

Draconomicon

How do the mindsets of red dragons and gold dragons differ? Where do they prefer to build their lairs, and what allies do they favor? This chapter, intended for the Dungeon Master, explores the answers to many such questions. It explores in depth twenty kinds of dragons, organized alphabetically:

Amethyst dragon*

Black dragon

Blue dragon

Brass dragon

Bronze dragon

Copper dragon

Crystal dragon*

Deep dragon*

Dragon turtle

Emerald dragon*

*This dragon is introduced in [chapter 6](#).

Faerie dragon

Gold dragon

Green dragon

Moonstone dragon *

Red dragon

Sapphire dragon *

Shadow dragon

Silver dragon

Topaz dragon*

White dragon



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

Using the Entries

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

Creating a Dragon

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

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

Dragon Adventures

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

Dragon Lair

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

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

Dragon Treasures

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

Dragons of Legend

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

Amethyst Dragons

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

-Fizban

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

Creating an Amethyst Dragon

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

Amethyst Dragon Personality Traits

d8	Trait
1	I am never so content as when contemplating the beauty and wonders of the multiverse.
2	I am a sworn protector against the depredations of the Far Realm, and I will root out its corruption wherever it may arise.
3	What use is vast knowledge or insight if it is not shared with those who can appreciate it?
4	Although some are fascinated by words, I think numbers are the true foundations of creation.
5	To experience a thing is to truly understand it. Direct and personal experience is the most valuable form of knowledge.
6	I see a far more kaleidoscopic reality than you do ... or than any of your selves do, really.
7	It is not my place to interfere. I merely seek to observe, learn, and understand.
8	With a true understanding of metaphysics, anything is possible—including the creation of a more orderly and perfect cosmos than this one.

Amethyst Dragon Ideals

d6	Ideal
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d6	Ideal
1	Balance. Everything is a complex interaction of forces that must be kept in a delicate and carefully maintained balance. (Neutral)
2	Knowledge. We are the whole of creation, seeking to understand itself. (Any)
3	Self-Improvement. I am a complex gem, and I constantly polish and refine my many facets to make the whole that much more perfect. (Any)
4	Responsibility. Having knowledge and power gives one a responsibility to those who have less of either. (Lawful)
5	Noble Obligation. My superior experience, intellect, and insight give me a duty to mediate disputes when I can. (Good)
6	Power. Knowledge is power, power must be used, and I use it. Your concerns are irrelevant. (Evil)

Amethyst Dragon Adventures

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

Amethyst Dragon Adventure Hooks

d8	Adventure Hook
1	An amethyst dragon seeks a rare type of crystal found in the domain of a territorial stone giant clan.
2	A coven of hags seeks to reclaim its <i>hag eye</i> , which rests within an amethyst dragon's hoard.
3	An amethyst dragon magically disables all teleportation within a thousand miles of their lair. Governments within that area seek emissaries who can negotiate an end to the restriction.
4	An amethyst dragon recruits a group of adventurers to psychically trade bodies with adventurers from another world, so that each can carry out certain tasks before swapping back.
5	A cult devoted to a Great Old One of the Far Realm seeks an alien monolith that can summon its master, but the site is guarded by an amethyst dragon.
6	An amethyst dragon wyrmling is actually the temporally displaced form of an ancient amethyst dragon who already exists in the same time line.
7	An amethyst dragon seeks the means to plant special crystals that will allow the dragon to magically coexist in multiple places at once across the world during a rare celestial alignment.
8	An amethyst dragon is fusing with their echoes on other worlds. They all hope to ascend to godhood, perhaps recreating or replacing Sardior.

Connected Creatures

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

Amethyst Dragon Wyrmling Connections

d6	Connected Creatures
1	An amethyst dragon wyrmling is in the care of a cloistered religious order of scribes.
2	A half-amethyst dragon cares for an amethyst dragon wyrmling sibling after the disappearance of their dragon parent.
3	A violet faerie dragon is the playmate and guardian of an amethyst dragon wyrmling .
4	An amethyst dragon wyrmling lives alone in a lair, cared for by a cadre of animated objects.
5	A cloister of flumphs protects an amethyst dragon wyrmling while feeding on the wyrmling's excess psionic energy.
6	A circle of druids looks after an amethyst dragon wyrmling lairing in the circle's mountain tarn.

Young Amethyst Dragon Connections

d6	Connected Creatures
1	A myconid community dwells in tunnels near a young amethyst dragon's lair, and its members telepathically commune with the dragon and any visitors in the lair from time to time.
2	A young amethyst dragon and a githzerai zerth travel together, learning about the multiverse.
3	A young amethyst dragon wants to take over the cavern lair of a hydra .
4	A deep pool in a young amethyst dragon's lair leads to the underground domain of an aboleth the dragon has been seeking to eliminate.
5	A young amethyst dragon and a cloud giant regularly host each other to play strategy games.
6	Pegasi nesting in the mountain heights are under the protection of a young amethyst dragon .

Adult Amethyst Dragon Connections

d8	Connected Creatures
1	Merfolk dwelling near an adult amethyst dragon's lair are under threat from sahuagin raiders.
2	Clusters of shriekers serve as a warning system in the tunnels of an adult amethyst dragon's lair.
3	The Enlightened Dragon Master of an isolated monastery is, in fact, an adult amethyst dragon .
4	An adult amethyst dragon is at war with a beholder that has moved into the dragon's domain.
5	Xorn serve as lookouts and spies for an adult amethyst dragon who rewards them with gems.
6	To repay a favor long owed to a monastery of githzerai warrior-monks, an adult amethyst dragon sends them aid against a mind flayer colony.
7	An apostate community of githyanki follows the tutelage of an adult amethyst dragon , who safeguards their creche on the Material Plane.
8	The crystal-infused clay near an adult amethyst dragon's lair is ideal for the creation of clay golems , and the dragon can perceive everything those golems do.

Ancient Amethyst Dragon Connections

d4	Connected Creatures
1	A yuan-ti cult known as the Serpents of the Dreaming City draws power from an ancient amethyst dragon , which the cultists keep in eternal slumber with braziers of enchanted smoke.
2	A rogue purple worm swallowed a large portion of an amethyst dragon's hoard before burrowing back into the deep Underdark. The dragon has a magic crystal that can trace the worm's movement.
3	An ancient amethyst dragon is able to awaken psionic potential in others, and many of the greatest psi warriors in history were the dragon's students.
4	After centuries guarding the world against incursions from the Far Realm, an ancient amethyst dragon has been corrupted by aberrant influences and now leads a cult the dragon once opposed.

ELDENSER THE LURKER

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

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

Amethyst Dragon Lairs

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

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



MAP 5.1: AMETHYST DRAGON LAIR

[VIEW PLAYER VERSION](#)

Amethyst Dragon Lair Features

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

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

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

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

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

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

Amethyst Dragon Treasures

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

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

Amethyst Dragon Art Objects

d8	Object
1	A complex orrery of the planes of existence made of engraved movable plates of precious metals and set with gemstones
2	A two-foot-long rod of pale crystal that gives off eerie sounds when touched, with the tone varying up and down the length of the rod
3	A life-sized human skull carved from a single piece of crystal, including a hollow interior
4	A beautifully engraved gong, 3 feet in diameter, suspended from an ornate, inlaid frame
5	A crystal singing bowl etched with mantras in Gith, accompanied by an inlaid wooden mallet
6	A beautifully illuminated treatise on the planes of existence, bound in ebony covers with metal corner caps and a cover boss set with polished gems
7	An etched crystal that projects a star map showing an unfamiliar star field and constellations when set on top of a light source
8	A ring in the shape of a coiling dragon, with tiny gemstones for eyes

Black Dragons

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

-Fizban

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

Creating a Black Dragon

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

Black Dragon Personality Traits

d8	Trait
1	I demonstrate my brilliance through the cruel subtlety of my actions.
2	Watching the works of lesser beings crumble and fall into ruin fills me with joy.
3	I never confront a threat directly when deceit and skulduggery are available options.
4	Subjugating others is preferable to destroying them. Thralls make life so much more pleasant.
5	I will go to great lengths to obtain deadly new magical knowledge.
6	Nothing lasts forever. But I promise to outlast you.
7	I have witnessed the rise and fall of civilizations. What consideration does a creature as pitiful and short-lived as you deserve?
8	Collecting antiquities and learning why lost cultures vanished are my reasons for existing. If you can help me in that, I'll let you live.

Black Dragon Ideals

d6	Ideal
1	Envy. If the achievements of others cannot be eclipsed, they can always be torn down. (Evil)
2	Acquisitiveness. Possessing what others covet is immensely satisfying. (Any)
3	Cunning. Destroying your foes without exposing yourself to danger is an art. (Evil)
4	Adaptability. It is not the most powerful, but the most flexible who survive. (Chaotic)
5	Patience. There's no need to rush a poorly constructed plan when time is on your side. (Any)
6	Serenity. Observing a culture sliding into oblivion along the trek of time puts life in perspective. (Any)

Black Dragon Spellcasting

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

Black Dragon Adventures

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

Black Dragon Adventure Hooks

d8	Adventure Hook
1	A black dragon recently took control of a band of pirates and their backwater hideout. Emboldened, the pirates have started raiding nearby shipping lanes.
2	A conflict-averse black dragon is secretly spraying an alchemical defoliant on local farmland to push people living in the area away from the dragon's lair. The resulting famine is devastating the countryside.
3	Rival realms are secretly being driven to war by the machinations of a black dragon, who hopes to revel in the resulting carnage.
4	When swamplands shrink due to a prolonged drought, two black dragons form a temporary alliance to destroy a nearby town for more living space.
5	The acidic bile of a black dragon is the only substance able to melt the lock of a despot's vault.
6	A potent artifact is rumored to lie in the ruins where a black dragon dwells.
7	A group of adventurers and a black dragon are hunting the same treasure in the ruins of a partially sunken city.
8	A black dragon with epicurean tastes is poaching game in a noble's hunting preserve at a frightening pace.

Connected Creatures

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

Black Dragon Wyrmling Connections

d6	Connected Creatures
1	After breaking free from captivity at the hands of a cocky mage, a cunning black dragon wyrmling claimed the mage's amulet—and the suits of animated armor the amulet controls.
2	A band of troglodytes is cowed into serving a black dragon wyrmling as bodyguards.
3	The recent appearance of a black dragon wyrmling has altered the local ecosystem, allowing various types of blights to spread prodigiously and upset nature's balance.
4	A black dragon wyrmling is setting cunning traps along local roadways, hoping to injure horses and draft animals for easy butchering.
5	Kobolds dwelling under a tropical city serve as safecrackers and tunneling burglars to amass treasure for their beloved black dragon wyrmling master.
6	A gnome relic hunter looting a long-abandoned city strikes up an unlikely partnership with a black dragon wyrmling to plunder an archaeological dig.

Young Black Dragon Connections

d6	Connected Creatures
1	A young black dragon with a talent for alchemy has weaponized the spores of a myconid colony.
2	A merrow war band has negotiated an alliance with a young black dragon to sack a nearby trading port.
3	A pack of ghouls infesting a necropolis serve as a young black dragon's bodyguards and enforcers.
4	A young black dragon has cultivated an awakened carnivorous plant (use the awakened tree stat block) as a lair guardian and has been abducting travelers to feed the plant creature.
5	Lizardfolk worshipping a young black dragon have been raiding a local fishing community.
6	A young black dragon has struck up a mutual assistance pact with a roper that haunts the ruins outside the dragon's lair.

Adult Black Dragon Connections

d8	Connected Creatures
1	An adult black dragon has learned to domesticate swamp-bred chimeras as guardians and has sold a few of the creatures to local warlords.
2	A cult of assassins worships an adult black dragon as an avatar of their deity. The dragon now uses the cult to destabilize the local sovereign's rule.
3	Ruins rumored to hold the treasury of a lost empire are guarded by an elaborate network of ooze-based traps designed by a restless adult black dragon .
4	The appearance of a spirit naga in the domain of an adult black dragon encourages the dragon to study necromancy.
5	An adult black dragon has hidden a cache of gems in a dismal topiary maze filled with shambling mounds , traps, and noxious plant life, all for the amusement of testing adventurers.
6	An adult black dragon has bound water elementals to the task of bringing food to the dragon's lair.
7	A bullywug community seeks help to defeat an adult black dragon who has been feasting on the bullywugs' domesticated giant frogs .
8	Two nations—one led by an adult black dragon and the other by a yuan-ti abomination —are on the brink of joining forces to destroy a third nation. The threatened nation is recruiting adventurers to defend it.

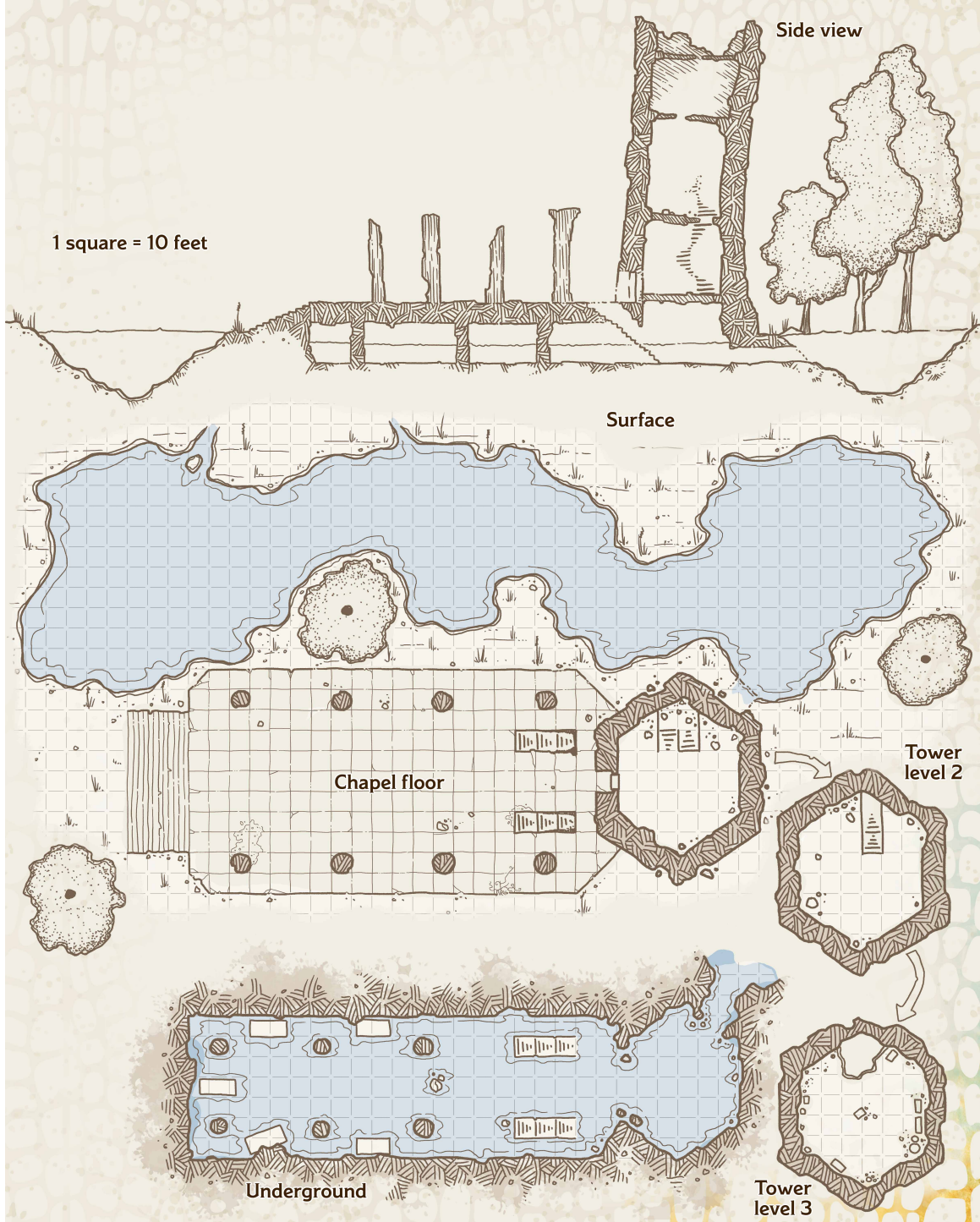
Ancient Black Dragon Connections

d4	Connected Creatures
1	An ancient black dragon , after studying blasphemous texts dedicated to alien gods, issues a warning that a corrupted planetar will soon fall to earth like a meteor in the fens outside a great city's walls.
2	An illithid community has spent nearly a millennium raising and preparing a black dragon to become an elder brain dragon (described in chapter 6), so the elder brain can wreak ruin upon its rivals.
3	The decades-long machinations of an ancient black dragon and an evil archmage are nearing fruition. If their pact succeeds, they will unleash devastation on a continental scale.
4	An ancient black dragon rules a vast, decadent city built on artificial islands within a polluted lake. The site is threatened with destruction by an enraged archdruid —but destroying the city means thousands of innocents will die.

Black Dragon Lairs

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

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



MAP 5.2: BLACK DRAGON LAIR

[VIEW PLAYER VERSION](#)

Black Dragon Lair Features

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

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

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

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

Chapel Tower. A swollen oak door, flanked by worn carvings of noble warriors, opens into the dank stone tower, which stands empty except for a chipped staircase that climbs to a second floor and then ends in midair before reaching the crumbling third level. Mold-covered friezes of knights kneeling before angelic beings line the

stairwell.

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

RHASHAAK

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

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

Additional Lair Actions

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

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

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

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

Regional Effects

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

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

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

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

Black Dragon Treasures

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

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

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



Black Dragon Art Objects

d10	Object
1	An elegant necklace owned by a beloved noble who disappeared years ago
2	Stone carvings representing a pantheon of deities that passed from common knowledge long ago
3	The lost secret to forging an alloy imbued with arcane potential, etched on twelve metal disks the size of dinner plates
4	A sealed platinum flask containing the last known aqua vitae created by a master dwarf distiller
5	A ceremonial longsword with an embossed silver hilt and a blade of amber
6	A lavishly illustrated genealogy kept in a magically sealed container that disputes a current monarch's right to the throne
7	Heretical religious symbols carved on a trio of gemstones the size of apples
8	An elaborately carved mask representing a god of harvest and fertility
9	Metal horn caps inset with gems, made for the dragon by loyal cultists
10	A beautifully enameled urn holding the desiccated heart of the dragon's former green dragon rival

Blue Dragons

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

-Fizban

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

Creating a Blue Dragon

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

Blue Dragon Personality Traits

d8	Trait
1	I enforce order and social hierarchies because I believe this is how strong societies are built.
2	Why waste time and energy murdering weaker creatures when I can make them entertain me instead?
3	My children, whether born to me or chosen by me, are treasures.
4	Nothing is funnier than tricking a thirsty traveler into drinking a mouthful of sand.
5	I have standards for my hoard. Not just any gem or trinket will do.
6	I'm so pleased with myself and my own good fortune that I can't stop laughing or chuckling.
7	I would rather destroy my lair and lose my hoard than allow anyone to steal from me.
8	I am sometimes secretly impressed by what other peoples can accomplish with the proper guidance.

Blue Dragon Ideals

d6	Ideal
1	Order. Life is best when everyone is part of a hierarchy and rules are clear and consistent. (Lawful)
2	Humor. Lesser beings exist to be my playthings, and I excel at finding ways to toy with them. (Evil)
3	Taste. I value my possessions for more than just their beauty and consider gauche displays of wealth a sign of inferiority. (Any)
4	Family. Blood ties are irrevocable, and even if one doesn't particularly like one's family members, they come before anyone else. (Lawful)
5	Display. One should never take risks or waste resources by using power if one can achieve the same results merely by the threat of power. (Any)
6	Loyalty. I don't form bonds with those outside my kindred often. But when I do, I am an unshakable and powerful ally. (Good)

Blue Dragon Spellcasting

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

Blue Dragon Adventures

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

Blue Dragon Adventure Hooks

d8	Adventure Hook
1	A blue dragon family demands tribute from desert communities in exchange for protection.

d8	Adventure Hook
2	Enraged at the loss of a wyrmling, a blue dragon is causing lightning storms to destroy coastal settlements and refuses to stop until someone delivers the adventurer responsible.
3	A prosperous-looking city appears among the desert dunes, drawing explorers and treasure hunters aplenty, but it's an illusion created by a blue dragon.
4	A blue dragon promises great wealth to anyone who offers worthy treasures—but eats anyone who misses the mark.
5	A blue dragon recently acquired trunks full of dress clothes and costumes and is abducting people to put on a fashion show.
6	A pair of blue dragons is hiring adventurers to find their missing egg, which appears to have been stolen by another blue dragon related to them.
7	Rock slides have closed a mountain pass, and the only other road through the area wends through the territory of a blue dragon notorious for playing illusory tricks on travelers.
8	Blue dragon wyrmlings are playing deadly pranks on the people in their territory, and those people are afraid to ask the wyrmlings' parents to stop them.

Connected Creatures

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

Blue Dragon Wyrmling Connections

d6	Connected Creatures
1	A recently hatched brood of blue dragon wyrmlings has adopted a wounded pseudodragon as a sibling.
2	A blue dragon wyrmling frequently wanders off to a nearby city, where the residents treat the wyrmling as royalty.
3	A clan of druids has taken in an orphaned blue dragon wyrmling , and its members are trying to teach the creature the value of compassion.
4	A family of gnolls is holding a blue dragon wyrmling hostage in an attempt to force the wyrmling's parents to leave the gnolls' hunting grounds.
5	Because of the friendship between a bandit leader's child and a blue dragon wyrmling , the wyrmling's parents are considering allowing the bandits to move into the dragons' territory.
6	The accidental death of a blue dragon wyrmling has caused a sibling to seek revenge.

Young Blue Dragon Connections

d6	Connected Creatures
1	A young blue dragon's family was killed, and the dragon is building a whole realm as a base for exterminating those responsible.
2	A young blue dragon claims the rule of a fast-growing city to impress the dragon's family.
3	A young blue dragon running a protection racket has run afoul of an efreeti , who has decided the area would be better off without dragons.
4	A tough but fair young blue dragon leads a fanatically loyal mercenary squad.
5	A young blue dragon schemes to take over a guardian naga's ancient temple.
6	A mummy lord keeps a young blue dragon bodyguard as a sign of power.

Adult Blue Dragon Connections

d8	Connected Creatures
1	An adult blue dragon rules a city and applies exacting standards of aesthetic perfection to everything and everyone in it, swiftly disposing of anyone who fails to meet those standards.
2	An adult blue dragon and an efreeti have formed a friendship over the decades. They now share a territory and assist one another in protecting it.
3	Feeling unappreciated and disrespected in one family, an adult blue dragon offers allegiance to a rival dragon family, setting off a blood feud.
4	A pair of adult blue dragons has decided to take over a thriving, wealthy city, whose governor is desperate to buy them off.
5	Decades ago, a gynosphinx insulted an adult blue dragon , earning the lasting enmity of a whole dragon family.
6	An adult blue dragon has adopted a half-blue dragon as an heir and is setting this heir up to be a puppet ruler.
7	An adult blue dragon plans to present a loyal bandit clan to a bronze dragon as a courting gift.
8	An adult blue dragon is obsessed with getting at the treasure guarded by a medusa .

Ancient Blue Dragon Connections

d4	Connected Creatures
1	An ancient blue dragon is worried that no members of the younger generation are strong enough to inherit the ancient dragon's territory, and this elder is trying to start a war to test the younger dragons and determine which, if any, might be a worthy heir.
2	An ancient blue dragon without offspring has adopted wyrmlings of various colors—including a number stolen from the wyrmlings' parents.
3	An ancient blue dragon is training an androsphinx as heir to the region the dragon rules and searching for magic items that will allow the sphinx to control the weather as the dragon does.
4	Under the pretense of helping an ancient blue dragon become a dracolich, an archmage is actually hoping to claim the dragon's vast hoard.



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

Blue dragons make their lairs in deserts and other arid landscapes. They prefer warm climates, but if an otherwise ideal potential lair presents itself in a cold environment, they find ways to adapt. Instead of seeking out lofty domiciles, blue dragons build their lairs underground, burrowing beneath sand or using magic to hew rock into an intricate warren of rooms and tunnels that can be expanded to accommodate a growing family. Still, they appreciate the tactical advantages of height and usually create their lairs near a spire or cliff from which they can keep watch over their territory.

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



MAP 5.3: BLUE DRAGON LAIR

[VIEW PLAYER VERSION](#)

Blue Dragon Lair Features

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

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

The lair has the following features:

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

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

Dragon's Den. The dragon sleeps in a large chamber in the bottom right of the map. The den is a well-preserved remnant of the ancient city; this gracious, elegant space is hung with silk curtains in shades of blue and purple, and its worked-stone floor is covered with plush, patterned rugs in complementary hues. It features a bejeweled and cushioned dais on which the dragon often reclines.

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

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

Additional Lair Actions

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

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

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

Regional Effects

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

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

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

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

IYMRITH

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

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

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

Blue Dragon Treasures

Blue dragons have strict standards for what treasures they allow into their hoards and reject valuable objects that don't meet those standards. One blue dragon might keep only treasure that coordinates visually with the other items in the hoard, while another might focus on artwork from a particular period or seek out jewelry

for rulers in a certain region. Blue dragons' hoards are an enormous source of pride, and these dragons are insulted by offerings that don't meet their standards.

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

Blue Dragon Art Objects

d8	Object
1	An intricately carved seal from a civilization that worshiped the dragon's ancestors as gods
2	An extensive collection of elaborate jewelry, including a tiara, tail rings, and claw covers, which the dragon wears when meeting with supplicants
3	A set of sculptures depicting the dragon's deceased relatives, all adorned with ground-up jewels
4	A jeweled mosaic map of the dragon's territory
5	A glass bell that creates the sound of rainstorms and thunder for 1 hour when struck
6	An ornately tooled tome recording the lineages of all the blue dragon families in the area
7	A massive geode that contains spectacular blue, purple, and black crystals
8	A blue silk fan painted with ground gems that creates a briny breeze when hung from the ceiling

Brass Dragons

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

-Fizban

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

Creating a Brass Dragon

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

Brass Dragon Personality Traits

d8	Trait
1	I don't ask for much in a conversation partner—just smile, occasionally nod, and stay awake!
2	I'm skilled at making others feel that I'm interested in the details of their tiny, meaningless lives.
3	Every word I say is worth hearing, so I speak loudly and eloquently to make sure I get my point across.
4	I don't care about the opinions of creatures that are less intelligent than I am. But I'm fascinated by creatures that are significantly more intelligent.
5	Hoarding knowledge is no fun. It's best when you can trade knowledge away for treasure.
6	I'm fascinated by intelligence with no brain—talking swords, sapient Constructs, and the like.
7	I love hearing stories and songs and sharing them with others to bring comfort and calm.
8	I have no patience for people who imagine their lives are the least bit important.

Brass Dragon Ideals

d6	Ideal
1	Curiosity. The best way to show you value others is to learn as much as you can about them. (Good)
2	Perspective. Everyone sees things differently, so if you want to know about the world, gather as many different points of view as you can. (Any)
3	Knowledge. What's the point of living for centuries if you don't learn all there is to know? (Any)
4	Self-Determination. All creatures have the right to make their own decisions about their lives and ultimate destinies. (Chaotic)
5	Compassion. Sharing each other's pain and loss brings us all closer to peace and unity. (Good)
6	Cruelty. The most hilarious thing about lesser creatures who think they're important is how outraged they get when I hurt them. (Evil)

Brass Dragon Spellcasting

Age	Spell Save DC	Spells Known
Young	13	<i>create or destroy water, speak with animals</i>
Adult	16	<i>create or destroy water, speak with animals, suggestion</i>
Ancient	18	<i>create or destroy water, locate creature, speak with animals, suggestion</i>

Brass Dragon Adventures

The Brass Dragon Adventure Hooks table offers suggestions for stories and adventures involving brass dragons.

Brass Dragon Adventure Hooks

d8	Adventure Hook
1	A brass dragon has discovered an unfamiliar settlement and is determined to learn everything about the site's inhabitants, drastically disrupting the inhabitants' lives.
2	A brass dragon is the secret power behind the throne in an aggressively colonizing realm, using this position to learn about neighboring realms without regard for the consequences.
3	A brass dragon is the most likely source of crucial information about how to stop an extraplanar incursion that coincides with a certain comet's arrival.
4	A caravan is being held captive by a brass dragon who is delighted to have such wonderfully diverse conversation partners.
5	Offended by the sudden departure of a rude guest, a brass dragon rampages through a nearby settlement—and demands the return of a treasure the guest stole.
6	An intelligent magic item in a brass dragon's hoard sends out a telepathic distress call, wanting to be rescued so it can be used for its intended purpose.
7	A windstorm uncovers part of a brass dragon's hoard, and various people and creatures carry off parts of it. The dragon wants every scattered coin and trinket back.
8	A brass dragon, tired of the increasing traffic, starts leading caravans away from safe water sources and stranding them in the desert.

Connected Creatures

Brass dragons seek out the company of other creatures that can carry on an intelligent conversation. They favor the company of such creatures over all others, often to the point of not bothering to gather minions to do their bidding and ignoring worshipers who fawn over them.

Brass Dragon Wyrmling Connections

d6	Connected Creatures
1	Captured by a band of gnolls, a brass dragon wyrmling is patiently trying to teach the gnolls to speak Draconic.
2	Grieved by the fate of a former friend, a brass dragon wyrmling guards a tomb haunted by a wight .
3	Yuan-ti have captured a brass dragon wyrmling and are picking up the dragon's twisted sense of humor.
4	A party of bandits stole a brass dragon egg, and now the hatched wyrmling is manipulating the bandits to do the dragon's whimsical bidding.
5	A lost brass dragon wyrmling was raised by hyenas and now leads the pack.
6	A druid who tends a desert oasis has been keeping watch over several brass dragon wyrmlings since adventurers killed the wyrmlings' parents.

Young Brass Dragon Connections

d6	Connected Creatures
1	A young brass dragon and a young blue dragon fight over territory.
2	A young brass dragon frequently visits a couatl who is charged with guarding an ancient temple, sharing stories to help the couatl pass the years.
3	A lamia and a young brass dragon lair in the same desert ruin, mostly leaving each other alone—but the lamia hopes to corrupt the dragon.
4	A young brass dragon's lair occasionally spawns air elementals that roam around the area for a while, causing havoc before eventually dissipating.
5	A young brass dragon and a weretiger have become close friends as they try to keep a region safe from a growing horde of malicious gnolls.
6	A young brass dragon allowed a group of cyclopes to shelter in the dragon's lair when they were harassed by a blue dragon. Now the cyclopes won't leave, so the dragon is trying to educate them.

Adult Brass Dragon Connections

d8	Connected Creatures
1	An adult brass dragon enjoys trading riddles with a gynosphinx .
2	Long ago, an adult brass dragon swore service to a human priest, expecting to outlive the priest. But now the priest is a mummy lord , and the dragon remains bound to serve.
3	An efreeti wants to claim an adult brass dragon's palatial lair and fabulous hoard.
4	A pair of rocs have nested too close to an adult brass dragon's lair, and they harass the dragon whenever they can.
5	A guardian naga charged with protecting an ancient artifact has decided that the artifact—as well as the naga—would be safer in an adult brass dragon's hoard than left alone in some crumbling ruin.
6	A half-brass dragon yuan-ti abomination leads other yuan-ti in worshiping an adult brass dragon as a serpent god, much to the dragon's amusement.
7	Two adult brass dragons are rearing a clutch of wyrmlings together, and they allow the infant dragons to wreak innocent havoc on nearby settlements.
8	A solitary adult brass dragon has adopted a blue dragon wyrmling found starving in the desert.

Ancient Brass Dragon Connections

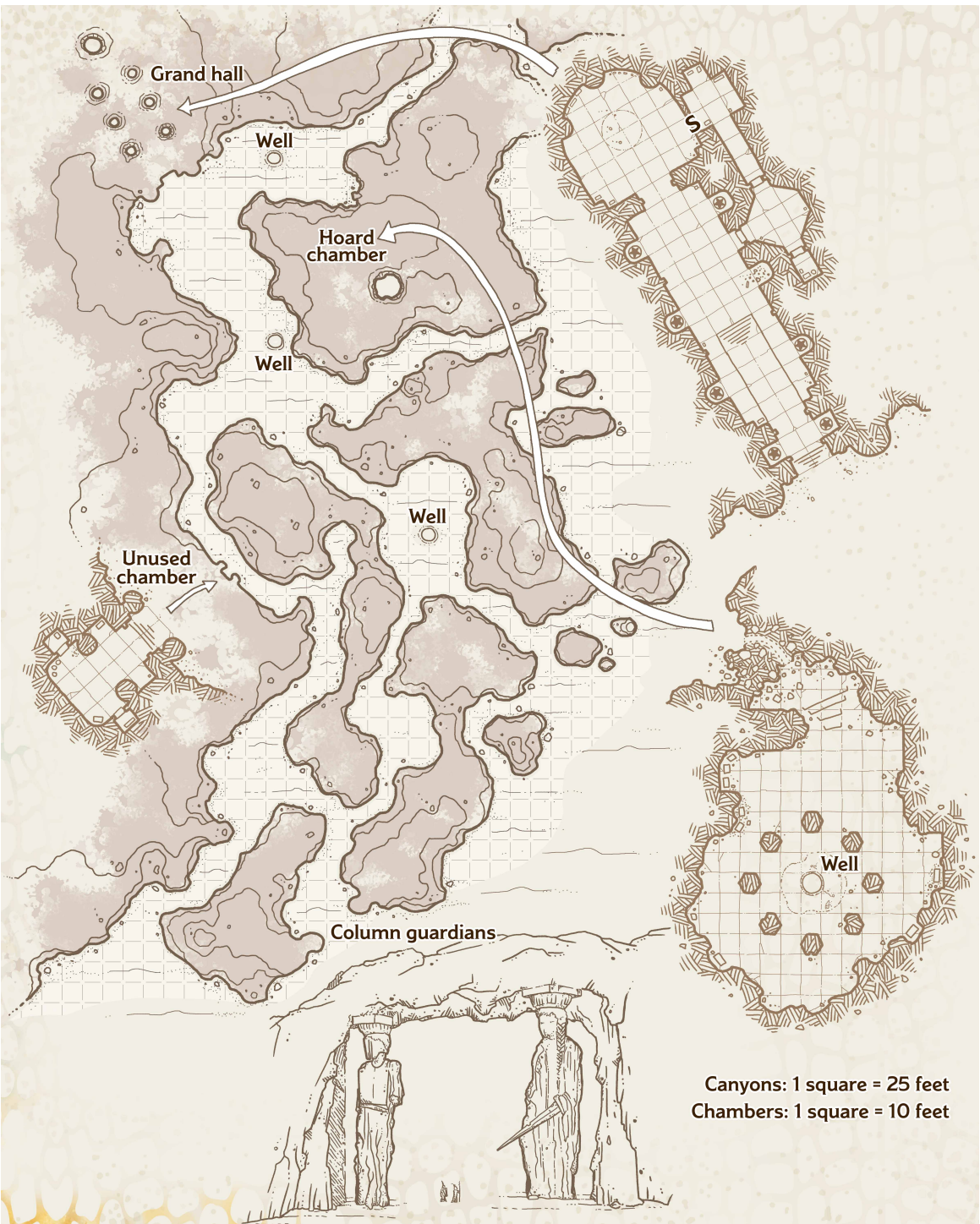
d4	Connected Creatures
1	An ancient brass dragon once ruled a temple-state through a puppet sovereign, who is now a mummy lord ruling a city of ghouls that owe the dragon fealty.

d4	Connected Creatures
2	An ancient brass dragon believes that a local androsphinx is an insufferable know-it-all with no sense of humor and enjoys playing pranks on the sphinx.
3	An ancient brass dragon and an ancient blue dragon have a centuries-old rivalry, and each dragon manipulates adventurers into harassing the other.
4	An ancient brass dragon rules a mighty city whose folk have erected massive stone monuments to honor the dragon over the centuries.

Brass Dragon Lairs

Brass dragons prefer to make their lairs in hot, dry, rocky areas—desert canyons, caves beneath arid mesas, or ancient stone ruins. Brass dragons often compete with blue dragons for lair sites, but are more likely to make a lair among rocks than to burrow under the sands.

Brass dragons like their lairs to be spacious and well lit; many lairs feature windows or skylights to let sunlight in. They respect skillfully wrought stonework and often take over canyon fortresses and similar structures when they're abandoned by their original non-dragon builders. Brass dragons are also capable of fine stonework themselves, and many meticulously carve out grand halls and galleries in which to store and display their hoards.



Brass Dragon Lair Features

The brass dragon lair shown in map 5.4 is an ancient ruin located within rough, stony canyons in a desert environment. The lair has the following features:

Column Guardians. Massive columns carved to resemble warriors watch over the main entrance to the canyons; the dragon has given them whimsical names and ascribed unique personalities to them.

Grand Hall. At the deepest part of the canyon, a wide archway admits visitors to the grand hall that serves as the main lair. Regal statues stand bathed in sunlight admitted by huge shafts in the ceiling—wide enough for the dragon to climb up but not fly through. A much larger shaft above the rear chamber allows the dragon to fly directly in and out of the lair.

Hoard Chamber. The bulk of the dragon's hoard is stored in a partially collapsed chamber most easily accessed by way of a shaft in the ceiling. (A narrow gap in the fallen stones filling an old passageway might allow a Small or nimble character to squeeze in or out that way.) Eight heavy pillars surround a well in the floor and support the ceiling around the shaft.

AASTERINIAN

Like many greatwyrms dragons, Aasterinian is sometimes seen as a god. In fact, she is a cheeky and quick-witted brass dragon who often serves as a messenger for Bahamut. Her heightened dragonsight allows her to transmit messages easily between worlds, so all her incarnations know nearly everything any other one is aware of.

Aasterinian encourages all dragons to think for themselves rather than relying on the ideas or opinions of others. She cherishes learning and invention and often takes on Humanoid guise to offer patronage to mortal scholars and artificers.

Unused Chamber. A smaller chamber shown on the left side of the map is not currently used by the dragon, but it shows signs of having been recently used by visitors—either creatures welcomed by the dragon or ones that escaped the dragon's notice.

Wells. Four wells—three in the canyons leading to the main hall and one inside the hoard chamber—provide fresh water for the dragon and any guests, and they also serve as a sort of alarm system. As described in the *Monster Manual*, whenever a creature with an Intelligence of 3 or higher comes within 30 feet of one of these wells, the dragon becomes aware of the creature's presence.

Additional Lair Actions

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

Animate Statues. The dragon chooses up to three statues in the lair that it can see. Each of these statues briefly animates and attacks one creature within 5 feet of it, with a +7 bonus to hit and dealing 10 (3d6) bludgeoning damage on a hit.

Blast of Wind. A mighty wind sweeps through the lair in a direction of the dragon's choice, blowing along a line 40 feet wide and 100 feet long. Each creature in that area except the dragon must succeed on a DC 15 Strength saving throw or be pushed 15 feet in the wind's direction and be knocked **prone**. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished. If the dragon is within the area of the wind, it can choose to be pushed 15 feet in the wind's direction, and the wind can't knock the dragon **prone**.

Obscuring Sand. Dust and sand fill the air within 120 feet of the dragon, making the area **lightly obscured** until initiative count 20 on the next round.

Regional Effects

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

Cloud Companion. A small, wispy cloud follows non-evil creatures as they journey within 6 miles of the dragon's lair. It changes direction as the creatures do, remaining interposed between them and the direct glare of the sun, and grants them advantage on saving throws to resist the effects of **extreme heat** (see the *Dungeon Master's Guide*).

Talkative Denizens. Creatures within 1 mile of the dragon's lair find pleasure in hearing the sound of their own voices. The air is filled with a deafening chorus of birds and small animals, and sapient creatures talk extensively.

Brass Dragon Treasures

Brass dragons prefer yellow, orange, and brown gemstones that coordinate with their own scales, and they favor precious art objects fashioned from brass, including items such as pitchers, braziers, and bells. They also cherish organic treasures, from finely crafted wood to textiles.

Brass dragons often invest items in their hoards with imagined personality. A wyrmling might have a favorite marble bust or onyx cameo to converse with, while an ancient dragon might have lively dialogues with an entire gallery of paintings, statues, and tapestries. A brass dragon who divides a hoard into separate caches often imagines those caches as individuals (or even groups of people) with independent personalities, and the dragon might spend time in different lairs to socialize with different “friends.”

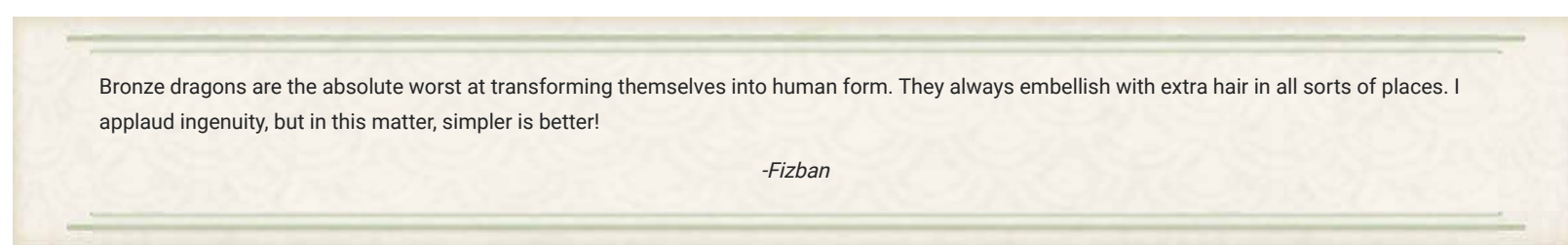
Brass Dragon Art Objects

d10	Object
1	A finely carved bust of a long-dead human ruler, which the dragon has named Cornelius and argues with incessantly
2	An elegant locket holding a watercolor portrait of a dragonborn the dragon fondly calls Lux
3	A polished platter engraved with an elaborate scene showing a person talking to a sphinx; the dragon likes to imagine being in the scene, dominating the conversation
4	A sculpture depicting a pod of dolphins leaping among stone waves, all of which the dragon has named and imagines as pets
5	A cameo pendant depicting a human woman the dragon calls “Bruno” and imagines to be a brilliant philosopher
6	A statuette of an important deity, which the dragon calls by a diminutive version of the god’s name and baby-talks to
7	A large tapestry depicting a party of elves riding stags through the woods; the dragon has named all the stags and offers condolences on their being saddled and mounted
8	A sculpted bird in an ornate cage; the dragon calls the bird Fweep and sings to it
9	A large mirror in a frame studded with gemstones; the dragon likes to gaze in the mirror and imagine having a mate
10	An idol of an obscure minor divinity; the dragon addresses it reverently as “O mighty Froglet” (its shape is only vaguely frog-like)

Bronze Dragons

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

Creating a Bronze Dragon



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

Bronze Dragon Personality Traits

d8	Trait
1	The weakest creatures sometimes display the greatest courage. I respect all beings who risk their lives in defense of something greater than themselves.
2	My payment is a matter of principle. Requiring even a small fee for my service allows those I help to preserve their dignity. It’s really for <i>your</i> benefit.

d8	Trait
3	I have no time for chitchat or insinuation. I get to the point and expect others to do the same.
4	I respect law and order, but it's no excuse for tyranny. Those who abuse power must be stripped of it, and soldiers have a responsibility to refuse immoral orders.
5	I strive to treat foes honorably, but not at the expense of strategy. A quick death in combat is its own kind of courtesy.
6	I trust my gut. I'd rather act on incomplete information than be hamstrung by indecision.
7	I'm fascinated by other species' military technology, especially magic armaments and siege engines—the bigger, the better!
8	Conflict drives evolution. By sparking wars between nations, I contribute to the advancement of their civilizations. (And they pay me for it, too!)

Bronze Dragon Ideals

d6	Ideal
1	Action. Passivity is shameful. We owe it to the world and ourselves to try to improve things, even if we can't guarantee success. (Any)
2	Analysis. When possible, dig into the root of a conflict before committing to end it, to ensure you aren't fighting for the wrong side. (Any)
3	Honor. I never lie outright, though I choose my words carefully. I will fight to the death rather than break my word or abandon a comrade. (Lawful)
4	Discipline. Disorganization breeds defeat. I demand self-control from both myself and those who fight beside me. (Lawful)
5	Guardianship. It's the duty of the strong to protect the weak. (Good)
6	Dominance. Anyone who opposes my will is either an underling to be punished or an enemy to be vanquished. (Evil)

Bronze Dragon Spellcasting

Age	Spell Save DC	Spells Known
Young	14	<i>beast sense, detect thoughts, speak with animals</i>
Adult	17	<i>beast sense, control water, detect thoughts, speak with animals</i>
Ancient	20	<i>beast sense, control water, detect thoughts, heroes' feast,* speak with animals</i>

*This spell's casting time is longer than 1 action.

Bronze Dragon Adventures

The Bronze Dragon Adventure Hooks table offers suggestions for stories and adventures involving bronze dragons.

Bronze Dragon Adventure Hooks

d8	Adventure Hook
1	Attempts to salvage a sunken merchant ship are being thwarted by a bronze dragon who claims "finder's rights."
2	Betrayed by corrupt city officials, a bronze dragon is punishing the city by preventing ships from entering its harbor, but the citizens are suffering.
3	A bronze dragon gathers crusaders to rescue a hero imprisoned in the Abyss—a mission that will mean almost certain death for the rank-and-file troops.
4	A bronze dragon has conscripted a local militia into an ongoing conflict with a black dragon who lives in the waterlogged ruins of a magical academy.
5	The bronze dragon who protects a coastal nation is stricken by a curse, and the cure lies in a sunken temple the dragon destroyed generations ago.

d8	Adventure Hook
6	Believing that the winner of a city's democratic election is unworthy of the job, a bronze dragon is now supporting an authoritarian leader instead.
7	A bronze dragon has been approached by both sides in a war and needs agents to get close to both leaders to discover which has the worthier claim.
8	A bronze dragon fears that a remote library-fortress is no longer the best place to safeguard an infamous tome called the <i>Antitheorem Codex</i> —and has decided to prove it by attacking the site.

Connected Creatures

Bronze dragons admire high-minded ambition and military prowess, seeking out those beings willing to risk their lives in the fight for justice. Though they are as proud as any dragons, bronze dragons would rather serve alongside heroes than rule over cowards and quislings.

Bronze Dragon Wyrmling Connections

d6	Connected Creatures
1	A flight of pseudodragons has raised an orphaned bronze dragon wyrmling , who is quickly growing too large for the group's usual activities.
2	A knight rescued a bronze dragon wyrmling from sacrifice at the hands of a cult, and the two now travel together in search of wrongs to right.
3	A bronze dragon wyrmling's murdered tutor rose as a revenant , and the dragon seeks anyone who can help obtain justice.
4	A bronze dragon wyrmling has chosen a lair filled with poisonous snakes , admiring the elegance with which they slither through the flooded tunnels.
5	A bronze dragon wyrmling has been captured by sahuagin raiders and manipulated into serving as the band's icon and war leader.
6	A group of merrow stole a bronze dragon wyrmling's hoard, and the wyrmling is training a plesiosaurus to help attack the merrow's stronghold.

Young Bronze Dragon Connections

d6	Connected Creatures
1	A guardian naga and a young bronze dragon each defend half of an artifact called the <i>Sundered Crown</i> .
2	A young bronze dragon and a medusa have been enemies for so long that they've developed mutual respect, communicating by way of a magical book that teleports back and forth between them.
3	A young bronze dragon seeks to turn a band of cyclopes into a disciplined army, with little success.
4	A young bronze dragon has been magically bound to the service of a marid , and the dragon is unable to take direct action to get free of the genie.
5	A young bronze dragon runs a prestigious military academy, training paladins of smaller species to fight for justice beneath the dragon's banner.
6	Dragonborn pirates bribe a young bronze dragon into helping them steal ship cargoes for a sizable cut of the profits.

Adult Bronze Dragon Connections

d8	Connected Creatures
1	A rakshasa disguised as a pirate lord seeks revenge on the adult bronze dragon who has killed the Fiend three times so far.
2	An adult bronze dragon regularly consults a storm giant whose prophecies give hints as to which conflicts the dragon should seek out and engage in.
3	An adult bronze dragon keeps a roc as a beloved pet and views the creature's predations on local settlements as simply part of the natural order.
4	An adult bronze dragon swore an oath to a comrade who later became a vampire . The dragon reluctantly continues to protect the vampire, all the while searching for a way to reverse the transformation.

d8	Connected Creatures
5	An adult bronze dragon sends regular tributes of treasure to an adult topaz dragon , not wanting the topaz dragon's enmity to become a threat to coastal communities under the bronze dragon's protection.
6	An archmage and an adult bronze dragon who have been friends since they fought together in the mage's youth often visit each other to share stories.
7	An adult bronze dragon attempting to raise a clutch of wyrmlings alone is in desperate need of tutors and babysitters who can survive the assignment.
8	An obsessed shadow dragon plots to trap an adult bronze dragon in the Shadowfell until the bronze dragon too is transformed.

Ancient Bronze Dragon Connections

d4	Connected Creatures
1	An ancient bronze dragon is locked in a centuries-old conflict with a kraken that destroyed a settlement under the bronze dragon's protection.
2	Two ancient dragons, one bronze and one silver , support different nations locked in a war, each believing that their side has the moral high ground.
3	An ancient bronze dragon controls a network of privateers who prey on pirates and accept government commissions if the dragon deems a cause worthy.
4	An ancient bronze dragon guards a merfolk monastery that's risen mysteriously from the depths, prompting attacks by greedy coastal nations even as the monks warn of a coming apocalypse.

Bronze Dragon Lairs

Bronze dragons typically dwell along rocky and inaccessible coastlines. Some make dry homes atop lonely sea stacks, while others favor completely submerged lairs in sunken ruins. Many seek out strongholds straddling land and sea, with both dry and flooded chambers.

When it comes to lairs, bronze dragons value function over form, and they study potential sites with a military commander's eye for defense. They appreciate the solidity of cliff-side caves or stone fortresses, often reinforcing existing defenses with clever traps and bulwarks. At the same time, bronze dragons understand that they are their own best defense in a siege, so they are careful to maximize their mobility with multiple ways in and out of their lairs.

Bronze Dragon Lair Features

The bronze dragon lair shown on map 5.5 is a set of sea caves that once served as a dwarven military outpost. The lair has the following features:

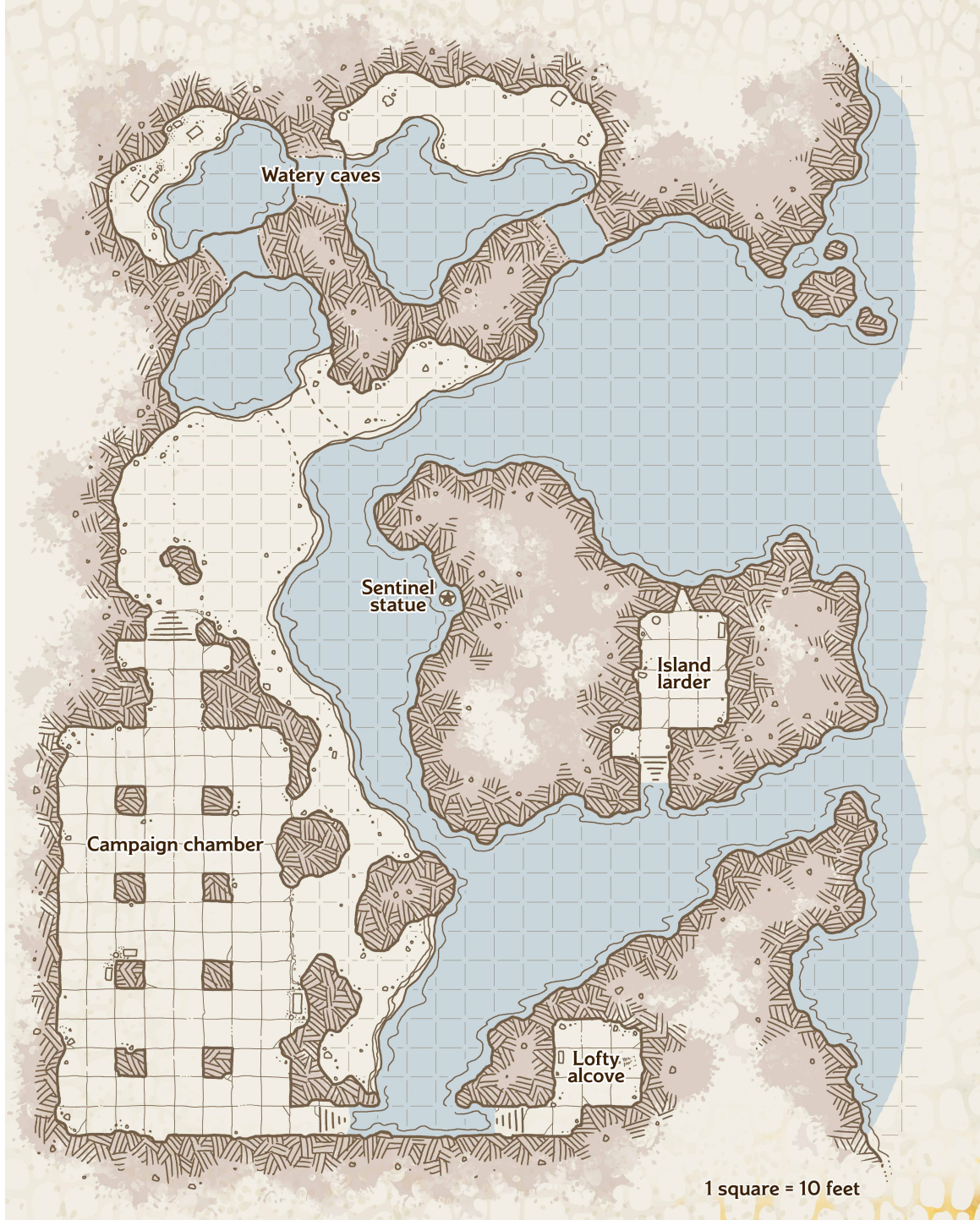
Sentinel Statue. In a hidden cove sheltered from the sea, a statue of a dour elf queen watches over a small beach. The statue's eyes are magically warded to alert the dragon of intruders.

Campaign Chamber. Beyond the beach stands a pillared dwarven hall whose walls have begun to crumble near the entrances. Here the dragon grants audiences and presides over councils of war, surrounded by trophies chosen to remind viewers of the dragon's heroic history.

Lofty Alcove. Up a steep set of stairs at the bottom right of the map lies a dry chamber that serves as barracks for guests and a library for documents too fragile to survive in damp conditions.

Island Larder. Another elevated chamber carved into the cliffs of a small island abutting the beach (in the center right of the map) serves as a larder in case of a siege. It also houses a clever series of mirrors arranged throughout the stone to allow the dragon to observe the seascape unnoticed.

Watery Caves. Two chambers near the top of the map are accessible only via submerged tunnels, their entrances disguised with thick seaweed and boulders. The larger cavern on the right is the dragon's sleeping chamber, while the smaller on the left holds most of the dragon's hoard.



MAP 5.5: BRONZE DRAGON LAIR

[VIEW PLAYER VERSION](#)

Additional Lair Actions

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

Ocean's Call. The dragon conjures a swarm of spectral dolphins. Each creature in the water within 120 feet of the dragon must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) slashing damage; then the swarm vanishes.

Salt Burst. The dragon chooses a point it can see in the lair. The air in a 20-foot-radius sphere centered on that point bursts with abrasive salt crystals. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) slashing damage.

Whelming Water. The dragon causes a strong current to course through the water in its lair. The dragon chooses any number of creatures it can see that are standing or swimming in water within 120 feet of it. Each chosen creature must succeed on a DC 15 Strength saving throw or be knocked **prone**.

Regional Effects

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

Phantom Escort. Ghostly naval ships from an ancient armada appear, escorting well-meaning creatures in need of the dragon's help toward the dragon's lair.

Underwater Pursuit. Sailors glimpse the shadowy, illusory form of a dragon in the depths below them, keeping pace with their vessel.

Unfailing Faithfulness. Sapient creatures that spend a year within 10 miles of the dragon's lair find it nearly impossible to break a promise.

FIREFLASH

Also known as Khirsah, Fireflash is a gregarious and inquisitive bronze dragon with a keen interest in other species, especially dwarves and elves. During the War of the Lance, he was one of the first to answer the call of Silvara—the elf identity of the silver dragon D'argent—for the metallic dragons to join the conflict. During the Vingaard Campaign, Fireflash teamed up with a dwarf named Flint Fireforge and a kender named Tasslehoff Burrfoot to capture Highmaster Bakariss. Later, in the Blue Lady's War, Tasslehoff foresaw Fireflash's demise at the hands of the death knight Lord Soth—and was thus able to avert the dragon's grim fate.

After the wars, Fireflash faded from public view, but rumor holds that he continues his lifelong fight against evil, using his legendary skill in aerial combat to assist the Knights of Solamnia.

Bronze Dragon Treasures

A bronze dragon's hoard is a history of the dragon's deeds, with trophies from fallen foes and payment from grateful petitioners resting alongside more mundane spoils of war and loot salvaged from shipwrecks and the seabed. Though these dragons rarely steal outright, a several-ton bronze dragon landing near—or even on—a merchant ship asking to trade often obtains extremely one-sided bargains from unnerved sailors.

Bronze dragons have a romantic view of their role as guardians of justice and prefer treasures that tie into their heroic narrative. Their hoards teem with weapons, armor, and magic items built for the battlefield—the more unique, the better. Stories matter to a bronze dragon, who would rather have the humble spear that felled a tyrant than a jeweled blade that's never seen combat. They love collecting and studying histories that can give them tactical insight or inspiration, as well as safeguarding artifacts they deem too dangerous to entrust to anyone else.

Bronze Dragon Art Objects

d10	Object
1	A painting of the bronze dragon alongside a human woman wearing an outdated military uniform
2	An ornate, mostly complete collection of Oristene's multi-volume Military History of the Outer Planes
3	A heavy cloak of shimmering blue scales, with an attached half-mask
4	An oversized key of living wood, with seemingly natural whorls in the bark that form the words, "For service not forgotten"
5	A dragon-sized drinking vessel crafted from a behir horn
6	Framed blueprints of a siege engine called the Moonhammer
7	An aquatic howdah made of sharkskin and bearing an emblem of a lonely black tower perched high atop a sea stack
8	A statue of a dishonored elf general, which is surrounded by historical treatises recounting the general's disgrace and notes that suggest the dragon has vowed to redeem this former hero
9	An idol of an insectile devil, with a blindfold tied carefully around its compound eyes
10	An elaborate clockwork zoetrope that, when activated, displays a moving picture of a bronze dragon fighting a red dragon over a burning city

Copper Dragons

I knew a copper dragon who loved coining words. We have her to thank for words like "organize," "pillow," "cognizant," "burgeon," and "job," to name just a few. It would make her laugh to know how often people make these ridiculous combinations of sounds!

-Fizban

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

Creating a Copper Dragon

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

Copper Dragon Personality Traits

d8	Trait
1	I am generous with my time, my words, and my considerable wisdom—but my treasure is mine.
2	I love music. It is truly the universal language, able to express ideas far better than mere words alone.
3	I find the notion of trade and barter fascinating, and sometimes even find ways to participate in them.
4	There is no sound I love more than laughter, a powerful balm for hearts and minds.
5	I enjoy games of all kinds, especially challenges of wit and intellect—and those I can decisively win.
6	I admire how brightly short-lived creatures shine before their lights go out.
7	Nothing is more satisfying than deflating the egos of the high-and-mighty with a well-placed jibe.
8	When I'm bored, stirring up a settlement and watching its people scurry about amuses me.

Copper Dragon Ideals

d6	Ideal
1	Beauty. The ability to create, appreciate, and sustain beauty is the true measure of a creature or civilization. (Good)
2	Curiosity. The world holds so much to experience. I value different perspectives and insights. (Any)
3	Creativity. Our purpose is to create something new and clever, and I admire those who do so. (Any)
4	Change. The only constant is change, and we must change with the world. (Chaotic)
5	Fairness. Life is often unfair, and it is up to us to rebalance its scales from time to time. (Good)
6	Cruelty. Existence is a cruel joke. You can either be in on the joke, or be made a fool by it. (Evil)

Copper Dragon Spellcasting

Age	Spell Save DC	Spells Known
Young	13	<i>lesser restoration, phantasmal force</i>
Adult	16	<i>lesser restoration, phantasmal force, stone shape</i>
Ancient	19	<i>lesser restoration, move earth, phantasmal force, stone shape</i>

Copper Dragon Adventures

The Copper Dragon Adventure Hooks table offers suggestions for stories and adventures involving copper dragons.

Copper Dragon Adventure Hooks

d8	Adventure Hook
1	A copper dragon holds an annual competition of poetry and music. The winner dwells with and entertains the dragon for a year—providing a perfect opportunity to access the dragon's lair and hoard.
2	An area of reputedly haunted hills is the domain of a copper dragon, who takes advantage of local legend and trickery for amusement and to deter intruders.
3	A copper dragon is found half buried in a rock slide, badly injured and unable to recall what happened—or the location of the dragon's lair.
4	A reclusive, eccentric noble who sometimes employs adventurers turns out to be a copper dragon working through various intermediaries.
5	An adult copper dragon wants griffons nesting near the dragon's lair gone but hopes to have the griffons—and their eggs—relocated rather than killed.
6	A message found in the Underdark was meant for a copper dragon, who has believed for generations that the message's original bearer betrayed them.
7	A copper dragon has been trying to engineer peace for two nearby domains by facilitating a romance between the heirs of those lands' rulers.
8	A hobgoblin warlord scarred by a copper dragon in youth has raised an army to slay the dragon and plunder the dragon's hoard.

Connected Creatures

Copper dragons are most interested in creatures they find entertaining or amusing, whether for their artistic abilities or because they are fun to trick and tease.

Copper Dragon Wyrmling Connections

d6	Connected Creatures
1	A flock of arakocra shelters a copper dragon wyrmling from gargoyles hunting in the mountains.
2	A copper dragon wyrmling guards a hidden pass that leads into a sylvan valley populated by centaurs , pixies , and satyrs .
3	A copper dragon wyrmling has killed a number of domestic animals. A group of druids wants the wyrmling captured and relocated, rather than killed.
4	A ruined manor house being reclaimed by a newly titled noble is the lair of a copper dragon wyrmling .
5	A copper dragon wyrmling follows a wizard everywhere, fascinated by <i>prestidigitation</i> tricks.
6	An ettin is trying to keep a captured copper dragon wyrmling as a pet.

Young Copper Dragon Connections

d6	Connected Creatures
1	A young copper dragon has enticed a band of kobolds to undertake activities for the dragon's amusement—and to rein in the band's more chaotic tendencies.
2	The head of a local thieves' guild is a young copper dragon who delights in tales of daring thefts and skims the best stolen art objects as tribute.
3	A young copper dragon needs aid to root out a behir that has claimed the dragon's lair.
4	A band of raiders tithes treasure and tales to a young copper dragon , in exchange for using the canyons around the dragon's lair as a haven.
5	A dryad dwelling in the woods near a young copper dragon's lair helps to ward off intruders.
6	A child's imaginary friend is a very real young copper dragon who can cast <i>invisibility</i> .

Adult Copper Dragon Connections

d8	Connected Creatures
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d8	Connected Creatures
1	An adult copper dragon befriended a djinni after granting the genie freedom. Now the two meet yearly to talk and exchange news.
2	Centaur communities in the foothills surrounding an adult copper dragon's lair gather yearly to offer tribute to the dragon, who settles disputes and dispenses advice for them.
3	A galeb duhr acts as the guardian of an adult copper dragon's hoard.
4	An adult copper dragon regularly visits the treants of the nearby forest to help protect their woods from encroachment.
5	A band of fomorians believe they have allied with a red dragon to burn a Feywild grove, but an adult copper dragon has deceived them.
6	An adult copper dragon serves as the patron of a community of gnome tinkerers, who present their best ideas to the dragon in hopes of being funded.
7	A community of stone giants believes an adult copper dragon is a key figure in a prophecy—and the dragon has decided to play along for fun.
8	An adult copper dragon sends agents into a goristro demon's labyrinth to steal a lost soul, as part of a centuries-long game.

Ancient Copper Dragon Connections

d4	Connected Creatures
1	An ancient copper dragon and an ancient red dragon have been playing a complex game of strategy for centuries, using whole communities as their pawns and nations as their game board.
2	An ancient copper dragon guards the sealed entrance to a ruined temple filled with devils.
3	A renowned gnome trickster, now deceased, so impressed an ancient copper dragon that the dragon assumes the gnome's form from time to time to help keep their legend alive.
4	The ancient copper dragon progenitor of a lineage of dragon-blooded sorcerers likes to check in on these descendants from time to time.

GALADAEROS THE SUNSET FLAME

The copper dragon Galadaeros claims the islands known as the Purple Rocks in the Trackless Sea of Faerûn as his territory. For centuries, Galadaeros was content in his isolated home. Then the adventurer Ranressa Shiard was shipwrecked on the isles. Galadaeros befriended her after she made several failed attempts to slay him, and he eventually became mentor and ally to an adventuring company she named in his honor. The dragon provided the adventurers with a safe haven and received a share in their hauls in return.

The kindly copper dragon has grown fond of the companionship of Humanoids, although he does not know if he will ever grow accustomed to the brief nature of their lives. His last association with the Galadran Company was well over a century ago, and it has been some time since any other outsiders have disturbed the solitude of the dragon's isles.

Copper Dragon Lairs

Copper dragons prefer dry uplands, hilltops, or mountainous foothills, where they build their lairs in caves, crags, or tunnels. Although sometimes natural, the passages and caverns of a copper dragon's lair might be carved out or expanded by the dragon's powerful acid breath.

Copper dragon burrows are often sinuous and winding, featuring twists, turns, and dead ends. Blank walls in the lair can conceal cunning hidden passages or might be stone or clay thin enough for the dragon to burst through them. The narrowest tunnels in a copper dragon's lair are just barely wide enough to accommodate the dragon's body, and they typically loop around and reconnect with themselves so the dragon can double back without having to reverse direction.



MAP 5.6: COPPER DRAGON LAIR

[VIEW PLAYER VERSION](#)

Copper Dragon Lair Features

The copper dragon lair shown in map 5.6 is a network of tunnels and large chambers dug beneath dry, rocky hills. The dragon's acid breath has left the surface of the stone here with a smooth, melted appearance.

The lair has the following features:

Concealed Entrances. Four sloping tunnels emerge onto the surface among the hills, concealed by brush and tumbled stone. These openings allow the dragon to enter and depart the lair via multiple routes. Additionally, the sunken areas shown on the surface map correspond to areas where the dragon can burst through the ceiling to reach the surface.

Secret Doors. Concealed passages connect a number of the tunnels and chambers of the lair. Their secret doors are magical in nature, with the stone at a passage junction reshaping itself at the dragon's command to open a passage or close it again (similar to the effect of a *stone shape* spell). Whenever a creature with an Intelligence of 3 or higher comes within 10 feet of one of these secret doors, the dragon becomes aware of that creature's presence and location. Each secret door radiates an aura of transmutation magic but is otherwise indistinguishable from solid stone.

Hoard Chamber. At the bottom of the underground map, a chamber hidden beyond two secret passages and carved out beneath a low hill contains the bulk of the dragon's hoard. The dragon often sleeps in the adjoining chamber, acting as a final line of defense against intruders.

Additional Lair Actions

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

Laughing Gas. The dragon chooses a point on the ground that it can see within 120 feet of it. A cloud of pink gas fills a 20-foot-radius sphere centered on that point. Each creature in that area that fails a DC 15 Wisdom saving throw is **incapacitated** with laughter until the end of its next turn.

Torpid Energy. The dragon chooses a creature it can see within 120 feet of it. If the target fails a DC 15 Constitution saving throw, its speed is halved, and it can't use reactions or bonus actions until the end of its next turn.

Regional Effects

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

Distant Melodies. The ethereal music of woodwinds and bells can be heard carried on the wind within 1 mile of the dragon's lair.

Starlit Stones. Standing stones are common on hilltops within 1 mile of the dragon's lair. The stones shed dim light in a 10-foot radius at night. (If the dragon dies, the stones remain, but they no longer shed light.)

Copper Dragon Treasures

Copper dragons love burnished metals, particularly those with red and yellow tones, along with gleaming gemstones of all kinds and colors. They also like fine art objects, ranging from tapestries and woven rugs to paintings, sculptures, and ornate carvings.

Copper dragons also collect trophies and keepsakes of their best tricks and triumphs. These range from the crowns, armor, and weapons of long-dead foes to portraits, personal items, and oddities such as a single ancient coin or an arcane clockwork.

Copper Dragon Art Objects

d8	Object
1	A jeweled cloak pin bearing the symbol of an ancient secret society
2	A smooth piece of amber with what appears to be a tiny sprite frozen inside it
3	A metal egg that unfolds into a lotus-like flower
4	A harp that plays by itself on command
5	A six-foot-tall mirror of silvered glass in a precious frame carved with the shapes of coiling dragons
6	A complex puzzle box made of rare woods and inlaid with stone
7	The figurehead of a ship, carved in rare woods and set with gemstones—and bearing the likeness of the copper dragon's head
8	A complex astrological clock, with tiny gemstones marking out stars and constellations

Crystal Dragons

Starlight is measured in emotions rather than quantifiable units. Although crystal dragons would argue that emotions actually are quantifiable units, so I don't really know what my point is.

-Fizban

Use the tables, map, and other information in this section to craft unique encounters with crystal dragons. Crystal dragon stat blocks appear in [chapter 6](#).

Creating a Crystal Dragon

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

Crystal Dragon Personality Traits

d8	Trait
1	If you're not a thief or a frost giant, let's talk!
2	Are you comfortable? Can I tell your future for you? Just let me know what I can do for you, okay?
3	Jokes are as valuable as any gemstone and more fun to share.
4	My empathy is a bottomless well. I can't help but lose myself in the emotions of others.
5	The stars have much to tell us, and folk need me to interpret what the stars say.
6	All play and no work—those are the words I live by.
7	I am always the first to offer a compliment.
8	Get off my snowfield, you immature bipeds! When I was a wyrmling, people respected their elders!

Crystal Dragon Ideals

d6	Ideal
1	Exploration. Yesterday is already known. Today is for something new. (Chaotic)
2	Empathy. It's a gift to share in another's joy, even if sometimes you must bear their pain, too. (Good)
3	Hospitality. We all live beautiful lives—it would be a shame not to share our lives with others. (Neutral)
4	Determinism. Our destinies may already be written, but the way we achieve them still matters. (Any)
5	Fun and Games. Play is learning, but without the boredom. (Chaotic)
6	Control. Everyone is welcome, as long as they follow my rules. (Lawful)

Crystal Dragon Adventures

The Crystal Dragon Adventure Hooks table offers suggestions for stories and adventures involving crystal dragons.

Crystal Dragon Adventure Hooks

d8	Adventure Hook
1	A towering palace of ice and quartz that was once the abode of an ancient crystal dragon is found deserted, with no clue as to whether its master will return or whether some other creature has claimed it.
2	Prismatic shards rain from the sky in a beautiful but dangerous display. Rumors quickly spread that a crystal dragon is responsible.
3	A crystal dragon invites the greatest bards and philosophers to partake in "the Great Dialogue" in the dragon's mountaintop lair. But only the dragon knows that the Great Dialogue has no end, and no one can leave the lair once it has begun.
4	A crystal dragon intent on exploring a new world of the Material Plane has acquired a magic ship for the journey and now just needs a brave crew.
5	A crystal dragon who has guarded a mountain pass for decades unexpectedly retires to the Elemental Plane of Air. Monstrous forces immediately move into the area—and might take control of the pass unless the dragon can be convinced to return.

d8	Adventure Hook
6	A royal heir goes missing while secretly visiting a crystal dragon. The heir's family, the heir's friends, and the dragon all want to find the heir, but no faction trusts the others.
7	A crystal dragon seeks bold adventurers to steal an egg from an ancient white dragon who is infamous for abject cruelty and utter remorselessness.
8	A crystal dragon has ripped open holes to the Elemental Planes of Air and Water, creating flash glaciation that encroaches upon inhabited lands.

Connected Creatures

Crystal dragons are among the most social and hospitable of dragons. They are equal parts mysterious, contemplative, and mischievous, making it difficult to know what to expect of them.

SARYNDALAGHLOHTOR

The **adult crystal dragon** Saryndalaghlohtor is known as "Lady Gemcloak" and sometimes "the Axemother," thanks to her association with a dwarf clan dwelling in the northern part of Faerûn. She lives closer to civilization than crystal dragons typically do, which delights her because of the close friendships she has formed, but also annoys her as she is forced to deal with hostile fools who mistake her for an evil white dragon.

Having earned the enmity of the ancient red dragon **Klauth**, Lady Gemcloak is exploring the possibility of establishing close ties between her dwarf allies and a group of **azers** on the Elemental Plane of Fire. In the meantime, she's trying to protect her dwarf allies from the schemes of a hostile mining cartel.

Crystal Dragon Wyrmling Connections

d6	Connected Creatures
1	A crystal dragon wyrmling rides a sled pulled by a trained pack of wolves and frets about outgrowing this favorite pastime.
2	A crystal dragon wyrmling has foreseen an untimely end for the bandits who raided the wyrmling's lair and follows the bandits to keep them safe.
3	A crystal dragon wyrmling has befriended a white dragon wyrmling . The wyrmlings' parents, who are ancient rivals, regard the relationship with concern.
4	A crystal dragon wyrmling encourages nearby farmers to go on dangerous excursions so they'll return with interesting stories to tell the dragon.
5	A crystal dragon wyrmling finds ice mephits to be the perfect household servants—if only they would stop trying to kill the dragon's guests.
6	A crystal dragon wyrmling is placed in a monastery to learn the teachings of the monks before returning home in three years. The monks don't appreciate the wyrmling's pranks.

Young Crystal Dragon Connections

d6	Connected Creatures
1	A young crystal dragon tries to protect a local population of rare snowy owlbears from poachers and hunters.
2	A young crystal dragon has adopted a group of kobolds and is trying to teach them the value of a good practical joke.
3	A young crystal dragon has captured a pack of winter wolves loyal to a frost giant , intent on convincing the wolves to change their evil ways.
4	A lonely werebear enjoys long conversations with a young crystal dragon but doesn't always appreciate the dragon's sense of humor.
5	A young crystal dragon finds some manticores bluster hilarious and befriends them despite their fear. But the dragon is having trouble overcoming the manticores' predatory nature.
6	A young crystal dragon uses dancing lights and hypnotic pattern to give an air of authenticity to a charlatan fortuneteller's act, in exchange for a portion of the take from the charlatan's clients.

Adult Crystal Dragon Connections

d8	Connected Creatures
1	An adult crystal dragon convinces a druid to cast the <i>awaken</i> spell on creatures around the dragon's lair, so the dragon will never want for conversation.
2	A family of yetis seized an adult crystal dragon's lair and hoard, and the dragon seeks help to drive the yetis out.
3	An adult crystal dragon and an elf archmage have been friends for centuries and often go stargazing together on the peaks of their favorite mountains, but the dragon is grieving as the elf approaches the end of life.
4	A pair of adult crystal dragons lairing on neighboring mountaintops have enjoyed a decades-long snowball war, but their antics sometimes cause avalanches that threaten nearby villages.
5	An adult crystal dragon enjoys shaping the ice and snow near a den of trolls into a labyrinth and watching the trolls try to make their way through it.
6	Remorhazes infest the glacier beneath an adult crystal dragon's lair, posing an imminent threat to the dragon's home and hoard.
7	A revenant persuades an adult crystal dragon to help get revenge on the frost giants who murdered her.
8	An adult crystal dragon teaches astronomy to students of a renowned university, but the students must travel to the dragon's mountain lair for class.

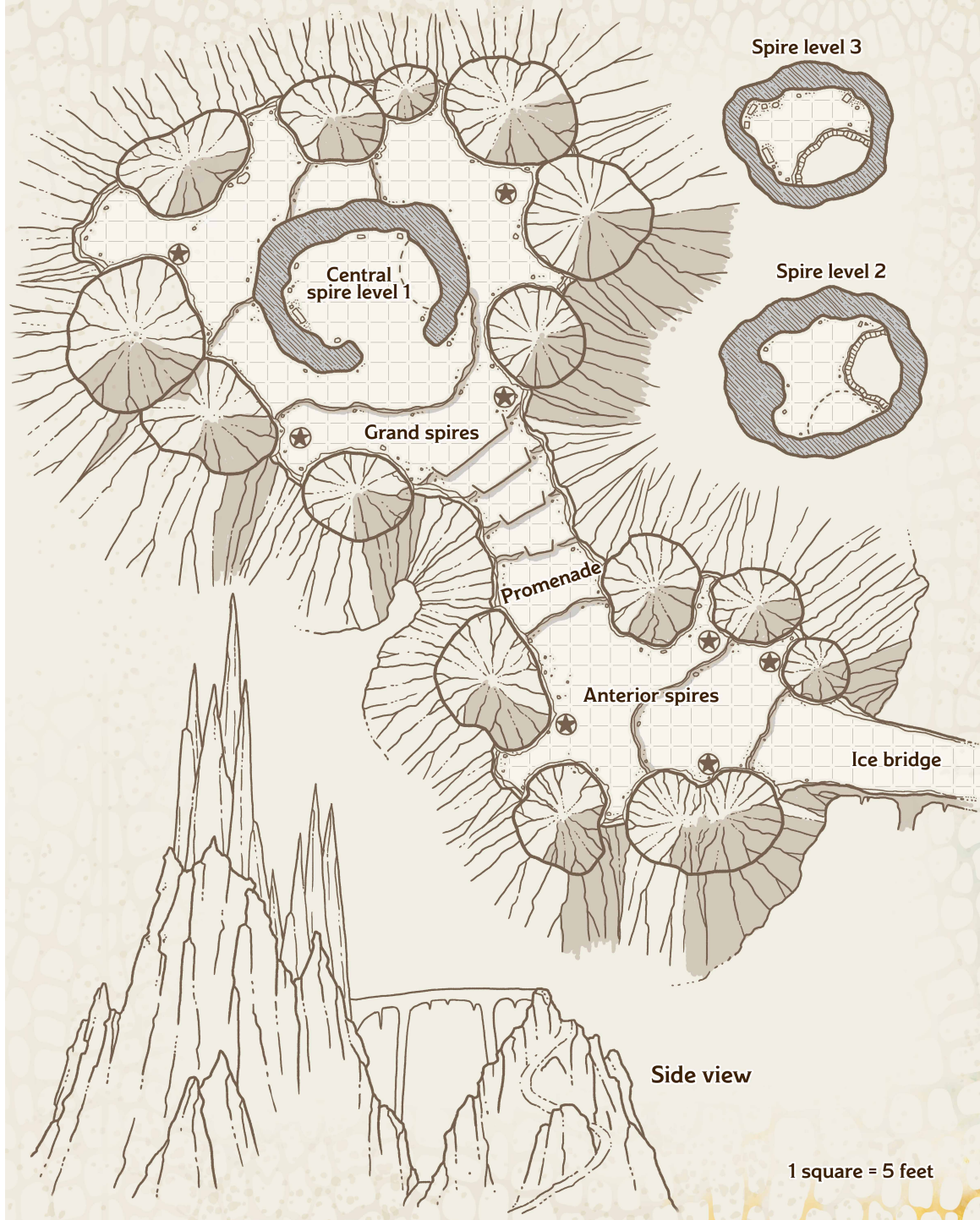
Ancient Crystal Dragon Connections

d4	Connected Creatures
1	A clan of dwarves has discovered a self-renewing vein of quartz near an ancient crystal dragon's lair. The dwarves mine the area aggressively, unaware that the dragon is spying on them—and intends to demand recompense at some point in the future.
2	An ancient crystal dragon is stalked by a villainous ranger who has already claimed a dozen draconic trophies.
3	An ancient crystal dragon follows a pod of whales from one sea to another, having grown fond of the valuable ambergris they leave in their wake. Now whalers are scheming to kill the dragon.
4	A community of seal hunters reveres an ancient crystal dragon as the spirit of their glacier home. Such worship amuses and flatters the dragon, who keeps the hunters safe and leads them to locations where seals are plentiful.

Crystal Dragon Lairs

Crystal dragons seek out frigid, picturesque locations with clear views of the sky above to build their lairs. Then, like gem cutters seeking the perfect diamond, they spend much of their lives refining, polishing, and enhancing the beauty of their lairs.

Crystal dragons' lairs are often found in polar expanses, dizzying mountain peaks, and glacial floes. Some resemble icy palaces, with numerous balconies offering plentiful opportunities for sky gazing. Though ice and snow are the most common materials they use in the construction of a lair, crystal and other precious minerals feature prominently in certain areas. In this way, crystal dragons' hoards literally become the fabric of their homes.



MAP 5.7: CRYSTAL DRAGON LAIR

[VIEW PLAYER VERSION](#)

Crystal Dragon Lair Features

The crystal dragon lair shown in map 5.7 is the home of a dragon who has spent considerable time shaping the pinnacle of the tallest mountain in a local range, transforming it into a series of gleaming spires. Though visitors are rare, the dragon has built a roadway that ascends the mountain to encourage travel to and from the lair.

The lair has the following features:

Ice Bridge. The crowning glory of this infrastructural marvel is a wide bridge of ice that spans a chasm between a lesser peak and the lair.

Anterior Spires. Rising from the far side of the bridge are the lair's anterior spires. These solid, pointed shafts resemble inverted icicles more than towers and enclose a terraced, open-air amphitheater that serves the dragon as a parlor.

Ice Sculptures. In each of the areas enclosed by the anterior spires and the grand spires, four ice sculptures (shown as circled stars on the map) depict dragons of different kinds.

Promenade. A dragon-sized promenade winds upward from the anterior spires to the summit of the mountain.

Grand Spires. Like the anterior spires, the grand spires enclose a multi-tiered sanctuary of ice and snow. Trusted guests might be invited into this part of the lair.

Central Spire. The central grand spire is hollow, and built into its upper recesses are several icy perches where the dragon keeps the greatest treasures. As with everything in the lair, nothing is truly off-limits to visitors, as long as they show themselves to be peaceful and respectful (or very, very interesting). The most favored of the crystal dragon's acquaintances might even be gifted with a short trip to the very pinnacle of the central spire—the highest point in the local landscape—to take in the breathtaking view.

Crystal Dragon Treasures

Crystal dragons covet bright, opulent objects; baubles and trinkets that remind them of the stars, sky, sun, or heavens; and relics that aid in the divinatory arts. They prioritize beauty over value, so while they adore gemstones of all kinds, they prize fine quartz as highly as cut diamonds.

Crystal dragons enhance the natural beauty of their lairs with the treasures they collect, always trying to display those items they consider most precious in a tasteful and interesting way and recounting their elaborate histories to visitors whenever possible. Indeed, crystal dragons also see amassing such wonderful hoards as a way to attract new friends to the remote locations they inhabit.

Crystal Dragon Art Objects

d12	Object
1	An armillary sphere revealing the positions of several unknown worlds in the Material Plane (relative to the one the dragon is on)
2	A set of handmade tarokka cards depicting the various wizard clans of a magocracy called Glantri
3	A dazzling array of crystals carved to refract any light passing through them into star-like patterns
4	An oversized monocle custom-made for the crystal dragon, who thinks it looks stylish
5	A children's coin bank shaped like an owlbear, with beautiful blue gemstone eyes
6	An ancient water clock that tells the time with perfect accuracy
7	A star chart reproducing the night sky of some other Material Plane world
8	A magnificent fresco depicting a noble court in the Feywild
9	Alabaster panels etched with unusual glyphs, designed to be hung in windows to catch the light
10	Astrological birth charts for every year since the dragon was born
11	A vast number of colored glass bottles collected from dozens of cultures and historical periods
12	A fine divan set with gemstone buttons and stitched with silver thread

Deep Dragons

There is a deep dragon saying that translates roughly to "Thorough is as thorough does," but more literally, "Uncover every last stone!" Every last stone?! Sounds exhausting.

-Fizban

Use the tables and other information in this section to craft unique encounters with deep dragons. Deep dragon stat blocks appear in [chapter 6](#).

Creating a Deep Dragon

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

Deep Dragon Personality Traits

d8	Trait
1	I will not risk injury at the hands of weaker creatures—especially while I can turn them against one another and have them fight in my stead.
2	It is difficult for anyone not of dragonkind to penetrate the twisting labyrinth of my thoughts.
3	I might disagree with other dragons, but we are superior beings and should not lower ourselves to direct conflict.
4	I have no interest in going to the surface world. It's where one sends one's servants.
5	While the petty squabbles of other creatures bore and irritate me, I might hear out those who demonstrate an appreciation for the finer things in life by bringing me delicacies like clams or aboleth flesh.
6	I might be willing to exert myself to take out a mind flayer . Those disgusting creatures must be stopped.
7	I dream of seeing the deepest places in the ocean.
8	I find I rather enjoy the company of people—as long as they remain unaware of my true nature.

Deep Dragon Ideals

d6	Ideal
1	Understanding. True power comes from the ability to discern other creatures' motivations better than they can discern yours. (Any)
2	Kindred. All dragons are kin to one another, and we would all do well to prioritize that kinship. (Any)
3	Mystery. I appreciate a question I cannot answer, so I strive to be an enigma for other creatures. (Any)
4	Adaptability. Whether taking on a new form, making new allies, or trying a new strategy, flexibility keeps one youthful. (Chaotic)
5	Superiority. Weaker creatures cannot be trusted, so I constantly remind my servants of my power. (Evil)
6	Patience. All creatures might teach me something, and I'm willing to wait and find out what that might be rather than acting in haste. (Good)

Deep Dragon Spellcasting

Age	Spell Save DC	Spells Known
Young	14	<i>command, dissonant whispers, faerie fire</i>
Adult	16	<i>command, dissonant whispers, faerie fire, water breathing</i>
Ancient	19	<i>command, dissonant whispers, faerie fire, passwall, water breathing</i>

Deep Dragon Adventures

The Deep Dragon Adventure Hooks table offers suggestions for stories and adventures involving deep dragons.

Deep Dragon Adventure Hooks

d8	Adventure Hook
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d8	Adventure Hook
1	Unfamiliar drow adventurers have been prowling a city's streets at night and have been overheard talking about the dragon they serve.
2	Svirfneblin hire the characters to deliver tribute to their deep dragon neighbor.
3	A disguised deep dragon offers access to rare artifacts—to a party who is willing to partner up on a seafood shipping business.
4	A talented young ranger is kidnapped by a deep dragon who wants a hunting partner.
5	A friendly young copper dragon seeks an entourage, hoping to impress the deep dragon holding the copper dragon's inheritance in trust.
6	A deep dragon wants to know if rumors of a sea monster in an Underdark lake are true, so the dragon hires adventurers to investigate.
7	Two Underdark settlements are about to go to war, having been carefully manipulated by a deep dragon. A desperate ruler offers a reward to anyone who can uncover the true cause of the hostility.
8	A deep dragon wants someone to manufacture a scenario that will get the dragon out of an old commitment to protect a city.

Connected Creatures

Deep dragons appreciate the company of other dragons. Although they view most other species as inferior to dragonkind, having worth only as servants or tools, the rare individuals who impress them can sometimes earn respect as partners—albeit junior ones.

Deep Dragon Wyrmling Connections

d6	Connected Creatures
1	An ogre has acquired a deep dragon wyrmling as a pet, ignoring the fact that the dragon is an intelligent creature who will grow extremely large.
2	An inquisitive deep dragon wyrmling has made it to the surface world. Lost and confused, the wyrmling has been captured by a group of cruel adventurers.
3	A deep dragon wyrmling whimsically rules over a worshipful group of kobolds, sending them to the surface to fetch delicacies the wyrmling craves.
4	An exclusive auction in an enclave of Lolth-worshippers features a deep dragon egg just about to hatch.
5	A deep dragon wyrmling with an experimental bent has created a "garden" of gray oozes .
6	An orphaned deep dragon wyrmling is cared for by a giant constrictor snake that is the recipient of a druid's awaken spell.

Young Deep Dragon Connections

d6	Connected Creatures
1	A young deep dragon has captured a number of kuo-toa and has decided to try them out as servants instead of eating them.
2	A young deep dragon maintains the guise of a handsome Humanoid artist so as to maintain an adoring cult of drow and duergar admirers.
3	A rather snooty bone naga serves as a young deep dragon's loyal butler, as it did for the dragon's parent.
4	A young deep dragon has organized a society of hobgoblin explorers, whose members seek out new places in the Underdark for the dragon to visit.
5	A doppelganger mimics a young deep dragon's Humanoid form while committing a string of murders, hoping to turn local Underdark settlements against the dragon.
6	Despite repeated mind flayer attacks, a young deep dragon refuses to leave the cave where the dragon's best friend—an adventurer who won the dragon's respect and affection—lingers as a ghost .

Adult Deep Dragon Connections

d8	Connected Creatures
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d8	Connected Creatures
1	An adult deep dragon has played chess with a drow matriarch for centuries. Each move represents what that player plans to do next in the competitors' long struggle for domination in the Underdark.
2	A fire giant who accidentally insulted a deep dragon is tormented by the dragon's servants in ways that can't be tied to the dragon conclusively.
3	A group of cyclopes wants a deep dragon to protect them from mind flayers , but the dragon is uninterested in meeting with them despite their repeated petitions.
4	A nest of vampires has developed a taste for deep dragon blood.
5	An adult deep dragon craves the knowledge stored in an aboleth's nearby lair.
6	A spirit naga desperately wants to claim the key to a mysterious underground door from the hoard of an adult deep dragon .
7	An adult deep dragon has ended up rearing a young brass dragon and is running out of patience for the young dragon's mischief.
8	An adult deep dragon takes pride in breeding hell hounds but can't control them.

Ancient Deep Dragon Connections

d4	Connected Creatures
1	An ancient deep dragon has taken on a young red shadow dragon as a protégé.
2	Two ancient dragon lovers—one deep and one white —see each other only once every hundred years, when they choose targets for a deadly hunting spree.
3	Two ancient deep dragons fight over territory. Unwilling to move against each other directly, they use local settlements—and any competent visitors—as pawns in their struggle.
4	An ancient deep dragon has put the folk of a city to work building the dragon a metropolis to rule in the center of a vast underground salt lake.

Deep Dragon Lairs

Deep dragons make their lairs in the recesses of the Underdark, often near the settlements of people with whom they have alliances or enmities. Their lairs are highly individual. Some are woven from networks of living fungus. Others are built upon the ruins of ancient cities or carved into caves near underground lakes.

Deep dragons' lairs serve as bases for the dragons' explorations, as well as providing safe storage for their hoards. When these curious creatures are away from home searching out new environments and seeing new vistas, they usually leave their lairs protected by servitors, allies, magic, traps, or some combination of these protections.

Deep Dragon Lair Features

A deep dragon lair might share the same basic structure as the sapphire dragon lair shown on [map 5.12](#), but instead of being formed from stone, it might consist of chambers hollowed out within a fungus network growing near an underground river. Whatever the setup, a deep dragon festoons the narrow, twisting passages between the lair's fungal walls with magical and mundane traps. A typical lair has the following features:

Connecting Passages. Because a deep dragon lacks a sapphire dragon's ability to shape stone, add a few connecting passages or secret doors to otherwise inaccessible chambers, possibly including connections to the adjacent underground stream as entrances to the lair.

Reception Hall. The dragon uses one of the large chambers in the lair as a reception hall for allies and servitors. Like the rest of the lair, this chamber is lit by phosphorescent fungal blooms that give off soft green, blue, and purple light.

Hoard Chamber. The dragon's hoard is hidden away in a more remote chamber, draped in illusion spells and protected by traps and magical alarms. When triggered, those alarms summon the dragon's minions and allies first, followed by the dragon.

Underground River. Where an underground river runs along the outside edge of the lair, the dragon has slowed its flow with a rocky dam, creating a small pool in which to bathe and raise aquatic delicacies.

Guest Suite. A large chamber with connected smaller chambers, such as that seen toward the bottom of the map, forms a suite used as guest lodgings for visiting dragons. Though any treasures with significant financial or sentimental value to the host dragon are stored away in the protected hoard, these tastefully appoin

visitors' chambers contain lesser treasures from inaccessible or storied locales, chosen to pique visitors' curiosity and provide an excuse for the host to tell these items' tales.

Deep Dragon Treasures

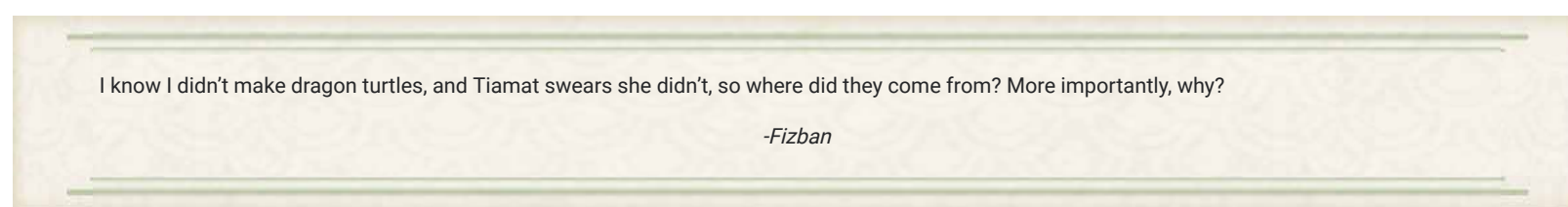
Deep dragons adore goods from distant lands, especially if those goods are unique. They hoard mementos of memorable hunts or exploring expeditions. They love gemstones in deep, dark colors, as well as those with an iridescent sheen, and they favor keeping their treasures in frames and on stands made of precious woods and set with even more gems.

It is rare to find a deep dragon hoard that is simply a pile of gems and treasures, for these creatures take great pride in organizing and displaying their possessions. They can easily spend multiple days guiding visitors from prize to prize, telling stories about favorite keepsakes—and when deep dragons visit each other, these tours can stretch out for days.

Deep Dragon Art Objects

d12	Object
1	A statue of an unknown winged antelope-like creature carved from a single massive opal
2	A preserved juvenile purple worm on an ebony stand set with amethysts
3	A cunningly worked metal automaton of a sphinx that, when addressed directly, answers every question with a question referencing forgotten civilizations
4	A set of filigreed gold claw covers set with gems that change color according to the wearer's mood
5	A silver pelt that belonged to a long-extinct species of bear and sheds snowflakes when touched
6	A painting of a caldera island with unique fauna that shows how to access the interior by swimming through an underwater cave
7	A magic chandelier that projects images of the most inaccessible places in the world on the wall, changing the images each time the chandelier is relit
8	A magical goblet activated when the creature holding it speaks the name of a country, whereupon the goblet fills with the finest wine from that land's vineyards
9	A set of exquisite miniature dragons made of precious metals, jewels, and stone, with one representing each kind of chromatic, metallic, and gem dragon
10	The jewel-encrusted skull of an ancient dragon, which the deep dragon always keeps close at hand and talks to when lonely
11	A magnificent set of drums painted with scenes from the folklore of an isolated mountain community
12	A beautifully worked statue of the deep dragon in a favorite Humanoid form, made by an artist the dragon knew centuries ago

Dragon Turtles



Use the tables and other information in this section to craft unique encounters with dragon turtles. [Chapter 6](#) features stat blocks for **dragon turtle wyrmlings**, **young dragon turtles**, and **ancient dragon turtles**. The **dragon turtle** in the *Monster Manual* is an adult.

Creating a Dragon Turtle

Use the Dragon Turtle Personality Traits and Dragon Turtle Ideals tables to inspire your portrayal of distinctive dragon turtle characters, and use the Dragon Turtle Spellcasting table to help select spells for a spellcasting dragon. (Though the *Monster Manual* doesn't explicitly include dragon turtles in the [variant rules](#) for making a dragon a spellcaster, you can apply those rules to these aquatic dragons.)

Dragon Turtle Personality Traits

d8	Trait
1	I speak slowly and deliberately, pausing to reflect after (or sometimes in the middle of) each utterance.
2	I am more interested in the shiny baubles people carry than in anything they have to say.
3	I think of ships as kindred spirits and like to rub affectionately against their keels.
4	I like to show visitors the vastness of my domain, so they appreciate how insignificant they are.
5	I attack anyone I notice taking from the sea's bounty without offering something in return.
6	I think of sailors' songs as their "water speech" and try to converse with them by humming snippets of tunes I have overheard.
7	I swim alongside ships sailing through my domain, just out of arrow range, so they know I am watching.
8	I am fascinated by the politics of surface realms and talk endlessly with sailors and adventurers to stay current on the latest happenings on land.

Dragon Turtle Ideals

d6	Ideal
1	Endurance. We who dwell beneath the waves can weather all storms. (Any)
2	Indifference. What do I care for the fleeting concerns of those who crawl upon the land? (Any)
3	Curiosity. I want to know about everything that enters my domain, especially oddities from the surface world. (Any)
4	Supremacy. Creatures who refuse to recognize my rule over these waters suffer my displeasure. (Lawful or Evil)
5	Preservation. I am the ocean's steward, tending reefs and waters to ensure that they remain unspoiled. (Lawful)
6	Eradication. The peoples of the surface world were a mistake of creation. I will correct that error. (Evil)

Dragon Turtle Spellcasting

Age	Spell Save DC	Spells Known
Young	13	<i>fog cloud</i>
Adult	15	<i>control water, fog cloud</i>
Ancient	17	<i>control water, control weather,* fog cloud</i>

*This spell's casting time is longer than 1 action.

Dragon Turtle Adventures

The Dragon Turtle Adventure Hooks table offers suggestions for stories and adventures involving dragon turtles.

Dragon Turtle Adventure Hooks

d8	Adventure Hook
1	A ruthless shipping magnate has bribed a dragon turtle to attack competitors' vessels and drive them out of business.
2	A curious dragon turtle swam upriver from the sea and is now stuck beneath a bridge on a major trade road, terrifying travelers.
3	After an unwise attack from a whaling ship, a dragon turtle pursued the ship back to harbor and now attacks any ship that tries to leave.

d8	Adventure Hook
4	The sea around a wizard's tower is too stormy for ships to sail through, but a resident dragon turtle might be convinced to ferry the characters across.
5	A royal bathhouse was renowned for its sauna, until the dragon turtle supplying the steam escaped and started rampaging through the palace.
6	A millennium ago, a fabled sword was buried at sea with its wielder. Now the sword must be found, and only a dragon turtle remembers where it is.
7	A dragon turtle has taken up residence in a subterranean lake, and the steam has been driving other creatures up out of their tunnels toward the surface.
8	A sea god has sent a dragon turtle to unleash devastation along a populated coast.

Connected Creatures

Dragon turtles are stolid and slow to anger. This temperament, combined with their disinterest in moral quandaries, allows them to get along with—or at least abide—most creatures they encounter. They frequently enter symbiotic relationships with other sea creatures that can bring them food or treasure, and they sometimes agree to work for creatures who ply them with generous sums of wealth.

Dragon Turtle Wyrmling Connections

d6	Connected Creatures
1	A sea hag has promised treasure to a dragon turtle wyrmling if the wyrmling brings the hag “visitors” by capsizing fishing boats.
2	A school of hunter sharks try to drive a dragon turtle wyrmling out of their waters.
3	A dragon turtle wyrmling shares food with a giant octopus in exchange for the octopus pilfering baubles from passing ships.
4	A dragon turtle wyrmling lairs in a geyser inhabited by steam mephits , believing the creatures to be dragon turtle spirits.
5	A dragon turtle wyrmling is blamed for attacks on sea traffic being made by a plesiosaurus .
6	A dragon turtle wyrmling plays with a pod of killer whales , leaping into the air and blowing clouds of steam each time the whales breach.

Young Dragon Turtle Connections

d6	Connected Creatures
1	A young dragon turtle serves as a mount for a sahuagin baron in exchange for plunder.
2	A young blue dragon is teaching a young dragon turtle to terrorize nearby settlements so the inhabitants will propitiate the dragon turtle with gold.
3	A young dragon turtle serves as a mobile rookery for a flock of pteranodons and eats fish they drop.
4	A young dragon turtle has been enslaved by an aboleth and forced to guard the creature's lair.
5	A clan of gnomes pays a young dragon turtle to serve as a mobile refueling platform for their fleet of steamboats.
6	A young dragon turtle likes to feast on giant crocodiles' eggs.

Adult Dragon Turtle Connections

d8	Connected Creatures
1	An adult bronze dragon has befriended an adult dragon turtle and is trying to convince the dragon turtle to help fight off an invading navy.
2	A marid and an adult dragon turtle are traveling companions, touring oceans across the multiverse.
3	Shambling mounds grow like an infestation on an adult dragon turtle's shell and spread wherever the dragon turtle travels.

d8	Connected Creatures
4	An archmage is helping an adult dragon turtle write a definitive history of the deep.
5	An adult dragon turtle serves as a mount for the storm giant who saved the dragon turtle's life.
6	An adult dragon turtle hunts an aquatic purple worm that has been hollowing out the reef where the dragon turtle dwells.
7	An adult dragon turtle has awoken from a decades-long nap to discover that halflings have unwittingly built a seaside tavern upon the dragon turtle's back.
8	An ultraloth works with an adult dragon turtle living in the River Styx, using magic to protect the dragon turtle from the river's effects and charging travelers for safe passage to the other side.

Ancient Dragon Turtle Connections

d4	Connected Creatures
1	An ancient dragon turtle and an ancient gold dragon meet once a year to trade moves in a game of dragonchess that has been going on for centuries.
2	An ancient dragon turtle serves as counsel to an empyrean court, tempering the Celestials' passions with the dragon turtle's endless patience.
3	A geas spell forces an ancient dragon turtle to carry a lich's tower.
4	An ancient dragon turtle is responsible for ensuring that a kraken is never woken from its slumber.



Dragon Turtle Lairs

Dragon turtles make their lairs in underwater caves and coral reefs. Most such lairs are situated deep beneath the waves near the ocean's floor, though some dragon turtles prefer coastal lairs with easier access to settlements they can trade with—or prey upon. Particularly reclusive dragon turtles seek lairs in even more remote locales, including deep-sea trenches or underwater volcanoes.

Dragon turtles are largely unconcerned with the design of their lairs and seldom work to improve them. A dragon turtle's primary concern when selecting a lair is ensuring that the site is large enough to accommodate the creature's prodigious size as the centuries wear on. After that, proximity to shipping lanes and freedom from irksome neighbors take precedence.

Dragon Turtle Lair Features

The underwater caves inhabited by dragon turtles are structurally similar to the seaside caverns where bronze and topaz dragons lair. When constructing a dragon turtle's lair, you can simply take a coastal map and translate it to an underwater environment or use the map as-is if the dragon turtle is content to lair near the surface.

As an example, [map 5.14](#) depicts a topaz dragon's lair in a seaside cavern, but it could be reimagined as a grotto in the side of a coral reef rising from a shelf on the ocean floor, with the following features:

Shelf Floor. The sandy beaches represent the ocean floor at a depth of 100 feet, which is coated in a soft layer of fine sediment. The water around the lair is clear but dimly lit. The water's edge on the map represents the lip of the shelf, which descends to a dark plain twelve hundred feet below.

Coral Reef. The rocky cliff side depicts the contours of a coral reef that rises 80 feet above the shelf. The exterior face of the reef is covered with stinging corals.

Reef Hollow. The dragon turtle's lair lies in a hollow in the reef's interior that was bored out by a giant sea worm the dragon turtle killed. The original entrance at the level of the shelf floor ascends through a weed-choked tube that opens into the main chamber. Here, the dragon turtle nests in a recessed shelf along the back wall, where the creature can gaze down at the hoard scattered across the chamber floor. Although the lair is mostly flooded with seawater, a layer of breathable air is trapped in the top 3 feet of the main chamber.

Coral Shelf. A secondary entrance grants access to a coral shelf 40 feet above the shelf floor and illuminates the lair for a few hours each day with a shaft of dim sunlight.

Lair Actions

As they are presented in the *Monster Manual*, dragon turtles don't have access to lair actions while in their lairs. At your discretion, you can give an **adult** or **ancient dragon turtle** access to lair actions, increasing its challenge rating by 1. On initiative count 20 (losing initiative ties), the dragon turtle can take one of the following lair actions; the dragon turtle can't take the same lair action two rounds in a row:

Blasting Current. A strong water current moves through the dragon turtle's lair. Each creature within 30 feet of the dragon turtle must succeed on a DC 15 Strength saving throw or be moved 30 feet in a direction of the dragon turtle's choice. On a success, the creature is moved 10 feet instead.

Entangling Kelp. Strands of spectral kelp reach out to ensnare creatures in a 20-foot-radius sphere centered on a point in the lair that the dragon turtle can see. Each creature in that area must succeed on a DC 15 Strength saving throw or be **restrained** until the end of its next turn.

Steam Eruption. Steam erupts in a 15-foot cone from a point on the ground the dragon turtle can see within 120 feet of it. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant creatures resistance to this damage.

Regional Effects

The region containing a dragon turtle's lair can be transformed by its presence, creating one or more of the following effects:

Diverting Currents. Underwater currents push unwanted visitors away from the lair. While swimming in these currents, each foot of movement costs 1 extra foot (2 extra feet in **difficult terrain**), even if a creature has a swimming speed.

Elemental Portals. Crevasses on the ocean floor within 1 mile of the dragon turtle's lair form two-way portals to the Elemental Plane of Water, allowing creatures of elemental water into the world to dwell nearby.

Hot Water. Geothermal vents heat the water within 6 miles of the dragon turtle's lair to 100 degrees Fahrenheit.

If the dragon turtle dies, these effects fade over the course of 1d10 days.

AREMAG

Aremag is an **adult dragon turtle** who lays claim to the southern reaches of the Sea of Swords in Faerûn, extracting tribute from all who enter or leave the Bay of Chult. Traders often carry chests of treasure on board expressly for this purpose—pirates are more likely to offer captives, launched out in a skiff to feed the dragon turtle's voracious appetite.

Aremag's predation has occasionally provoked reprisal from Chult's inhabitants, as attested to by his milky-white left eye and missing patch of shell. However, rather than humbling the great dragon turtle, these injuries have made him more irascible. Those who meet the dragon turtle are advised to pay whatever price he asks, and to treat him with the deference he believes he deserves.

Dragon Turtle Treasures

Dragon turtle hoards frequently contain quantities of coral and pearls received as tribute from aquatic peoples, as well as chests full of coins, gems, and trade goods looted from shipwrecks. However, a dragon turtle's most prized possessions are treasures from the surface realm. Such objects are likely to be fashioned of metals

stone, as wood, cloth, and paper keep poorly in a dragon turtle's watery lair.

More so than for most dragons, a dragon turtle's hoard is likely to contain a motley assortment of treasures from disparate locales. Although many dragon turtles simply lump the elements of their hoard together into a nest, more inquisitive individuals take an interest in specific treasures, sometimes seeking out surface-world folk to inquire about an object's function or provenance.

Dragon Turtle Art Objects

d10	Object
1	An elven coronet, which the dragon turtle wears as an earring
2	A pipe organ that the dragon turtle refers to as "Bubbles," which works underwater
3	Cast-metal masks painted with the faces of rulers whose names the dragon turtle constantly misremembers
4	A zither fashioned from a conch shell, which the dragon turtle insists visitors play before granting them an audience
5	A painted egg decorated with glittering jewels
6	An ornate underwater carriage fashioned from coral and seashells, which the dragon turtle pushes back and forth like a toy
7	A sculpture depicting a knight on griffonback, whose lance the dragon turtle uses to scrape off barnacles
8	An urn engraved with a scowling dwarf's face, whose expression the dragon turtle mimics comically
9	A scepter fashioned to resemble a skeletal arm, which unnerves the dragon turtle for some inexplicable reason
10	An elegant candelabra that the dragon turtle thinks is lost, but that is actually wedged into a crack in their shell