

# VERMINAARD, DRAGONLORD OF THE RED WING

Medium humanoid (human), lawful evil

**Armor Class** 19 (Platemail +1)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	16 (+3)	18 (+4)

**Saving Throws** Wis +6, Cha +7

**Skills** Athletics +5, Insight +6, Intimidation +7, Religion +6

**Senses** passive Perception 16

**Languages** Common, Draconic

**Challenge** 10 (5,900 XP)

**Spellcasting.** Verminaard is a 8th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). Verminaard has the following spells prepared from the cleric spell list:

Cantrips (at will): *light, sacred flame, resistance, thaumaturgy*

1st level (4 slots): *bane, command, cure wounds, divine favor, healing word, inflict wounds, shield of faith*

2nd level (3 slots): *calm emotions, hold person, magic weapon, spiritual weapon*

3rd level (3 slots): *mass healing word, crusader's mantle, spirit guardians*

4th level (2 slots) *banishment, freedom of movement, stonemin*

**Guided Strike.** Verminaard can choose to give either himself a +10 to an attack roll or as a reaction grant it to an ally within 30 feet of himself. He can use this ability once and then must complete a long rest.

**Takhisis' Inspiration.** Whenever Verminaard takes the attack action he can use a bolt of inspiration from Takhisis and make another attack as a bonus action. He can do this 4 times before he needs to take a long rest.

**Divine Strike.** Once on each of Verminaards turns when he hits a creature with a weapon attack, he can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target.

## ACTIONS

**Multiattack.** Verminaard attacks twice with his Mace *Nightbringer*.

**Heavy Mace (Nightbringer).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage. When Nightbringer hits the target must make a Constitution saving throw. (DC 15) If it fails, the target is blinded for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

# BAAZ DRACONIAN

Medium humanoid (Draconian), lawful evil

**Armor Class** 16 (scale mail)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft. Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	6 (-2)	15 (+2)

**Saving Throws** Dex +4, Int +2

**Skills** Deception +4, Investigation +2, Stealth +6\*

\*Has disadvantage

**Condition Immunities** paralyzed, unconscious

**Resistances.** fire

**Senses** darkvision 60 ft. passive Perception 8

**Languages** Common, Draconic, Nerakese

**Challenge** 1/2 (100 xp)

**Awkward Flier.** When the draconian flies, it must end its flight on a solid surface, or else it falls.

**Death Throe** (Turn to Stone). When the draconian reaches 0 hit points, it turns into a stone statue. The creature that struck the death blow must succeed on a DC 11 Dexterity saving throw. On a failure, the weapon that struck the blow becomes stuck in the statue for 1d4 rounds. After that time, the statue crumbles to dust.

**Pack Tactics** The draconian has advantage on an attack roll against a creature if at least one of the draconians allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit (reach 5 ft.; one creature). Hit: 5 (1d6 +2) piercing damage.

## BOZAK DRACONIAN

Medium humanoid (Draconian), lawful evil

**Armor Class** 16 (scale mail)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft. Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	14 (+2)	10 (+0)	19 (+4)

**Saving Throws** Cha +4, Con +2

**Skills** Arcana +4, Deception +2, religion +6

**Condition Immunities** paralyzed, unconscious

**Resistances.** lightning

**Senses** darkvision 60 ft. passive Perception 10

**Languages** Common, Draconic, Goblin, Nerakese

**Challenge** 5 (1,800 xp)

**Awkward Flier.** When the draconian flies, it must end its flight on a solid surface, or else it falls.

**Death Throe. (Explode):** When the creature reaches 0 hit points, it explodes. Any creature within 5 feet of the bozak must succeed on a DC 10 Dexterity saving throw. On a failure, the creature takes 1d4 damage.

**Spellcasting.** The Bozak is a 4th level spellcaster that uses Charisma as its spellcasting ability (spell save DC 14; +6 to hit with spell attacks). The Bozak has the following spells prepared from the Sorcerers spell list:

Cantrips (at will): *Acid Splash, Light, Message, Ray of Frost, Shocking Grasp*

1st level (4 slots): *Shield, Sleep, Thunderwave*

2nd level (3 slots): *Spider Climb, Web*

3rd level (2 slots): *Lightning Bolt*

### ACTIONS

**Shortsword. Melee Weapon Attack:** +4 to hit (reach 5 ft.; one creature). Hit: 5 (1d6 +2) piercing damage.

## KAPAK DRACONIAN

Medium humanoid (Draconian), lawful evil

**Armor Class** 17 (Studded Leather, Shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft. Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

**Saving Throws** Dex +5, Wis +3

**Skills** Deception +4, Investigation +2, Stealth +6\*

**Condition Immunities** paralyzed, unconscious

**Damage Resistances.** acid

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Draconic, Nerakese

**Challenge** 1 (200 xp)

**Awkward Flier.** When the draconian flies, it must end its flight on a solid surface, or else it falls.

**Death Throe (Turn to Acid).** When the draconian reaches 0 hit points, it turns into a pool of acid with a 5 foot radius. Creatures that end their turn in the pool or that enter the pool during their movement take 1d6 acid damage pure turn.

**Poisonous Saliva.** The extraordinary saliva of a kapak carries a paralyzing poison. As a bonus action the Kapak can lick a weapon or piece of ammunition.

**Sneak Attack (1/Turn).** The draconian deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the draconian doesn't have disadvantage on the attack roll.

### ACTIONS

**Longword. Melee Weapon Attack:** +4 to hit (reach 5 ft.; one creature). Hit: 6 (1d8 +2) piercing damage, and the target must make a DC 12 Constitution saving throw and take 3(1d6) poison damage and is paralyzed 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.

**Shortbow. Ranged Weapon Attack:** +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw and take 3(1d6) poison damage and is paralyzed 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.

## SIVAK DRACONIAN

*Large humanoid (Draconian), lawful evil*

**Armor Class** 18 (Platemail)

**Hit Points** 45 (6d10 + 8)

**Speed** 30 ft. Fly 30 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	15 (+3)

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**Saving Throws** Str +6, Con +6

**Skills** Athletics +6, Deception +6, Investigate +4

**Condition Immunities** paralyzed, unconscious

**Resistances.** cold

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Draconic, Nerakese

**Challenge** 5 (1800 xp)

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**Awkward Flier.** When the draconian flies, it must end its flight on a solid surface, or else it falls.

**Death Throe (Shape Shift).** When the draconian reaches 0 hit points, it shape shifts and assumes the likeness of the creature that killed it. This effect lasts for 3 days, after which the draconian turns to black soot.

If the creature that killed the draconian was larger than it or not humanoid the draconian bursts into flames causing 2d4 fire damage to anyone within 5' of it. Creatures can make a Dex save 12 to avoid taking the damage.

**Shapeshift.** When the Sivak draconian kills a humanoid creature its size or smaller he can take a reaction to assume the shape of the creature it just killed. The likeness is a perfect match including voice although the draconian gains none of the memories or abilities of the copied creature. The draconian can cancel this effect when it wishes or when it kills another humanoid.

### ACTIONS

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**Multiattack.** Sivak draconian makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +6 to hit (reach 5 ft.; one creature). Hit: 9 (2d6 + 3) slashing damage

## MONSTROUS SLUG

*Huge Vermin, Neutral*

**Armor Class** 17 (Natural)

**Hit Points** 53 (7d12 + 8)

**Speed** 30 ft., Burrow 15 ft., Climb 30 ft

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STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	27 (+8)	1 (-5)	10 (+0)	10 (+0)

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**Resistances.** Acid, Slashing

**Senses** darkvision 60 ft., tremorsense 60 ft., Passive perception 10

**Challenge** 1/2 (100 xp)

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**Squeeze** The Monstrous Slug can squeeze through spaces other creatures of its size could not.

### ACTIONS

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**Bite.** *Melee Weapon Attack:* +13 to hit (reach 15 ft.; one creature). Hit: 18 (2d6 +12) piercing damage and the target must make a DC 14 Constitution or be paralyzed for 1 minute.

**Spit.** *Ranged Weapon Attack:* +5 to hit (range 30 ft.; one creature) Hit: 7 (2d4) Acid damage

## STAFF OF HEALING

*Staff, rare, requires attunement*

You must be a bard, cleric, or druid to become attuned to this staff. While you hold this staff, you can use an action to expend some of the staff's 10 charges to cast one of the following spells without using any components, using your spell save DC: cure wounds (1 charge per effective spell-slot level, up to 4th), lesser restoration (2 charges), or mass cure wounds (5 charges).

The staff regains 1d6 + 4 expended charges each day at dawn. However, if you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of divine radiance, lost forever.

## STAFF OF MAGIUS

*Artifact Magic Staff*

This polished mahogany staff is topped with a crystal ball grasped in a bronze dragon claw. Its powers are limited only by its user; once the mage's learns the staff's true nature, great power may be summoned.

Legend says the wizard Magius aided Huma in his quest to drive dragons from the face of Krynn. Magius's staff of legend still bears the wizard's spirit and lends it to save the world Magius loved. Many mages of renown have used this staff and added to its powers.

Common Properties: A magic staff can be wielded as a quarterstaff.

Property: You gain a +2 bonus to attack rolls and damage rolls you make with this staff.

Property [Attuned]: You must be a mage to become attuned to this item.

The Staff of Magius functions like Mage Armor. It can cast the light cantrip at-will and cast feather fall once per day.

Secret: In the hands of a 6th level Mage or higher the Staff of Magius can enhance spell casting. It doubles the duration of spells that influence light, air and the mind. Spells that require concentration continue for one round past the time the mage stops concentrating unless this was caused by unconsciousness. The Staff of Magius also bestows the mages Proficiency Bonus to damage spells cast by the mage

## WYRMSLAYER

*Weapon (Greatsword), Very rare (requires attunement)*

You have a +1 bonus to attack rolls and damage rolls for attacks you make with this magic weapon.

When you are attuned to Wyrmslayer the bonus increases to +3 when you use the weapon to attack a dragon. When you hit a dragon with an attack using this weapon, the attack deals an extra 3d6 damage.

When making saving throws you add +3 against breath weapons, spells and any spell-like abilities from dragons

When Wyrmslayer passes within 30 feet of a true dragon, it emits a loud hum that is loud enough to awaken and alert any dragon within 300 feet.