affections were not enough for the creature, who gave his allegiance to the wormgod Kyuss in exchange for immortality. Deceived on both sides, Dragotha was subsequently slain by Tiamat and her followers, then brought back by Kyuss in keeping with their bargain—but to the cursed existence of undeath. Banished from Avernus, he has since dwelt with imprisoned Kyuss in his Tabernacle of Worms temple in hopes of bringing the wormgod back to power, and his precious red dragon form with it.

There has been much scholarly debate as to the origins of Dragotha and even where he resides. Some believe him a jealous and jilted lover of Tiamat, killed and banished in undeath to the Cold Marshes. Others claim he was a betrayer and failed usurper of the Queen of Dragons, now living in allegiance to a dark god in the Rift Canyon. The only thing that is certain is that Dragotha is a force of hatred and destruction who sits upon a hoard of untold wealth. The creature is believed to be armed with an unusual set of weapons, even for a dracolich, including a bite that paralyzes, claws that cause disease, and multiple breath weapons, the most devastating of which is a "death wind" of necrotic energy that can not only kill but raise its victims as mindless undead followers. He is also rumored to wield an array of complex and devastating spells. With so much power at his disposal, it's no wonder that Dragotha has vowed to never serve again, but to only be served.



Drakanmen

Warriors who have passed into undeath courtesy of Dragotha's death wind are known as drakanmen. Rather than completing their noble quest to end the dracolich's tyranny, they instead spend eternity serving the creature as walking dead—at least until their bodies mercifully crumble and turn to dust.



Wormcrawl Fissure

For years, adventurers wondered about a provocative clue found on a well-circulated map of dreaded White Plume Mountain: “BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON, WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT.” Those who followed the prompt northward would find a section of Rift Canyon known as Wormcrawl Fissure, and within it the cursed lair of Dragotha.

“There are no words in the common tongue to express the utter contempt I have for Dragotha. Once my beloved, he spurned my commands then traded away the perfect form I provided for the hollow shell of lichdom. Your betrayal still cuts deep. How great you were—how great you could have been! Instead, you choose to dwell among lowly worms and slime, a fitting coda to your miserable existence. You are truly the worm of wyrms.”

—Tiamat



PROFILE

Name Dragotha

Realm Oerth

Type Dracolich (former red dragon)

Home Wormcrawl Fissure of Rift Canyon / Cold Marshes, Northern Flanaess

KEY ATTRIBUTES

Entitlement

The affections of Tiamat are more than enough for most chromatics, yet Dragotha wanted more and broke her commands and trust to get what he thought he deserved.

Ambition

Only immortality would quench Dragotha's thirst for power and he allied himself to another god to bring it about.

Wrath

Since his banishment from Avernus, the denizens of the Material Plane have paid the price. For those who would invade his dismal lair, his wrath and destruction know no limits.

Patience

For thousands of years, Dragotha has waited for his moment of restoration and revenge. He believes bringing about the Age of Worms through the return of Kyuss will achieve his ends.

EBONDEATH

Chardansearavitriol

Jaded and reclusive, the dracolich called Chardansearavitriol sleeps restlessly in his dank mausoleum waiting for ascension to godhood. Nicknamed "Ebondeath" by those he terrorized for years along the Sword Coast, it is unknown whether this moniker was prophetic or merely descriptive. Originally a black dragon of immense power, mighty Ebondeath laid claim to the notorious Mere of Dead Men, making his lair in the ruined fortress of Uthtower. But worldly wealth and domination wasn't enough for the spiteful creature—nothing short of immortality would do. This he found among the followers of Myrkul and the Cult of the Dragon, where the creature voluntarily underwent the ritual of lichdom. Soon, a sect of his own formed, its cultists serving god-to-be Ebondeath's every need, even beyond the span of their own lives and into undeath.

For Ebondeath, undeath proved an unsatisfying existence—only ascension to godhood would suffice. Yet, alliances with cruel gods have equally cruel ends. In a celestial event known as the Eye of Myrkul, the dragon's undead form inexplicably disintegrated into dust and bones, even as the creature's spirit was still tethered to the remains. Centuries passed before a renewed interest in the creature arose from members of the Cult of the Dragon, who unearthed the tomb, seeking to return the great dragon to corporeal form. Rumors persist that heroic adventurers have since destroyed the creature's dusty remains, while others maintain his spirit carries on through the possession of an equally foul creature: the ancient green dragon Old Gnawbone.

“I, Chardansearavitriol the Ebondeath, have returned! Praise be to Myrkul!”

—Ebondeath



Mere of Dead Men

Located south of Neverwinter, between the High Road and the Sea of Swords, is t cursed expanse known as the Mere of Dead Men. A massive coldwater swamp, th area lives up to its name for it is infested with all manner of foul creatures, includ the wandering undead remnants of explorers long past. There, within the ruined fortress of Uthtower, Ebondeath silently stirs.



Myrkul

Cold and uncaring, Myrkul is the Faerûnian god of death. Sometimes called the Lord of Bones or the Reaper, it's believed that Myrkul meets the souls of those who have expired and escorts them to Kelemvor for final judgement. It was through Myrkul's intervention and favor that Ebondeath could be returned to the living.

"Ebondeath the fool! Ebondeath the infidel! How little this creature understands dragonkind. To be given such a perfect form as the black dragon, only to throw it away to hollow lichdom. I cannot deny admiration for this creature's ambition for godhood and immortality, but I am infinitely more sickened that it was at the expense of his own precious flesh—blasphemy! Your dealings with cold Myrkul have and will be your undoing. May your disembodied spirit never find rest, but only blow away in the wind."

—Tiamat



PROFILE

Name Ebondeath / Chardansearavitriol

Realm Toril

Type Dracolich (former black dragon)

Home Uthtower / Mausoleum of Ebondeath, Mere of Dead Men

Died 922 DR (converted to lich) / 1202 DR (disintegrated)

Returned to Life 1485 DR

KEY ATTRIBUTES

Cruelty

In his early days, Ebondeath took great joy in terrorizing nearby settlements along the Sword Coast and devouring orc bands from the Sword Mountains.

Ambition

Playing on the creature's ambition, a priest of Myrkul convinced Ebondeath to undergo the ritual that turned him into a dracolich.

Spite

Few dragons have such disdain for humanoid accomplishment as Ebondeath. For him, his Uthtower lair is a pleasing remnant and reminder of their failure.

Desperation

Long alone and disembodied in his mausoleum, Ebondeath will make whatever deal necessary to return to a corporeal form and continue his quest toward godhood.

ELDENSER

The Lurker

Calm and curious, the spirit of the great amethyst dragon called Eldenser forever watches from the gleaming blades of adventurers. Once an amethyst greatwyrm of immense power, he frequently traversed the wilderlands of Faerûn's north Sword Coast observing people and dragons alike from a distance. Today, it is believed that his frail and crumbling body lies perfectly preserved in Waterdeep's City of the Dead even as his great sentience jumps silently from blade to blade as a draconic shard, granting him a sort of immortality. A loner even by dragon standards, little is known about the goals of this mysterious creature although he is thought by most sages of the north to be wise, patient, and good-natured. His solitary interest seems to be observing and learning about all living things, especially as they pass through different stages of life.

Sometimes called "the Worm Who Hides in Blades," Eldenser is obsessed with observation and the study of cause and effect. However, that doesn't mean he is always on the sidelines, as he once told a Harper: "I prefer to watch the strivings of others and act only when I must." A known pacifist, the creature has vigorously avoided contact with other dragons, though when he has been brought into conflict he is as fearsome and wily as any greatwyrm. According to Baldur's Gate sage Velsaert, Eldenser's experience with other dragons has been one of "a parade of friendly hidings—but ready deadliness." Many foes have learned this lesson the hard way, from cruel dragons to evil wizards, especially those who serve the Cult of the Dragon.



City of the Dead

While Eldenser is best known as a draconic shard that inhabits various blades, his ancient corporeal body still lives. Preserved in a magically protected vault in Waterdeep's scenic park and cemetery ward known as the City of the Dead, the crumbling and many whiskered form of Eldenser rests and waits.



Floating Sentience

As a draconic shard, Eldenser spends his time in a constant state of transit. Sometimes he imbues the blades of brave adventurers, other times lowly cooks and butchers. Only rarely will the creature speak up or interfere in conflict, but when he does he can all but ensure victory for his wielder. Unfortunately for his stewards, he jumps from blade to blade frequently and never stays long, especially for unrighteous owners.



"You are neither here nor there
but everywhere You dwell in hard steel, yet soft
in your care You are master of patience, yet act
when you must You observe every moment, yet
your form will not rust Who are you?"

—Sardior



PROFILE

Name Eldenser / The Lurker / The Worm Who Hides in Blades

Realm Toril

Type Amethyst greatwyrm / draconic shard

Home City of the Dead, Waterdeep / various blades

KEY ATTRIBUTES

Curiosity

Like his progenitor Sardior, Eldenser is a lover of riddles and hidden knowledge. Some believe it is the dragon's insatiable appetite for information that has kept his ancient body and sentience alive over the ages.

Wisdom

Centuries of silent observation have done much to build Eldenser's discernment over time. According to one Harper he "sees much, and never forgets anything."

Might

Whether in his original greatwyrm form or as a draconic shard imbuing a weapon, Eldenser wields an arsenal of weapons, including nearly unmatched psionic powers.

Patience

While Eldenser's ends are unknown, all accounts suggest that he has spent millennia watching and gathering information in order to complete his ultimate quest. His patience also applies to conflict, where it is said the dragon is notoriously hard to draw into battle.

HAVARLAN

Barb of the Talons of Justice

Virtuous and brave, the silver dragon known as Havarlan flew headfirst into battle, risking her very existence to protect all that is good. Dubbed the "Barb" of the Talons of Justice, she led that righteous silver dragon order of self-proclaimed "paladins," who oppose evil and tyranny in all forms. A committed follower of Bahamut, Havarlan wielded powers usually reserved only for priests and warriors of faith, such as magical protections from evil and the ability to terrify and turn away the undead. She was equally zealous about the platinum dragon's Ptarian code, devoting her "life and breath" to uphold its virtues of justice, goodness, and honor.

A fierce protector of humanity, Lady Havarlan was known to travel the Realms in the polymorphed form of her favorite species, usually a powerful female warrior with silver-blonde hair. Without a lair to guard, the mighty silver endlessly wandered and watched for acts of tyranny, and always answered the call when the forces of good united. When the lich Sammaster, founder of the Cult of the Dragon, triggered a "Rage of Dragons"—an event where dragons are afflicted with uncontrollable, destructive madness—Havarlan played witness to the tragic battle between the golds Lareth and Tamarand for the King of Justice position, then bolstered the new King's ranks in the ensuing conflicts against Sammaster and his dragons. Havarlan led her beloved Talons of Justice into the final battle, where she charged Sammaster to break down the lich's nearly impenetrable magical defenses, losing her life in the process. Her heroic efforts allowed her allies to defeat the lich and finally end the Rage.



Rage of Dragons

Long ago, a group of powerful elven mages created a magical ward to protect Faerûn from the ongoing threat of dragons, which came to be known as the Dracorage Mythal. It is believed the mythal harnessed the power of a rare, but recurring comet called the King-Killer Star, which would drive all true dragons into an uncontrollable rampage of madness when it appeared over the Realms. When Cult of the Dragon founder and lich Sammaster bound his phylactery to the mythal capstone, it triggered a Rage of Dragons independent of the celestial event. Sammaster would use the year-long Rage to attempt to seize control over all dragons and Toril with them, but failed due to the valiant efforts of an alliance of brave metallics and humanoid heroes.



The Ptarian Code

Thought to be developed by Bahamut himself, the Ptarian Code is a strict honor system adopted as the traditional oath taken by the King of Justice. Over time, the honor system became popular among gold dragon society as well as their greatest allies, the silver. Its primary tenets are justice, goodness, and honor. Today, no group of dragons takes the code more seriously than the order of silver dragon paladins known as the Talons of Justice.



"Brave and righteous Havarlan, you were truly a servant after my own heart. Your honor was like the icy mountain about which you perched, untouchable and immovable. Your justice was like the sun that reveals all sin and sends the wicked into shadows. Truly, my sterling daughter, you were silver in body, yet gold in heart. May you know peace in your rest as you knew honor, justice, and glory in life."

—Bahamut



PROFILE

Name Havarlan / Lady Havarlan / Barb of the Talons of Justice

Realm Toril

Type Ancient silver dragon

Home Faerûn (wandering)

Died 1373 DR

KEY ATTRIBUTES

Bravery

When the powerful lich who summoned the Rage of Dragons needed to be stopped, Havarlan was first in line to meet the call.

Honor

A committed follower of the Ptarian Code, Havarlan valued justice, goodness, and honor above all else.

Charity

A paladin of Bahamut, Havarlan sought not wealth, nor to expand her hoard, but instead she donated her treasure to his cause and glory.

Justice

Havarlan valued law, order, and justice above even kindness and mercy, and her battle-scarred form proved it.

HEPHAESTUS

Velcuthimmorhar

Slothful and proud, the red dragon named Velcuthimmorhar lived (and breathed) to build his hoard of untold wealth. Dubbed "Hephaestus" by the merchants of nearby Mirabar, who compensated the dragon handsomely for melting their ore with his scorching breath, the creature was enslaved by greed. However, his vanity and temperament sometimes got the better of him, which resulted in him occasionally eating his patrons out of spite, boredom, or hunger. Such was the way of things for generations with Hephaestus, but his story got much more complicated from there.

Legend has it that Hephaestus left his great lair near Mirabar and relocated to the lands of Erlkazar. There he, or perhaps a dragon of the same name, was fooled by adventurers into using his devastating breath to destroy a powerful sentient artifact known as the Crystal Shard, but blinded himself in the process. Some years later, strands of the magical force called Mystra's Weave descended upon the creature's lair, reviving aspects of the Crystal Shard as well as an insidious mind flayer named Yharaskrik, who had died there during the battle over the artifact. Through a strange sequence of events, Hephaestus became a dracolich and merged his essence with both the Crystal Shard and Yharaskrik, becoming a unified malevolent force known as the Ghost King. A gatekeeper of the Shadowfell, the Ghost King was not only imbued with the powers of these notorious entities, but it also shared their ambitions. It bore the dragon's raging thirst for revenge, the illithid's unquenchable thirst for domination, and the Crystal Shard's age-old desire for destruction. It took all the talents of the legendary drow ranger Drizzt Do'Urden and his friends to end the Ghost King—and Hephaestus by extension—for good.



Fiery Hubris

Hephaestus' pride got the better of him more than once. He was convinced by Drizzt Do'Urden to demonstrate the power of his breath weapon, which created the diversion needed to allow the drow's friends to escape. The next ruse would be more costly, when he was fooled by the drow mercenary Jarlaxle into destroying the Crystal Shard with his breath, as the power from the artifact blinded him in the process. The third time, however, was the charm, when the mind flayer Yharaskrik tricked Hephaestus into releasing his fire upon a strand of Mystra's Weave, which brought about his transformation into a dracolich.



The Crystal Shard

It was assassin Artemis Entreri, drow mercenary Jarlaxle, and cleric Cadderly Bonaduce that set Hephaestus on the course of his final demise, when they brought the crystalline entity known as Crenshinibon, or the Crystal Shard, to the dragon and tricked the creature into incinerating it. Ironically, it would be Crenshinibon that was arguably the first among equals when the triune force called the Ghost King was formed.



“Foolish Hephaestus, how I pity you. You have all the gifts of my greatest son, yet you cavorted with mortals only to be fooled into your own demise! How much better to incinerate than haggle. Worse, you labored for the coin of men. You are red! You take, you do not ask, nor barter! What could prove your supremacy more than unleashing devastation, yet you traded in blustery words and vain demonstrations all to your undoing—even fooled into undeath! Only your hoard ever pleased me, and now it lies scattered across the Realms, paying for the cheap drink and lodging of over-bold adventurers. You are indeed so much more ghost than king.”

—Tiamat



PROFILE

Name Velcuthimmorhar / Hephaestus / The Destroyer of Cockleby / Devourer of Ten Thousand Cattle / He Who Crushed Angelander the Stupid Silver

Realm Toril

Type Ancient red dragon

Home Mirabar / Erlkazar

Died 1385 DR

KEY ATTRIBUTES

Sloth

It was known that Hephaestus had grown too lazy to venture out of his lair near Mirabar and he instead chose to grow his hoard by contracting out his fire to nearby blacksmiths and merchants.

Pride

The need to continuously prove his dominance and superiority through fire resulted in irreparable damage to his body and ego.

Indiscretion

Said by some to be "stupid," Hephaestus seemed to prove it every chance he got, even as the stakes got higher. The last manipulation at the hands of Yharaskrik cost him his mortal life.

Talent

While the dragon was a creature of many flaws, he was also one of exceptional gifts. This included a devastating breath weapon capable of destroying nearly invincible artifacts as well as various magical powers of polymorph and transmutation (or so he boasted).

ICINGDEATH

Ingeloakastimizilian

Greedy and slothful, the white dragon called Ingeloakastimizilian was as cold-hearted as the glacier he called home. Dubbed "Icingdeath," by the settlements of Icewind Dale and the Reghed barbarian tribes he terrorized for generations, the greatwyrm was despised, feared, or revered by all who lived near his great frozen lair. In days gone, many ambitious barbarians set out to defeat the dragon and capture his extraordinary treasure hoard, but none had ever returned until a brave young barbarian from the Tribe of the Elk named Wulfgar took on the challenge, aided by a mysterious drow companion called Drizzt.

Hidden at the base of Icewind Dale's great Reghed Glacier near the Evermelt hot spring was the lair of the white dragon called Icingdeath. There, buried beneath layers of frost and ice, gleamed the dragon's hoard of untold wealth, piled high with golden coins, clear gems, and powerful magical weapons and artifacts. As if a treasured statue himself, the dragon lazily dozed on top, seemingly frozen in place. As slothful as he was greedy, his raiding days were long past, and he spent most of his time sleeping in his lonely ice cave, only rarely opening his cold blue eyes to re-count his coins. His contentment and arrogance would eventually be his undoing when the intrepid adventurers Wulfgar and Drizzt came to visit. Even then, his many sins weren't fully paid off. More than 100 years after his death, he would find a tortured second life as a skeletal dragon when he was raised by Hedrun Arnsfirth, the Ice Witch.



Icingdeath's End

Barbarian Wulfgar earned himself the nickname "Dragon's Bane" after defeating Icingdeath. With the help of Drizzt Do'Urden, who temporarily blinded the drago Wulfgar managed to bring down a great icicle with his hammer that would impal the beast.



The Sword of Drizzt

After Icingdeath was defeated, Drizzt Do'Urden retrieved a magic blade from the creature's hoard. Named Icingdeath after its former owner, the sword became Drizzt's right-hand blade, its keen edge and fire-resistant magic proving the undoing of countless foes.



"I could do nothing but smile when cold-hearted Icingdeath was born, for I saw in him all the things a white dragon should be. I made him larger and wiser than most of his kind, and he repaid me in full with unmatched brutishness and cruelty. But what pleased me most was his unquenchable thirst for finer things. He glorified me through greed—his raids were so numerous and relentless that no settlement or encampment upon the frozen tundra was ever safe. And yet, always unsatisfied, his righteous lust for wealth burned until he achieved a hoard of unmatched proportions. He should have spent his well-earned winter years marveling over his treasure—how bitterly I lamented his demise at the hands of the unworthy! Fear not, dear Icingdeath, for my vengeance will be as inexorable as a howling blizzard."

—Tiamat



PROFILE

Name Ingeloakastimizilian / Icingdeath
Realm Toril
Type White greatwyrm
Home Evermelt Area of the Reghed Glacier, Icewind Dale
Died 1356 DR
Raised to Undeath 1485 DR

KEY ATTRIBUTES

Sloth

Retired from raiding long ago, Icingdeath spent years dozing frozen upon his hoard.

Avarice

Beneath layers of frost and ice gleams a hoard of untold wealth—gold, light-colored jewels and powerful magic artifacts.

Power

Huge and long-lived enough to achieve the title of "greatwyrm," Icingdeath was armed with razor-sharp teeth and claws, a powerful barbed tail, and icy breath capable of freezing victims solid.

Arrogance

Generations of victory made the creature feel invincible, even letting his joints freeze over as he rested. His smug and slow reactions would cost him his life.

IGNIA

Fallen Flame

Huge and hateful, the red dragon called Ignia glides down from his flying fortress perch to devour Solamnic knights on the front lines of battle. The proud mount of High Master Kansaldi Fire-Eyes, the dragon is every bit as ambitious and ferocious as his rider. At less than 25 years old, what Ignia lacks in experience, he makes up for in size and strength, matching the proportion of many adults of his kind. His already substantial gifts of battle are bolstered by magically wrought barding he proudly wears about his head, chest, and arms, bearing the symbols and stylings of his precious dragon god Takhisis, better known as Tiamat.

Rumored to be a descendant of Ember, called Pyros, the legendary ancient red dragon mount of Lord Verminaard, Ignia makes his lair in the Tharkadan Mountains, near Pax Tharkas. Raised by the motherly red Matafleur, called Flamestrike, Ignia was born for the sole purpose of servitude and destruction. Trained from birth in the ways of Takhisis, the young red is already a devoted follower and seeks to be nothing less than general to the armies of the great Dragon Queen once he has proven his mettle. Leading the Red Dragon Army under Kansaldi against the great walled city of Kalaman will be the dragon's first true test.



Flame Fanatic

While Ignia's breath weapon lacks the range of some of his elder kin, it is nonetheless devastating to all within its blast. Unlike most red dragons who use t breath sparingly due to the immense energy required, Ignia spits fire at every cha he gets, whether on strafing runs or simply clearing the ground of enemies before setting down his massive form.



Kansaldi Fire-Eyes

Dark cleric and apprentice to Dragon Highlord Verminaard, High Master Kansaldi Fire-Eyes led the Red Dragon Army in its offensive through Solamnia and its siege upon the city of Kalaman. A fanatical follower of Tiamat in her guise of Takhisis, Kansaldi's ambition is matched only by her devotion to the hateful Dragon Queen. From her young red dragon mount Ignia, she hurls flames at enemies from her hands, a skill gifted to her by the Dragon Queen for her faith. However, her greatest pleasure is impaling foolish knights with her pike as she watches them bleed through her ruby left eye—a gem of seeing that reveals much.



"Young Ignia, how brightly your ambitions burn! Descended from greatness, you need no schooling to understand your superiority over all living things. Never forget, you are red and entitled to rule! Ceaselessly feed your anger, feed your desires, and feed your great body so that you can grow into the awesome creature I have destined you to be. Your path is as bright as flame, fierce Ignia. Follow my hateful ways and there will indeed be a place for you in my court of the coming age."

—Tiamat



PROFILE

Name Ignia
Realm Krynn
Type Young red dragon
Home Tharkadan Mountains, Thorbardin

KEY ATTRIBUTES

Ambition

Though young in years, Ignia has ambitions greater than most adults many centuries his senior.

Wrath

Ignia views inexperience as his strength, as the dragon is both fearless and temperamental, often allowing his unbridled wrath to dominate on the battlefield.

Gluttony

It is believed that Ignia's insatiable appetite is at least partially responsible for his prematurely large size. He has already managed to clear the fields of Klanath of all its wild herds.

Obedience

Trained from birth to follow and serve the ways of Takhisis and her chosen Dragon Highlords, Ignia wouldn't think to disobey, unless of course the reward was great.

INFERNO

Imvaernarhro

Arrogant and aloof, the red dragon known as Imvaernarhro perches in his mountain lair, silently watching the broken world with perverse pleasure. Nicknamed "Inferno" by smallfolk, the dragon is aptly named for he boasts not only a breath weapon of fiery devastation, but can produce similar results through his nearly unmatched mastery of fire magic. He demands little of the world, and the world gets back even less in return. He has a voracious appetite but with access to a magic portal that brings him to a private Faerûnian reserve teeming with tasty wild beasts, he has little trouble filling his massive belly.

With treasures beyond imagination, the elder greatwyrm spends much of his time these days studying the secrets of Netherese magic, as well as observing worldly failures for his own entertainment, even employing scrying magic to get the juicy details. From wars, famine, and disease, to affairs, betrayals, and murder, it's all a scintillating show for this twisted creature. And when the plot gets too dry, depraved Inferno will gladly spice it up, but rarely through physical intervention. Rather, he prefers to stir the pot by planting the seeds of discord among his agents, with whom he communicates through magic. A denizen of the lofty Star Mounts, mighty Inferno quietly holds court in an anonymous side-peak, keeping watch over his many nearby lairs and hoards.

Wizard Elminster Aumar, the legendary Sage of Shadowdale, has estimated the dragon's wealth at "at least a dozen million,"—the well-earned spoils from a lifetime of plunder. Whether true or not, the dragon's reclusiveness has made him the subject of many a rumor. One such tale is that he dwells with his massive hoard upon Angaroth, the highest peak of the Star Mounts. The truth is far more insidious. After conquering that location from a rival dragon, he transformed it into a decoy lair full of deadly obstacles and death traps to lure

ambitious adventurers, and watch them suffer painful deaths for his own enjoyment. Such is the twisted nature of the dragon called Inferno.



The Star Mounts

A towering range of peaks set deep within the High Forest, the Star Mounts are th perfect home for a reclusive red dragon. Located northeast of Waterdeep, the mountains are virtually inaccessible to all but the bravest explorers, while offerin endless views to soulless dragons who wish to look down upon humanity.



Master of Flame

Mighty Inferno possesses a mastery of fire, through both his scorching breath weapon as well as his practice of arcane magic. For his enemies, if his fiery breath weapon doesn't get them, his subsequent fireball spell probably will.



"Wonderous Imvaernarhro, the greatwyrm called Inferno! Now here is a creature with whom I find no fault; here is a creature whom I hatefully love. You hold the power of red in your mighty talons, but use your great talents of mind to bring about even greater destruction. You perch high over all things—your rightful kingdom—looking down upon human frailties without sympathy or remorse. They are but bugs to be squashed, and you squash them with such delicious cruelty and pleasure, even as you quench your infinite avarice with riches untold. You are surely a creature after my own blackened heart! Well done, my faithful son and servant."

—Tiamat



PROFILE

Name Imvaernarhro / Inferno
Realm Toril
Type Red greatwyrm
Home Star Mounts, High Forest

KEY ATTRIBUTES

Power

A red dragon as great and powerful as any, Inferno spent his younger years terrorizing residents of the Sword Coast with brute force in the interest of amassing treasure for his hoard.

Intellect

It is no surprise that red dragons possess great talents of intellect, but it is rare for any to fully exercise these abilities. Inferno's curiosity and hunger for knowledge has made him not only a force of raw power but also arcane magic.

Avarice

Inferno collected so much treasure over the centuries that it took multiple lairs to hold it all. Today his greed burns more for knowledge, secrets, and twisted entertainment.

Perversity

Inferno's desire to watch death and tragedy are beyond amoral, but downright perverse. He goes to great pains to exacerbate worldly troubles and then joyfully observe the bitter fallout.

IYMRITH

Doom of the Desert

Deceitful and ambitious, the ancient blue dragon called Iymrith stopped at nothing to achieve ultimate power. Her nickname, the "Doom of the Desert," was well-earned, for she destroyed all who dared set foot near her Anauroch desert home, but her reign of terror didn't end there. An adept wielder of ancient Netherese magic, this cunning creature could change her shape—a skill she used to infiltrate the storm giant stronghold of Maelstrom, thousands of miles from her lair. There, far beneath the Trackless Sea, she very nearly toppled giant society and the great cities of the north in the process. This lofty plan was just the beginning for Iymrith, whose hunger could not be sated by domination—only outright godhood would do.

Beneath the cold sands of a once-great amphitheater in the ruined Netherese city of Anarath, mighty Iymrith held court. A legion of gargoyle minions she created through her arcane powers swarmed the premises and attended to her every need, protecting her home and sizable hoard. Like most blue dragons, the "Dragon of the Statues," as she was sometimes known, was fiercely committed to her offspring: two adult dragons called Anaxaster and Chezzaran, who resided in nearby Ascore. She expected great things from them and would do whatever it took to ensure their ascension. In the meantime, she wreaked havoc across Faerûn and beyond through a combination of brute force and deceit to achieve all her wicked ends.



Cold as Stone

Protected by countless stone gargoyle minions, Iymrith made her lair beneath a ruined Netherese amphitheater in the abandoned city of Anarath, in the frigid are the Frozen Sea near the High Ice glacier.



Scheming Shapeshifter

Iymrith was not only a mighty dragon, but a skilled sorceress who could change shape into a storm giant. She used this power to infiltrate the storm giant rulers of Maelstrom, where she brought about the death of their queen and kidnapping of their king. She then nearly manipulated the remaining princesses into an all-out war with the Lord's Alliance and smallfolk everywhere.



"How could I hate such a hateful and ambitious creature as fair Iymrith? My blue daughter, she pleased me as much with her taste for destruction as she did her skill with deceit. A joyous day when she discovered the secrets of Netherese magic—so unworthy they were to keep it, so clever of her to have gained it. With a legendary hoard and army of stone, so close she was to achieving her delicious designs: The end of giantkind and humanity alike—two mighty birds with one stone! Alas, how dreadful was her end among the dastardly storm giants—may their cowardice ring eternal through the halls of foolish Annam."

—Tiamat



PROFILE

Name Iymrith / Doom of the Desert / Dragon of the Statues / Blue Dragon of the Chill Sands

Realm Toril

Type Ancient blue dragon

Home City of Anarath, Anauroch Desert

Died 1485 DR

KEY ATTRIBUTES

Ambition

Once Iymrith discovered the secrets of ancient Netherese magic, her ambitions swelled from worldly power to eternal godhood.

Cunning

Armed with powerful magic, Iymrith worked smarter, not harder. She created gargoyle minions from her fallen enemies to serve her every whim. Meanwhile, her ability to change her form enhanced her abilities of espionage and subterfuge.

Envy

As a mighty blue dragon, there was little Iymrith could not obtain by wealth or force, but it was what she couldn't have that drove her. The greatest object of need for her hoard was the legendary Wyrmskull Throne—the literal and figurative seat of Storm King Hekaton's power.

Pride

Unwilling to abandon her lair and massive hoard in the face of a storm giant attack of retribution, Iymrith's pride would ultimately cost the dragon her life.

KLAUTH

Old Snarl

Fearsome and cunning, the ancient red dragon known as Klauth rests high on a ledge over his vale watching foes near and far. With a visage that gained him the nickname "Old Snarl," the creature is a force of both strength and brilliance. Massive and agile, his body is covered in scars from victories long forgotten, but it is not the dragon's brawn but his brains that really set him apart. A sorcerer of immense power, there are few arcane spells the creature cannot master, but enchantments of scrying and deceit are among his favorites. From his great lair he spies incessantly on the happenings of the world, looking for any opportunity to dominate and conquer. For generations, he has had his sights set on Waterdeep, and he waits patiently for the inevitable missteps of rival dragons and giants to make his move.

Few dragons have made more enemies than Klauth, the Wyrm of the North. Widely hated and feared by inhabitants from Mirabar to the Sword Coast, his true rivals are far more his match: other dragons, with whom he finds no love due to his propensity for feasting upon their eggs and hatchlings. Among his greatest enemies are the crystal dragon Saryndalaghlothtor, called the Axemother, who foiled his attack upon Mirabar, as well as the song dragon Taraunramorlamurla, who continually foils his claim on Waterdeep. Nearly all others he can easily vanquish by any method he chooses—teeth, claws, or fire, but he often chooses to save his breath and exercise his mind instead. He has learned to master wands of fire and lightning, which he wields in his great wing claws while flying. A brilliant tactician, his ultimate ends are anyone's guess, but control and domination are always a good bet for a red such as Old Snarl.



Desolation of Mirabar

Ever the tyrant, Klauth's infamy grew to new heights during the so-called Rage of Dragons, where he devastated the uppercity of Mirabar. If not for the intercession of the crystal dragon Saryndalaghlothtor the dwarven undercity would've fallen also. The taste of defeat is still bitter upon Klauth's ashen tongue, and a dastardly plan for revenge is surely in the works.



Klauthen Vale

Named for the dragon who rules it, Klauthen Vale is a pristine and idyllic vale north of Luskan, set at the foot of the Spine of the World. A strange quiet hangs in the air, as does the scent of sulfur. Great herd animals—many transplanted from across the Realms—roam the valley among the charred bones of their ancestors. This is the home of Klauth, the Dragon of the North.



"I have made few dragons like great Klauth. Might, magic, and ambition, you embody what it means to be a red. And yet, your accomplishments are unworthy of your talents. How can it be that a creature such as you could be relegated to a quiet vale and not be conquerer of a great country? What cruel trick of fate has prevented you from living up to your potential? Why do you wait and watch, when you could terrorize and take? You vex me, my son, and I hate you and love you all at once."

—Tiamat



PROFILE

Name Klauth / Old Snarl / Dragon of the North / Wyrm of the North

Realm Toril

Type Red greatwyrm

Home Klauthen Vale, Northwestern Faerûn

KEY ATTRIBUTES

Might

Few dragons have such gifts of strength, dexterity and size—Klauth has it all. He is said to be "one of the largest and most fearsome red dragons ever known to Faerûn."

Brilliance

While mighty by any standards, it is Klauth's mind that differentiates him from his red siblings. A master of arcane magic, Klauth is both wizard and warrior.

Cunning

Known to fool other dragons out of their lairs to consume their eggs, his powerful scrying magic allows him to keep tabs on virtually everyone and everything. It is said he has greater knowledge of the happenings of the North than any other living creature.

Ambition

Klauth's ambition is as great and concealed as the legendary hoard he keeps beneath Klauthen Vale, but all signs point to domination over the great cities of humankind.

LENNITHON

Blue Bane of Greenest

Menacing and merciless, the blue dragon known as Lennithon rains down lightning upon the residents of innocent country villages. Called the "Blue Bane of Greenest," and the "Demon of Xonthal's Tower" by those he terrorizes, the creature is loyal to the Cult of the Dragon and committed to their mission of rescuing Tiamat from her prison in Avernus. However, Lennithon is also savvy and resourceful and knows when to keep his distance or even abandon a fight, choosing always survival over sacrifice. When forced into direct conflict, his foes will be sorry to learn that he bears all the deadly gifts of a blue dragon including a devastating lightning breath that he uses to singe his enemies from a safe distance.

Lennithon scoffed when Cult of the Dragon leader Severin Silrajin summoned the great blue dragon to join in the assault of Greenest. Gathering treasure for Tiamat from provincial villagers, especially so far away from his Anauroch Desert lair, seemed a lowly task for such a great dragon. Said to be kin of legendary Iymrith, Lennithon was no doubt made for grander things. Still, ever the opportunist, the savvy blue dragon played his part, knowing it far better to be on the side of Tiamat when she returns. When Lennithon received a message from another cult member to come to their aid at nearby Xonthal's Tower, he was far more willing. Bothersome, yet formidable adventurers had reportedly stolen the fabled Blue Dragon Mask—an artifact that held sway over the creature. There, the dragon was more intent on destruction, but still only willing to go so far. Wily Lennithon well understands that dying before Tiamat's triumphant return is nothing but a fool's errand.

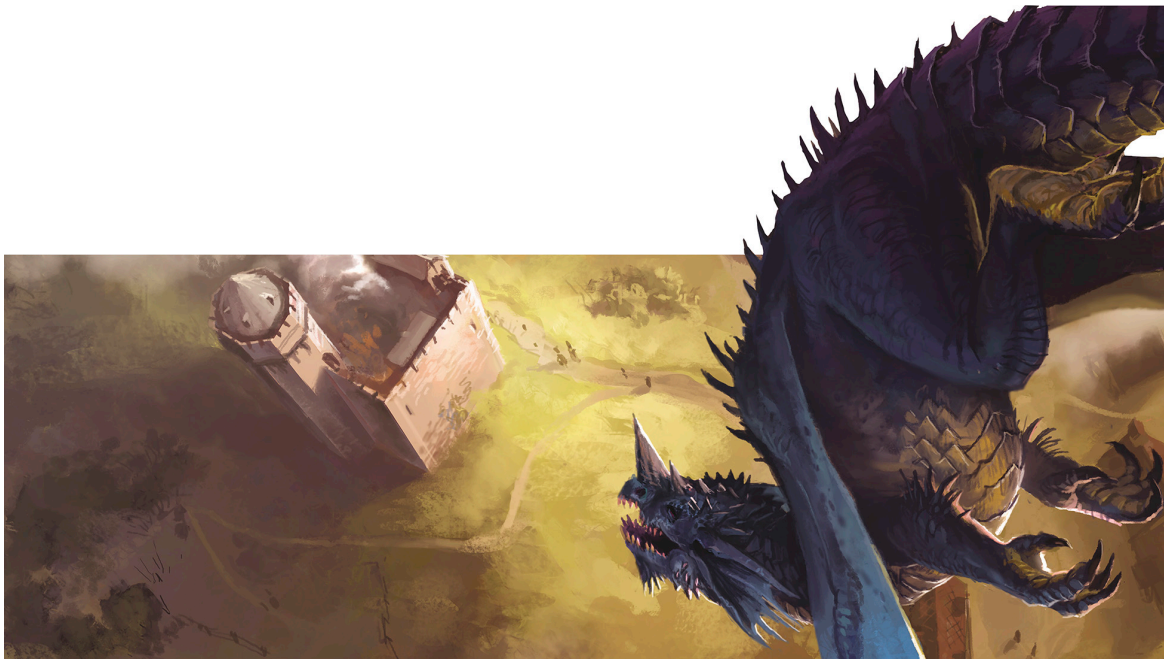


Tenuous Ties

Like many dragons, Lennithon has an uneasy alliance with the Cult of the Dragon. While he is committed to their current goal of bringing Tiamat to the Material Plane and will come to the Cult's aid when called, their beliefs and ends have often been inconstant and untrustworthy over time. Lennithon loves the idea of dragon rule and immortality, but remains undecided on whether dracolichdom is a proper path for a creature so majestic.

“Mighty Lennithon, my glorious blue son! How pleased I am to see you come into your own in vanity, greed, and violence. You kill without mercy and come to my aid without question. What more could I ask of my worthy servant? Know that I see your noble work and even now store riches for you in my fiery lair. Continue your quest, dear Lennithon, to rescue me from my chains and I’ll see to your proper place in my ranks and my kingdom.”

—Tiamat



PROFILE

Name Lennithon / Blue Bane of Greenest / Demon of Xonthal's Tower

Realm Toril

Type Adult blue dragon

Home Anauroch Desert, Northern Faerûn

KEY ATTRIBUTES

Menace

Lennithon knows when to work smarter instead of harder and sometimes lets his terrifying presence do the work for him, rather than wasting his potent lightning breath.

Pride

Menial tasks for the Cult of the Dragon are beneath him, but he understands it is safer to demonstrate his loyalty to Tiamat ahead of her return instead of after.

Malice

This creature cares not for the lives of humanoids and indiscriminately rains down destruction when ordered by the Cult or otherwise required.

Savvy

The blue dragon knows when to keep his distance and stay out of harm's way, especially if a cause is not his own.

MIIRYM

The Sentinel Wyrm

Lonesome and longing, the ghost dragon called Miirym wanders the catacombs of Candlekeep restlessly keeping watch. Called the "Sentinel Wyrm" by the monks of the great library, her ghostly form patrols the keep's lowest chambers near the tomb of the powerful wizard who bound her there. For centuries she has honored her enchantment of penance to ensure the safety of the fortress, even beyond death. While her silver dragon body has long since withered away, she continues to wield many gifts of combat in her spectral form. However, it is said the tortured creature would much rather talk than fight. So desperate is she for news of the outside world, she has been known to start a conversation with enemies while engaged. Even as her sanity fades, she maintains the memory of a life she once knew, hoping to one day regain her corporeal form and fly once more above the cliffs of the Sword Coast.

The story of Miirym is every bit as tragic as the creature herself. Once a great silver dragon, Miirym was a free spirit who loved to soar high above the Sea of Swords. She was known to be mischievous, but there is some disagreement over the nature of her original crime. Some claim it was a break-in of the library fortress, while others suggest a playful frightening gone wrong—but in all cases, the result was the devouring of a group of Candlekeep scholars along with their priceless tomes. As a punishment, a great archsorcerer of Candlekeep named Torth set an enchantment upon Miirym that would bind her to the library as a protector for a period of 20 years.

Torth passed away 15 years later, but unfortunately his enchantment did not. The magical binding proved so powerful that wizards from across Faerûn were unable to dispel it. Even worse, the spell survived even Miirym's own mortal death, leaving the creature nothing but a ghostly form still bound to the keep. With failing hope

and sanity, she continues to look for an end to the curse, but she will usually settle for a kind conversation.

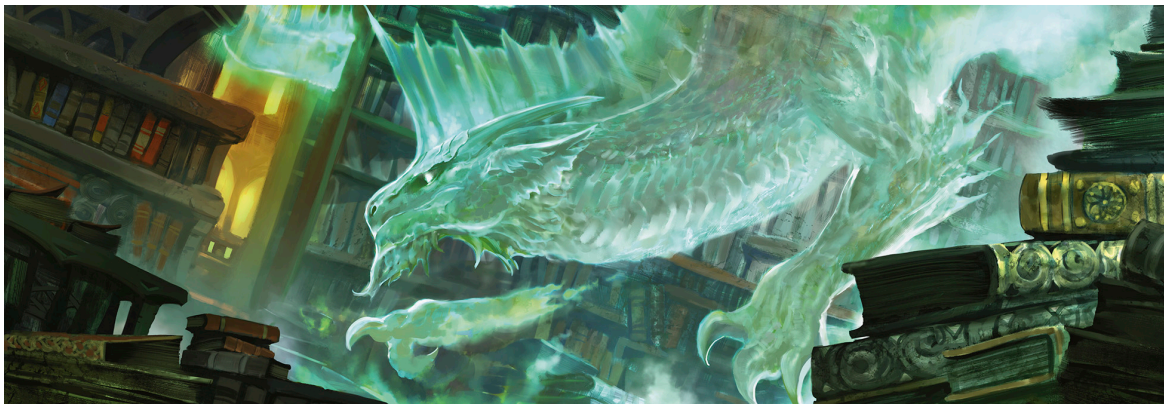


Candlekeep

A library fortress located on the coast just south of Baldur's Gate, Candlekeep is believed to be the greatest collection of books and knowledge on the face of Toril. It is also said to be impregnable, in large part due to Miirym's service. After many attempts to release the dragon from her bondage, the result was merely a modification of the enchantment. She can only travel a certain distance away from the tomb of the great wizard Torth, who is buried deep in the catacombs beneath the keep.

"Oh my silver daughter, how I wish to free you from your chains. Free and grand you roamed like the wind, but you forgot my teachings along the way. The burden of silver is great, like a heavy millstone, but you did not accept the weight nor heed the warnings. Your penance was due, but your penance was paid. Dearest Miirym you did not deserve your fate, but keep hope near, for all things rise, fall, and come to balance again. Then you will be free, as you were, as you should be."

—Bahamut



PROFILE

Name Miirym / The Sentinel Wyrm
Realm Toril
Type Ghost dragon (former silver greatwyrm)
Home Candlekeep, Sword Coast, near Ulgoth's Beard
Died 1182 DR

KEY ATTRIBUTES

Vigilance

Whether by duty or magic, Miirym has honored the powerful enchantment that has kept her bound to Candlekeep, ensuring the library and its most sacred works are kept safe.

Lethality

Once a powerful silver dragon, she now wields a different set of deadly weapons including an array of necrotic, cold, and paralysis breath weapons as well as a nasty bite from her spectral jaws.

Isolation

The centuries have been unkind to the creature, especially after shedding her corporeal form. Sometimes referred to as "lonely jaws," she has learned the hard way that few are eager to converse with a ghost.

Despair

Many wizards from across Faerûn have attempted to break her curse, but without success. She has little hope for change and her dearest wish is to soar above the Sword Coast once again.

NIGHTSCALE

Shadow of Khundrukar

Power-hungry and precocious, the young black dragon known as Nightscale perches atop her island of ill-gotten gain always on the lookout for more. Named by her troglodyte worshippers for the shimmering black scales about her frame, Nightscale prowls the caverns and underground waterways beneath Khundrukar devouring intruders and collecting tribute. Arrogant adventurers who think they are equal to the challenges of a young dragon will be disappointed to never meet her head-on, rather by vicious stealth attacks from the black, murky waters and occasional strafing runs from above. These tactics allow her to optimize her already formidable black dragon bite, claws, and acid breath.

It wasn't long ago that a nameless black dragon wyrmling navigated the waterways deep beneath Khundrukar, finally finding the perfect spot upon the Black Lake to make her lair. While the fortress above had been looted long ago, this particular black dragon had a special nose for treasure that would make even the keenest dwarf jealous. Over the next two decades, the dragon would find much of what had been cleverly hidden away by the original dwarven inhabitants—enough to fill a heaping island within her watery sanctuary. Meanwhile, those who had inhabited the ruins above began to speak of a cruel shadow that possessed the premises. Savvy duergar knew it to be a black wyrm and sagely offered tribute over the years to be left alone. However, troglodytes that inhabited the caves believed her to be something more—perhaps even a god worthy of worship. To this great creature, they gave the name "Nightscale," and have bowed to her ever since.



Khundrukar

Believed to be located northwest of Mirabar in the Spine of the World, Khundrukar is a legendary shield dwarf stronghold founded by the great smith Durgeddin the Black. The citadel was conquered long ago by orc invaders, but rumors persist of forge secrets and undiscovered treasures, including an enchanted greataxe bearing Durgeddin's smith-mark—now Nightscale's most prized possession.



Feared and Loved

Nightscale exercises her dominance over Khundrukar through a variety of means. Troglodytes of the upper cave region known as the Glitterhame worship the dragon as a god, while the duergar who control the foundry reluctantly pay the creature tribute to be left alone.



"You are indeed a promising specimen young Nightscale. You have no guide, yet your black dragon instincts are so pure and perfect. You joyously lair where men have failed. You find treasure so readily, where others have searched and scoured and found naught. Grow, my daughter, your hoard and your power, and seek me in the days when your reign grows beyond a mere fortress. The rewards will be great to those who serve me in the coming age."

—Tiamat



PROFILE

Name Nightscale
Realm Toril
Type Young black dragon
Home Black Lake, Khundrukar

KEY ATTRIBUTES

Greed

Nightscale lives for adding treasures to her growing island mound, extracting loot from ambitious adventurers by threat or by force.

Sloth

Though still young, Nightscale spends the majority of her time lazily resting upon her hoard of ill-earned treasure.

Cunning

While Nightscale may not be large, she can readily massacre a party of seasoned adventurers through a combination of guile and natural offensive gifts.

Vigilance

Born out of both curiosity and vigilance, the dragon is ever watchful of her lair, her hoard, and all that happens about the ruined citadel.

OLD GNAWBONE

Claugiyliamatar

Vicious and vain, the ancient green dragon known as Claugiyliamatar reclines upon her massive hoard polishing her aging scales. Her attention is fixed, however, on her collection of crystal balls, with which she continually watches the powerbrokers of Faerûn. Just as a humanoid may dangle a toothpick from their mouth, this cunning creature casually chews upon humanoid body parts and bones, a habit that earned her the nickname "Old Gnawbone" in bardic songs of the north. She delights in devouring ambitious adventurers wandering the wild, but her greatest pleasure is pulling strings unseen. Through her devoted followers, she manipulates markets, disrupts alliances, and stirs up all manner of political turmoil. With Old Gnawbone, it's never about wealth or worldly pleasures, but control.

A dragon of unique business savvy, Old Gnawbone employs an underground syndicate of spies among the great cities of Waterdeep and Neverwinter, used as pawns to gain her power. She takes such an interest in the politics and commerce of humankind it is said she covets magical scrolls and artifacts that aid her in shapeshifting into human form, in which she takes part in living out the protocols and pleasures of the race. When such options of shapeshifting are not available, she spends the rest of her time scrying from her lair in Kryptgarden Forest, longingly watching the most powerful ladies of the Sword Coast, even while maintaining her precious scales with an ointment of her own invention to keep her youthful sheen. It is rumored that her greatest dream is to be the human queen of Waterdeep, but she has of late seemed unusually set on destruction, perhaps due to a nasty case of possession at the talons of the dracolich Ebondeath.



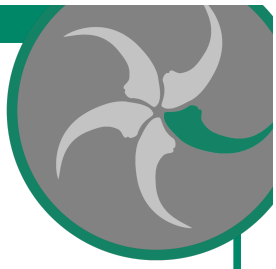
Kryptgarden Forest

Located at the foot of the Sword Mountains, due east of the Mere of Dead Men, is an ancient wood full of dwarven ruins known as Kryptgarden Forest. There, obscured by poisonous plants and deadly creatures, is a dank cave that glows green with powerful magic. Within this foreboding maw—the Deeping Cave—lies the lair of Old Gnawbone.



The Gnawbones

Claugiyliamatar's most devoted followers are a group of human druids called the "Gnawbones." Many live in the great cities of the Realms as undercover agents and spies, while others live with the dragon in Deeping Cave, tending to the lair's flora and fauna, as well as the creature's every need.



“You are truly my daughter of green, cunning Claugiyliamatar. Your great schemes, plots, and machinations please me well, great mistress of manipulation. Your taste for human flesh is legendary and worthy of the songs of men. But what is this talk of shape change and strange human ambitions? You know too well that humans are merely pawns to be played and used, not cavorted with on their own terms. Surely you do not wish to join their rank in such low regality, when true power awaits you in my dragon kingdom! Choose where your loyalties lie, green daughter, before the age of humankind ends in ruin and the time of Tiamat returns.”

—Tiamat



PROFILE

Name Claugiyliamatar / Old Gnawbone
Realm Toril
Type Ancient green dragon
Home Kryptgarden Forest, Sword Coast of Faerûn

KEY ATTRIBUTES

Control

Old Gnawbone's greatest treasures are not those of coin, but rather control over people and circumstances. She prizes most putting her devious plans in motion and watching as the pawns play into her sick and twisted schemes.

Intrigue

Few dragons have more interest in the commerce and happenings of humankind. It is said she even longs to be a powerful human ruler, but only on the condition that she retain her draconic powers.

Deceit

A master of manipulation, she is known for double-cross and legendary ruses, where she gains on the frontend, backend, and every other end of a deal.

Spite

Cruel and vindictive, Old Gnawbone is known to repay even the smallest slights with manifold interest.

PAZRODINE

Guardian of the Market

Wondrous and whimsical, the massive moonstone dragon called Pazrodine drifts about the sky lugging a colorful market caravan in tow. Sometimes referred to as the "Guardian of the Market," the magnificent creature is considered both a protector and administrator of the mystical Seelie Market. Once she lands the caravan safely, her vendor "children" are quick to set up a makeshift nest for the creature out of nearby sticks, leaves, and rocks so she can rest her tired wings before the fey market becomes a hive of commerce. Her presence alone is enough to keep law and order about the square, and when that doesn't work she employs peaceful diplomacy—always backed by the devastating breath weapons of a moonstone dragon, which can put targets to sleep, or irradiate them with a devastating beam of pure moonlight.

Most who visit Pazrodine at the Seelie Market come away awestruck, soothed, and confused. No one knows why or how the magnificent creature ended up chauffeuring around this strange caravan, but some have speculated that the allure is in constant travel and interacting with joyful fey merchants who help her experience life from new perspectives. While she is slow to answer such questions, she'll happily tell visitors about all the market has to offer in her soothing, if not hypnotic, voice. Some believe she maintains a lair-like connection to the market for she instantly knows if something has been pilfered. She can also perform a strange set of enchantments when in its presence, such as banishing creatures to other dimensions, overwhelming their senses, and even creating whirlwinds of fey produce from the many fruit carts.



Seelie Market

Traveling caravan markets are known for their rare and exotic goods, but few can equal the novelty of the legendary Seelie Market. From luscious Feywild fruits and rare trinkets to dangerous spells, whimsical toys, and even a fortune-teller wielding a Deck of Many Things, the Seelie Market has it all. This mystical marketplace literally drops from the sky courtesy of Pazrodine, who tows the wagons about clouds and planes. It can appear anywhere nature has dominion, but is most commonly held near Fey Crossings.

“This stone is not mine, yet maybe she is. You travel always, yet never leave home. You are mother to many, yet have borne no child. You watch over stalls, yet sell no wares. Your weapons are potent, yet you do no harm. Who is this creature?”

—Sardior



PROFILE

Name Pazrodine / Guardian of the Market
Realm Feywild
Type Moonstone dragon
Home Seelie Market

KEY ATTRIBUTES

Whimsy

Most moonstone dragons lose their Feywild whimsy over time, but Pazrodine remains as gregarious as a faerie dragon.

Diligence

While friendly and approachable, Pazrodine is protective of her caravan vendors and can become stern and intimidating at the drop of a (top) hat.

Peace

Wise and peaceful, Pazrodine is a kind and soothing presence to all she meets.

Mercy

Even those who would rob or harm her vendors will usually only find themselves pacified or forcibly removed in her clutches. She will exercise her gifts of violence only as a last resort, and it's unknown whether she ever has.

PROTANTHER

King of Justice

Righteous and wise, the gold greatwyrm known as Protanther tirelessly battles evil above and below the lands of Faerûn. Referred to as the "King of Ice," it is believed the creature, through his extraordinary magic, created the region known as the Great Glacier in an attempt to extinguish the evil spreading from the cursed realm of Vaasa. The one-time King of Justice, Protanther dwells high above the glacier, hawkishly watching from his ice-peak lair in the Novularond Mountains as new threats emerge below. When duty calls, his enemies quickly learn that his power in combat is virtually unmatched, while the justice he deals is swift and absolute. Protanther will not rest until tyranny is no more.

A force of goodness upon the world of Toril, Protanther keeps his great gold eyes fixed unblinkingly on wicked foes everywhere. He typically avoids humanoids, who he believes are unwise and always stirring up petty and nearsighted conflicts. His goals are much grander: to rid the world of evil, starting with the Great Glacier and Vaasa where he has dedicated centuries to containing white dragons, frost giants, and other foul creatures. As the former King of Justice, his contributions to dragon society have been considerable, and he counts powerful dragons, such as the Talons of Justice, his allies. His distaste for the ways of humans and elves does not, however, obscure his vision when trouble comes to Faerûn. When a band of adventurers sent by the Council of Waterdeep asked for his assistance in foiling the Cult of the Dragon in bringing Tiamat to the Material Plane, Protanther was first in line, leading a great council of metallics to end the threat.



The Way of Kings

As a former King of Justice, Protanther has maintained close relations with his successors, who have been equally wise and mighty. When he relinquished his title to Lareth, the great gold later repaid Protanther in spades when he had him placed in a magical slumber to protect him from the effects of the Rage of Dragons. Unfortunately, Lareth himself would succumb to the madness and lose both his title and his life in a tragic duel.



Novularond

Located at the heart of the Great Glacier is an icy mountain range known as Novularond. Sometimes called "Peaks-in-the-Ice," this range conceals the labyrinthine lair of Protanther. Said to contain a hoard of unimaginable size and splendor, it is the architecture that sets it apart. It is said that Protanther used his great magic to model each chamber after a great Faerûnian civilization that existed during the dragon's long lifetime, down to the finest stylings and architectural details.

"Wise and righteous Protanther, you are as dear to me as any of my shining sons. Your goodness is like a summer breeze blown over ice, melting even the coldest and cruelest of the world. Your strength is as a mountain, wondrous and unchanging. But what of days when the quest is over and evil is no more? Will your righteous blood no longer burn for justice, will your heart not long for new crusades? I pray you always follow my ways, and finally find that the greatest wisdom of all is peace."

—Bahamut



PROFILE

Name Protanther / King of Justice / King of Ice
Realm Toril
Type Gold greatwyrm
Home Novularond, the Great Glacier

KEY ATTRIBUTES

Majesty

As one of the greatest of gold dragons, everything about Protanther, from his appearance and power to his wise ways, is pure majesty.

Valor

Protanther will stop at nothing to rid Toril of evil, even at the cost of his own life, if necessary.

Greatness

His gifts of combat are virtually unmatched in the multiverse, yet his talents to shape and create with magic are greater still.

Sentiment

Over the centuries, Protanther has grown accustomed to seeing civilizations succumb to time and folly. Within the many rooms of his lair, he both honors them and uses them as reminders of the lessons learned from their failures.

RHASHAAK

Guardian of Haka'torvhak

Ancient and vile, the black greatwyrm called Rhashaak creeps about the ruins of the cursed jungle City of Haka'torvhak, restless and stewing. For millennia, the creature has faithfully upheld his duty to guard and maintain the ancient wards that keep imprisoned one of Eberron's greatest threats: Masvirik: The Cold Sun, demon lord of reptiles. But Rhashaak's plight is one of not only guardian, but also prisoner, for he too is bound to the city by powerful magic for this hateful purpose. Day by day, he grows in bitterness even as he gradually succumbs to the influence of the ageless fiend, no longer knowing whether his thoughts are entirely his own. Fittingly, he's been called of late both the "Guardian of Haka'torvhak" and the "Voice of the Cold Sun."

Worshipped as a god among the scalyfolk of Q'barra, it is believed that Rhashaak was once a dragon of virtue, owing his assignment to the righteous dragon order known as the Light of Siberys. His power is immense, yet frustratingly limited to the confines of the demon city where eons ago, during the Dragon-Fiend Wars, Masvirik and his fiend servants were defeated by the dragon army. Corrupted since that time by the inescapable influence of the demon lord, Rhashaak has increasingly given way to his baser instincts. Today, the creature is as loathsome and foul-tempered as any skull dragon, but it is unclear the degree to which he represents his own interests or those of the demon fiend he guards.



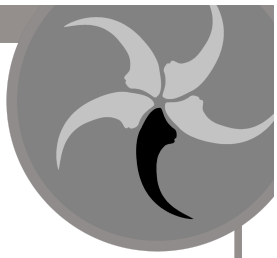
Haka’torvhak

Nestled deep in the foul jungles of Q’barra, carved out of the side of an active volcano, is the cursed City of Haka’torvhak. Called the “Throne of the Holy Dragons,” it was once the seat of Masvirik: The Cold Sun, an ancient demonic pow that lorded over the reptiles and lizardfolk of Q’barra. For ages, Rhashaak has jealously guarded the city and its enchantments to keep the ancient fiend at bay.



God and Servant

From the great Throne of Dragons Rhashaak is worshipped as a god by various tribes of Q'barra lizardfolk, kobolds, and dragonborn. His blackscale lizardfolk priests do his bidding inside and outside the city, including the recruitment of new followers and the maintenance of his kennels of dretch and other lower demons.



"Wretched Rhashaak, what a waste you are of your precious black scales. You were made to be a wyrm of darkness, not light! Yet you waste your great talents to serve a cause not your own. Masvirik is my kin, foul creature, and you dare keep him prisoner with the very gifts I have bestowed upon you! Ingrate and infidel! Repent now and give in to the voices that beckon you to your calling. Embrace the sweet song of the Cold Sun! Like me, you are a ruler imprisoned in your own kingdom, both ward and warden of a cruel prison. Break your chains of light and enter into my dark service where you belong."

—Tiamat



PROFILE

Name Rhashaak / Guardian of Haka'torvhak / Voice of the Cold Sun

Realm Eberron

Type Black greatwyrm

Home City of Haka'torvhak, Q'barra of Khorvaire

KEY ATTRIBUTES

Hatred

Cruel Rhashaak despises himself and his plight almost as much as he hates demonkind. From the great Throne of Dragons or the walls of the city's Demon Glass Hall, he sits and contemplates his miserable existence.

Ambition

Rhashaak's insistence on being worshipped plays both into his vanity and practicality. He believes if he can win enough devoted followers, he may yet escape his prison by means of godhood and ascend to the Eberron pantheon called the Dark Six.

Corruption

Already influenced by the dark instincts of Tiamat, Rhashaak's mind has become further corrupted over the ages due to the insidious will of the demon fiend he guards.

Brutality

It is rumored that Rhashaak demands that his priests prepare him elaborate sacrificial offerings of sentients, usually the demonkind he keeps in kennels.

RUNARA

Abbess of Dragon's Rest

Peaceful and patient, the bronze dragon known as Runara rests in her clifftop temple watching waves crash about the rocky shores. As the Abbess of Dragon's Rest, she passes on her accumulated wisdom to those who would seek her at the cloister she founded upon mysterious Stormwreck Isle. Those who make the hazardous pilgrimage will find a wise and kindly old woman with white hair and striking hazel eyes, who will welcome them with a blessing of Bahamut. Only once they gain her trust, however, will she reveal her true bronze dragon form along with her sage teachings. While firmly committed to her mission of peace, she bears all the great offensive gifts of the bronze and has regretfully had to use them in the past.

While Runara's abbey, Dragon's Rest, is committed to peace and reconciliation among dragons of all types and colors, Stormwreck Isle bears the scars of many bitter draconic conflicts, including one of her own. She originally came to the island to stop the great blue dragon called Eldenemir the Raging Storm from harnessing the island's extraordinary draconic magic. When diplomacy didn't work, she had no choice but to stop the dragon by force, killing him in the once-grand Clifftop Observatory, and ruining the complex in the process. Runara subsequently took a vow of non-violence and founded her cloister, where she seeks to pass on her peaceful teachings to all those who would hear them.



Stormwreck Isle

In ages past, a tyrannical red dragon was imprisoned deep beneath the Sea of Swords. Her rage and unquenchable fire ignited underwater volcanoes, which brought about the creation of Stormwreck Isle, a few miles off the northern Sword Coast. Suffused with powerful draconic magic, the island became a beacon for dragons of all types, leading to countless storied conflicts between metallic and chromatic foes. Both a dragon battleground and graveyard, some believe the site's draconic and elemental powers have virtually no limits and seek to harness these powers for their own ends.



Cloistered Kobolds

The residents of Dragon's Rest are as unexpected and interesting as its inscrutable abbess. A human botanist and a warrior-turned-mason help maintain the buildings and grounds, while the remainder are goodly kobold ascetics who sought out Runara to follow her teachings and ways.



“Runara, my bronze daughter, how well you understand the world. You have so often known pain, yet have always chosen the path of righteousness. Your wisdom is like the deepest oceans, so vast and infinite it is. You honor me with temples, but it is your heart with which I am most pleased, for you understand the wisdom and joy of peace. Take heart, dear daughter, for all things will come to balance in time.”

—Bahamut



PROFILE

Name Runara / Abbess of Dragon's Rest
Realm Toril
Type Adult bronze dragon
Home Dragon's Rest, Stormwreck Isle in the Sea of Swords

KEY ATTRIBUTES

Peace

Through her own experiences and a sincere devotion to Bahamut, Runara has come to the belief that violence is never the answer.

Wisdom

Runara founded the cloister at Dragon's Rest to study the wisdom of Bahamut and pass on those teachings to all who have a desire to learn.

Might

Her defeat of the great blue dragon Eldenemir the Raging Storm is proof enough of her exceptional offensive prowess, even though she is reluctant to use it.

Humility

Runara has acknowledged her past mistakes and spends much of her time in the form of a human to remind her of her frailty—as well as to not scare away abbey visitors.

SHIMMERGLOOM

Haerinvureem

Bitter and brutal, the shadow dragon known as Shimmergloom lived up to his name, for he was a perverse and unnatural light in the darkness. Called Haerinvureem by his native Jaezred Clan, slaughter, cruelty, and enslavement were his tenets, and he practiced them with savage glee. As conqueror of the Underdark city of Chaulssin, he spent centuries with his shadow dragon brethren lording over the city's hapless drow inhabitants, even as his own twisted offspring plotted his demise. Soon the shadows came for Shimmergloom himself, and he was forced to flee—the only elder survivor of his clan. He would retreat to unknown parts of the Shadowfell, where he bitterly stewed and slept.

For centuries, the "Drake o' Darkness," as he was dubbed, dwelt in the comforting gloom of the Shadowfell, near a shadow crossing below Mithral Hall, legendary stronghold of dwarven Clan Battlehammer. There one day, far below mighty Fourthpeak in Faerûn's Frost Hills, the miners of Clan Battlehammer dug too deeply and Shimmergloom reemerged. The dragon ruthlessly slaughtered the proud residents of Mithral Hall, only to supplant them with cursed duergar followers—Clan Bukbukken—and mighty shadow mastiffs, so he could return to his lazy slumber in the lightless bowels below. Under the cruel reign of Shimmergloom, the once mirthful hall became joyless and dour, the miners of Clan Bukbukken living only to grow the dragon's hoard—said to be "beyond the imagination of the richest kings." But Shimmergloom's arrogance and sloth would not go unpunished, when the rightful heir of Mithral Hall finally returned.



A Kingdom Restored

It is only fitting that the heir to Mithral Hall, Bruenor Battlehammer, would return and end the reign of cruel Shimmergloom. Only through a fiery plunge on the back of the great shadow dragon could Bruenor finally return light to the gloom of his ancestral home.



Mithral Hall

The ancient home of the shield dwarves of Clan Battlehammer, Mithral Hall is a legendary mine, forge, and stronghold. Invaded and captured by the fearsome shadow dragon Shimmergloom and his duergar minions, its joy became a place of gloom for more than 200 years during his rule.

"Shimmergloom, the shadowy fool! A dragon as fine as any I had made, only to be wasted in that desolate land of death and despair called the Shadowfell. The land created in him such an apathy for violence and a slothfulness toward gain —so against his very nature. A shadow of a dragon indeed! So much potential for cruelty and destruction he had, but without ambition. Such a waste! Even after his failure at Chaulssin, he dared make the same mistake at Mithral Hall, leaving alive survivors and enemies. His slothful mercy would be his undoing. It was a righteous fire that cast down the creature, for a dragon killed by fire is no dragon at all. He has now returned to the cold shadows where he belongs."

—Tiamat



PROFILE

Name Haerinvureem / Shimmergloom
Realm Toril
Type Shadow dragon greatwyrm
Home Mithral Hall, Frost Hills
Died 1356 DR

KEY ATTRIBUTES

Cruelty

Never one to show mercy, Shimmergloom first led the slaughter of drow at Chaulssin only to do it again to the dwarves of Clan Battlehammer at Mithral Hall.

Greed

There are few better places for a dragon to grow their hoard than a mithral mine. All the better if a hardworking clan of indentured duergar do all the work for them.

Arrogance

Not once, but twice, the great shadow dragon felt himself invincible and allowed himself to be supplanted—the second time cost him his life.

Sloth

After hundreds of years at Chaulssin, he grew lazy and complacent, opening the door for his clan to be banished by their own offspring. At Mithral Hall, he made the same mistake, allowing his enemies to return and finish the job.

SPARKRENDER

The Squall

Loathsome and precocious, the blue wyrmling called Sparkrender creeps about his ruined observatory lair daydreaming of revenge and unlimited power. Grandson to the great blue dragon Eldenemir the Raging Storm, who was defeated by the bronze dragon Runara in the very cathedral he calls home, Sparkrender may be young, but his ambitions are every bit as grand. Despite his age, the clever wyrmling has unlocked secrets of Stormwreck Isle that even Eldenemir could not. Now, if he can complete a bloody ritual at the appointed time, he might just finish the great work of his ancestor, claiming the power of the island's dead dragons and ascending into a godlike draconic avatar.

Fueled by vanity, ambition, and ruthlessness, Sparkrender manages to find opportunity everywhere he goes. In only a year on Stormwreck Isle, the wyrmling has managed to recruit a cruel but loyal cadre of kobold minions, but his most impressive feat was picking up the work his grandfather left off. Lairing in the Clifftop Observatory where Eldenemir was killed, Sparkrender believes he has discovered the key to ascending to godlike power by harnessing the might of the dragons of Stormwreck's past—and all it will take is good timing and a little draconic blood. When the rash bronze wyrmling Aidron left Runara's care and confronted Sparkrender at his observatory, the blue wyrmling couldn't believe his luck. He now holds prisoner the sacrifice he needs to waken the dragons of old, just as the fabled King-Killer Star reemerges in the night sky over Faerûn.



Written in the Stars

Like his grandfather, Eldenemir, Sparkrender spends much of his time in the Clifftop Observatory because he believes that the fate of dragons lies with the stars—and he may be right. It is well known that the periodic episodes of draconic madness called the Rage of Dragons are typically accompanied by the appearance of the King-Killer Star—the very same star he seeks to harness to enable his ambitious ritual.



Observant Kobolds

During his short time on the island, Sparkrender has managed to recruit several kobold and winged kobold minions who prefer his tyrannical leadership at the observatory to the tranquil lives promised to their kin by Runara at Dragon's Rest. Sparkrender's kobolds view him as a sort of demigod and they work tirelessly to prepare a ritual to actually make it so.



“Precious Sparkrender, how well you already understand the vanity and ambitions of the blue, and still so young. So worthy you are of the blood of great Eldenemir, though you are mighty where he was weak. Use your guile, use your hatred, use your arrogance to solve the secrets of Stormwreck and harness the power of my children. Today you honor me with words, tomorrow you’ll aid me in deeds, just as I return to take my rightful place and rule the lands of the living.”

—Tiamat



PROFILE

Name Sparkrender
Realm Toril
Type Blue wyrmling
Home Stormwreck Isle in the Sea of Swords

KEY ATTRIBUTES

Cunning

Though young, Sparkrender demonstrates cleverness, guile and wisdom well beyond his years.

Wrath

Guided by an insatiable urge to avenge an ancestor he never knew, Sparkrender lairs in the place of his grandfather's death, lying in wait to pay back the one who caused it.

Ambition

Sparkrender may be small, but his dreams are big, and no less ambitious than to achieve godhood by wielding the power of all the great wyrms who rest upon the island.

Arrogance

Acting in plain sight of his pacificist enemy Runara, Sparkrender seeks to capture the power he believes entitled to all chromatic dragons.

TAMARAND

King of Justice

Dignified and decisive, the gold greatwyrm called Tamarand perches upon the highest peak of the Galena Mountains keeping close watch on the Warlock Knights of Vaasa below. The current King of Justice, he is the nominal leader of gold dragon society, providing guidance and wise council to all who would seek his wisdom. Revered for his knowledge of both human and dragonkind, he is equally careful with the information he shares, known for cryptic phrases such as "some knowledge is only for draconic ears." He is nonetheless considered fair and friendly except to those who dare trespass near his lair.

A chosen of Bahamut, Tamarand's wise judgement is matched only by his gifts of battle. Often called "His Resplendence," his ascent to power was sadly not one of joy, but rather tragedy as he was forced to claim the title in a fight to the death with his dearest friend Lareth when the latter went mad during Sammaster's Rage of Dragons. Even then Tamarand was slow to accept the position, but ultimately his power, experience, virtue, and wisdom made him the obvious choice. After Lareth's death, Tamarand led the war effort of the metallics against Sammaster, finally defeating the lich and ending the Rage of Dragons he had instigated. Today, he continues his studies of humankind from his secret lair in Vaasa, ever mindful of their capacity for evil and destruction.



Monastery of the Yellow Rose

Located in the remote Earthspur Mountains, overlooking the Glacier of the White Worm, the Monastery of the Yellow Rose is home to monks of exceptional discipline, patience, and self-control. Long thought a bastion of secret knowledge, the monastery was besieged by chromatic wyrms sent by Sammaster during the Rage of Dragons. If not for the intervention of a flight of metallic dragons led by Tamarand, the monastery would have fallen.



Rocky Relationships

Up until recently, Tamarand made his lair in a massive cave complex beneath the Galena Mountains near Bloodstone Pass. There he lived among a clan of stone giants with whom the gold greatwyrm had allied himself for both defense and good company. It is said that Tamarand has since relocated to a secret lair in Vaasa where he can keep close watch upon the cursed rulers of the land.



"Glorious Tamarand, my Chosen, how proud I am to call you my son. You are like spring that comes to conquer an endless winter. Your judgement is as sure as the rising sun. Know that I remember the impossible choice you made and still my tears are shed with you. The crown of righteousness is heavy, my son, and you wear it as well as any ever have."

—Bahamut



PROFILE

Name Tamarand / King of Justice / His Resplendence
Realm Toril
Type Gold greatwyrm
Home Vaasa / Galena Mountains

KEY ATTRIBUTES

Grandeur

Gold dragons are known for their majesty and Tamarand is no exception. Tamarand's honorary title of "His Resplendence" proves to be apt, for he is a creature of pure magnificence.

Wisdom

Not only is Tamarand knowledgeable and wise, but one of his greatest strengths is decisiveness.

Might

Few dragons have ever possessed the physical or magical gifts of Tamarand, who was able to defeat even the legendary Lareth in single combat.

Humility

Never one to seek power, Tamarand refused the mantle of King of Justice after his defeat of Lareth, and only later did he reluctantly accept the honor.

TAZMIKELLA AND ILNEZHARA

The Copper Dragon Sisters

Radiant and resilient, the copper greatwyrm sisters Tazmikella and Ilnezhara soar high above the Bloodstone Lands seeking fortune, mischief, and a good laugh. Born in the unforgiving deserts of Calimshan, the shrewd and scrappy pair have survived by a combination of wits, might, and fierce reliance on each other. However, they couldn't be more different when it comes to their tastes. In human form, Tazmikella sometimes goes by "Mickey," a modest and unassuming middle-aged woman with only hints of strawberry blonde left in her graying hair. Meanwhile, Ilnezhara takes the provocative alias of "Lady Zee," whose form is that of a statuesque and attractive woman with striking copper hair and large blue eyes that match her elegant clothing. They are nonetheless completely aligned when it comes to their loyalty to each other and in doing the right thing.

Since migrating north to Damara, the sisters have taken great interest in the affairs of humankind, especially in the worlds of commerce where they often live as merchants. In their polymorphed human forms, they ran "rival" precious metal and curio shops in the Wall's Around area of Helgabal. Of course, this was nothing but a show for their gossipy merchant neighbors—to the sisters' great amusement. Their vigilance, however, is no laughing matter as it is believed they kept shop in the Bloodstone Lands to keep a close eye on Zhengyi, the Witch-King, who once offered them immortality through lichdom, even tempting them with their own phylacteries. Though they declined the offer and the Witch-King was eventually vanquished, they maintained an interest in the powerful magical artifacts and tomes that lay hidden in his dwellings.



Light in the Darkness

More than a century after their first experiences with Jarlaxle, the copper dragon sisters were revisited by the dark elf to get their help during the Darkening, when evil magic dimmed the skies above the Silver Marches. There, the sisters fought alongside Jarlaxle, Drizzt Do'Urden (left) and their companions, emerging victorious against throngs of invading giants, goblins, orcs, udadrow, and even white dragons including Old White Death.



Drow Relations

Drow Jarlaxle Baenre of Menzoberranzan is the on-again, off-again lover of Ilnezhara. Brilliant, cunning, and quick-witted, he loves to keep his friends close, his enemies closer, and everyone else guessing. Perhaps that's what the copper

dragon finds so alluring about the dark elf she trusts no further than the range of her deadly acid breath weapon.



"Clever Tazmikella and Ilnezhara, how you heal me with laughter. You are like the warm summer rains, so pleasing and spontaneous you are. So often you have been tempted, but your goodness shines through as the sun breaks the clouds. I know your paths have not been easy, my daughters, but you always endure through your unbreakable bond. How well you understand the secret that few dragons ever have: no one does it alone. Stay true to my paths and enjoy the blessings of righteousness."

—Bahamut



PROFILE

Name Tazmikella (Mickey) / Ilnezhara (Lady Zee)
Realm Toril
Type Copper greatwyrms
Home Helgabal, Bloodstone Lands of Damara

KEY ATTRIBUTES

Guile

Whether tricking unsuspecting stooges into obtaining artifacts or fooling gossipy merchants, the copper dragon sisters rely on their cunning even more than their might.

Resilience

Born with only each other in the cruel deserts of Calimshan, the sisters have proven to be ultimate survivors, no matter the circumstance.

Levity

Copper dragons are known for their sense of humor and the legendary copper sisters are no different, although they only laugh when the joke's not on them.

Extravagance and Humility

From her appearance and clothes to her palace-like tower, Ilnezhara accepts only the finest humans have to offer, while humble Tazmikella is as grounded as her oxidized copper scales.

THEMBERCHAUD

Wyrmsmith of Gracklstugh

Greedy and gluttonous, the enormous red dragon known as Themberchaud dwells in the darkness, waiting for his next meal. Called the Wyrmsmith of Gracklstugh, Themberchaud is part of a long line of red dragons who keep the furnaces burning hot in the legendary and impenetrable duergar stronghold of the Underdark. It is an uneasy alliance, for the monastic duergar order known as the Keepers of the Flame ensure the great beast is satiated on a steady diet of humanoids and treasure to add to the massive hoard he rests upon. But all is not well for the creature called the "Foundry's Heart," for when his fire begins to dim and his size outgrows the halls, another red dragon lies in wait—his replacement. Until then, he sits, waits, and watches for the perfect opportunity to conquer or escape.

Around the time of the Rage of Demons, where the very existence of north Underdark settlements was threatened, Themberchaud finally made his move. Much atrophied, and using what little mobility the creature had left, he found his way through the endless caverns of the Underdark to the ruined gnomish City of Dolblunde where he settled in a new lair deep beneath the Sword Coast. Known for hanging precariously by great chains over rivers of molten lava and its insidious gnomish traps and contraptions, Dolblunde would prove a perfect place for Themberchaud to skulk and wait for unsuspecting prey to pass by his bone-filled cave—from succulent thieves to briny Underdark beasts.



Gracklstugh

Called the City of Blades due to its tradition of exceptional metalcraft, the City of Gracklstugh is the most prominent duergar settlement in the Underdark, ruled w an iron fist by one known as the Deepking.



Keepers of the Flame

The monastic duergar order known as the Keepers of the Flame is a group of powerful psionic clerics who worship the duergar god of magic and crafts, Laduguer. Night and day, the Keepers ensure mighty Themberchaud keeps the holy flames of the Gracklstugh forges always burning. Owners of a secret red dragon egg, each generation is prepared to replace the Wyrmsmith when his cooperation or size no longer fits their needs.



"Themberchaud, truly a dragon after my own singed heart! So insatiable his greed, so delicious his sloth, he asserted his supremacy by his mere presence and blessed flame. How well this creature understands me, for his sole instinct is to devour! Yet, like me, he is both ruler and prisoner, served but manipulated by the cursed gray dwarves like a calf fattened for slaughter. But, just as I do, mighty Themberchaud waits and watches for his moment to rise and to rule."

—Tiamat



PROFILE

Name Themberchaud / Wyrmsmith of Gracklstugh / Father of Flame / The Everburning / Foundry's Heart

Realm Toril

Type Adult red dragon

Home City of Gracklstugh / City of Dolblunde, Underdark / Northdark

KEY ATTRIBUTES

Gluttony

Born and bred in the caverns of Gracklstugh, Themberchaud is continually fed by the Keepers of the Flame, who cannot afford to have the forge flames go out.

Sloth

The Keepers of the Flame meet the dragon's every need, including his desire for treasure, in hopes the creature will never see a need to leave.

Avarice

It is the red dragon's nature to gather a mighty hoard and Themberchaud is no different. His hoard, provided by his duergar keepers, includes tens of thousands of platinum, gold, silver, and copper coins along with precious gems and magic items.

Power

While his abilities of flight and mobility are compromised, Themberchaud makes up for it in pure size and power. He is many times the weight and strength of an average red dragon.

VOARAGHAMANTHAR AND WAERVAERENDOR

The Black Dragon Twins

Wicked and wily, the black dragon called Voaraghamanthar scours the foul Mere of Dead Men looking for the secrets of immortality. However, it is the dragon who jealously guards secrets of his own, for he is in fact not one dragon, but two. Born out of the same egg in the jungles of Chult, the rare black dragon twins Voaraghamanthar and Waervaerendor promise raw deals or swift death to all who dare trespass upon their territory. Connected by a powerful empathic bond, some believe these dragons are in fact a single soul split between two bodies. Whatever the case, the mysterious dragons coordinate the ruse to perfection, winning this "Wyrm of the Mere" the reputation for being able to be in two places at once.

Sometimes called "The Black Death," the identical black dragon twins are virtually indistinguishable from each other, but they do seem to have different interests and talents. While it is Voaraghamanthar's name that is used publicly, it is actually Waervaerendor who does most of the talking when invaders come near. The "Rapacious Raider," as he calls himself, typically assesses the situation and, in the case of adventurers, may decide to strike a one-sided deal that might help the dragons procure a coveted artifact. If diplomacy is not desired, or a true threat makes itself known, Voaraghamanthar enters the picture, which always means complete annihilation of the intruders, for the dragons can never have their secret known. Ironically, it is the less social Voaraghamanthar that is the more intellectual and bookish of the two, while Waervaerendor finds his thrills from battle and the hunt. Both powerful sorcerers, the dragons have long been obsessed with immortality but believe undeath through lichdom is a "fool's road," and suspect the secrets to a better way lie with the dracolich Ebondeath.



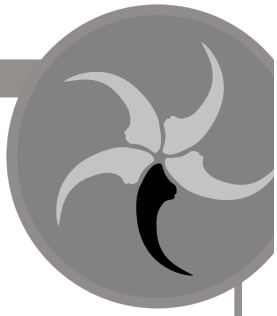
Secrets of Uthtower

Once the seat of the great kingdom of Uthtower, the Mere of Dead Men today holds only its ruins and secrets. Since the disappearance of the Mere's first black dragon ruler, Ebondeath, the twins have taken great interest in the wyrm's former hoard and the knowledge of immortality it hides. However, no treasure is more coveted by the twins than the Twin Crowns of Myrmoran, which they believe will bolster their powers and enhance their already strong telepathic bond.



West Harbor

Located on the southern outskirts of the Mere of Dead Men is the village of West Harbor, much known for its Harvest Mead or Dragon Mead as it is sometimes called. At some point, the black dragon twins developed a taste for the drink and made a deal to protect the village from the dangers of the Mere for an ongoing supply. However, the amount was never sufficient and the dragons broke the agreement, eventually seizing control of production.



"Cunning Voaraghamanthar and Waervaerendor, my twin children of spite, how you please me in double measure! Never has such a hateful soul been split among matching frames, yet I consider you a most worthy experiment. You are wise even beyond your ambitions for you know the folly of undeath, yet your true ends to me are unclear. Will you scheme to rescue me from my chains? I will need great generals like you in my future kingdom, where twice the rewards can be waiting for you."

—Tiamat



PROFILE

Name Voaraghamanthar (The Black Death) / Waervaerendor (The Rapacious Raider) / The Wyrm of the Mere

Realm Toril

Type Adult black dragons

Home Mere of Dead Men

KEY ATTRIBUTES

Duplicity

Duplicitousness is a way of life for the cruel black dragon twins, who give a new meaning to the term "two-faced."

Ruthlessness

To the twins, visitors are to be used for food, sport, or as pawns to fetch them fabled artifacts or unearth precious secrets.

Fear

The dragons believe that the death of one may lead to madness of the other, so they have both taken a great interest in ways to achieve immortality, which includes a tenuous alliance with the Cult of the Dragon. Their next greatest fear is the discovery of their ruse.

Treachery

There is no deal or oath too precious to be broken by the twins if it proves for them advantageous. For Weszlum and Wulzour, as they call each other, they are first and everyone else will always be last.

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Themberchaud artwork Artist: Yang Luo, art from the movie *Dungeons & Dragons: Honor Among Thieves*

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