

COSMIC DRAGON BREVIARY



UNEARTH THE DRACONIC FORCES
BEHIND THE BALANCE OF THE MULTIVERSE



COSMIC DRAGON BREVARY

Design & Development

Tony Casper

Writing & Editing

Tony Casper

Front Cover Illustration

Kevin Catalan

Back Cover Illustration

Matthew Boyles

Interior Artists

Anna Antracit, Kevin Catalan, Daniel Comerci, Anthony Courmoyer, Daniel Denova, Tithi Luadthong, Laslo Ludrovan, Griffin Macaulay, Claudio Pozas, Dean Spencer

Parchment Texture

Seth Tomlinson

Graphic Design & Layout

Tony Casper

Publisher

Tony Casper

Patron Producers

Adam Beck, Brandon Sparkman, Chris W. Robinson, Corey Hoeben, EvilD, Gem Johnson, James Couldn't Make It, John Doe, Joseph Yetzer, KibblesTasty, Nick Brown, Seb_destroyer, Silvio, Zachary Wuest

Acknowledgements

To my wife and daughter, my parents and brothers, my friends (especially The Kingdom), and my teachers who have all supported my creative endeavors over the years.

To my patrons on Patreon who make all of this possible, and to all members of the Spectre Creations server who continue to generously give their time and talent to help support others' contributions to this game and foster a kind and welcoming community.

Sincerely, thank you. I love you all.



CONTENTS

PART I: BESTIARY	3
COMET DRAGONS	4
VARIANT: ASTEROID DRAGONS	6
MOON DRAGONS	7
VARIANT: MOON DRAGON ADAPTATIONS	10
NEBULA DRAGONS	10
PLANETARY DRAGONS	14
SUN DRAGONS	19
KHAYLÛS, THE DIMENSIONAL DRAGON	22

PART II: CHARACTER OPTIONS	24
RACE: COSMIC DRAGONBORN	24
SUBCLASS: DRAGON APPRENTICE RANGER	26
SUBCLASS: DRACONIC WEAVE SORCERER	27
FEAT: INTENSIFIED DRAGON'S BREATH	29
WARLOCK FAMILIAR: ATOM DRAGON	29
MAGIC ITEMS	29

On the Cover: A beacon in the night, the imperious sun dragon overlooks its vast canyon domain as its moon dragon guardian orbits nearby.

MORE FROM SPECTRE CREATIONS

This book represents a fraction of the content Spectre Creations has made for 5th Edition, all created thanks to the support of patrons. Join the community for a myriad of races, subclasses, monsters, magic items, and even the premier, party-based Arena System for 5e!

Website: spectrecreations.com

Kickstarter: spectrecreations.com/kickstarter

Patreon: patreon.com/spectrecreations

Discord: spectrecreations.com/discord

Reddit: u/TheArenaGuy

Instagram: @spectrecreations

Email: hello.spectrecreations@gmail.com

First Printing: September 2020

Edition: First Release

ISBN: XXX-X-XXXXX-XXX-X

© 2020 Spectre Creations



Notice: Spectre Creations hereby eschews any and all responsibility for the cosmic mishaps that may befall adventurers who avail themselves of the knowledge herein, including but not limited to the following non-exhaustive list of phenomena: spontaneous combustion, undesirable teleportation (esp. to the Astral Plane), rapid transmutation into a liquid, gaseous, or plasmic state, freezing in space, freezing on land, freezing underwater, moderate-to-severe blindness or deafness, temporary hallucinations or delusions. (Warning: severe cases may cause some effects to become permanent).



PART I: BESTIARY

INTRODUCTION

The role of dragons is undeniably paramount in this game that shares our love and captures our attention—it's right there in the name! There are a number of truths that are core to this draconic mythos: the primary categories of metallic and chromatic dragons, the clash of their respective deities, and the enduring struggle of good versus evil. But what if there's more to the saga? Another layer that's been there all along, waiting to be unearthed?

COSMIC DRAGONS

Juxtaposed between the noble metallic dragons and their vain chromatic adversaries, the comet, moon, nebula, planetary, and sun dragons serve as agents of balance throughout the multiverse—most notably on the numerous worlds of the Material Plane.

A Divine Inception. There are a number of stories regarding the exact circumstances by which the archrival chromatic and metallic dragon deities were born into existence. Many of these legends understandably revolve around an even greater draconic god that preceded them.

Khaylûs, the Dimensional Dragon, can indeed trace their origins to the same predecessor. Unlike their deific kin however—destined for eternal conflict—Khaylûs was brought forth with the express purpose of perpetuating the natural order set forth by their forebear, and charged with ensuring the continued stability of the multiverse upon his death.

Keepers of the Balance. The draconic progeny thus born of Khaylûs share the mantle bestowed upon their supreme deity, tirelessly working toward a fairer, more sustainable reality for all. While cosmic dragons have varying inclinations toward order and chaos, they are of one accord in their stance against the haughty, flawed ideals of the good and evil alike, instead employing a more even-tempered and measured approach.

DRAGONS IN SYZYG

Syzygy is a phenomenon that emerges when three cosmic dragons choose to band together in a force for balance. Any combination of cosmic dragons can be in syzygy, all working perfectly in union to offset each others' flaws. Dragons that are in syzygy gain the benefits described below.

Breath Weapon Immunity. The dragons are unaffected by each others' breath weapons.

Collective Recharge. When one of the dragons successfully recharges its breath weapon at the start of its turn, the other dragons can also roll to recharge their breath weapons.

Interstellar Telepathy. The dragons can communicate with each other telepathically across any distance, even if they aren't on the same plane of existence.

Shared Legendary Resistance. The dragons share a number of uses of the Legendary Resistance trait equal to 3 × the number of adult and ancient dragons in the group. For example, if an adult sun dragon, an adult planetary dragon, and a young moon dragon are in syzygy, they all share a pool of six uses of the Legendary Resistance trait.

When one of the dragons fails a saving throw, it can expend one use from this shared pool to choose to succeed on the saving throw instead. This benefit replaces the individual Legendary Resistance trait of any dragons in the group.

Increased Challenge Rating. The challenge rating of a cosmic dragon in syzygy increases by 1. For example, an adult comet dragon increases from CR 17 to CR 18.

What does it mean to be truly neutral in all things? Some say, "If one is fighting against evil, is not one good?" But it is the fight against all preconceptions—the fight for truth, free from the constraints of bias—that defines this neutrality.

— Selenya, Nebula Dragonborn Cleric of Oghma

ANCIENT COMET DRAGON

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 406 (28d12 + 224)
Speed 80 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	27 (+8)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Dex +16, Con +15, Int +11, Wis +10
Skills Acrobatics +23, Athletics +12, Stealth +16
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities deafened, restrained, stunned
Senses truesight 150 ft., passive Perception 13
Languages Celestial, Common, Draconic
Challenge 24 (62,000 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 30 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon can use its Bow Shock. It then makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) cold damage, and the target can't take reactions until the end of the dragon's next turn.

Spit Meteor. *Ranged Weapon Attack:* +16 to hit, range 120/240 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Bow Shock. The dragon focuses its debris at a point it chooses within 30 feet of it and then causes the debris to burst in a 20-foot-radius sphere centered on that point. Each creature of the dragon's choice in the area must make a DC 23 Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of the dragon's next turn.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 5 (1d10) fire damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

METEOR SHOT. The dragon uses Spit Meteor.

TWIN TAIL. The dragon makes a tail attack. If the attack misses, it can make another tail attack as part of the same legendary action.

SHOOTING STAR (COSTS 2 ACTIONS). The dragon moves up to twice its speed in a straight line; if the dragon is grappled, it automatically breaks the grapple at the start of this movement. Each creature in the line takes 7 (2d6) thunder damage and must make a DC 24 Strength saving throw. A creature under the effects of the dragon's Bow Shock has disadvantage on this saving throw.

On a failure, a creature takes 12 (2d6 + 5) bludgeoning damage and is flung up to 20 feet away from the dragon's path and knocked prone. On a success, the creature takes half as much bludgeoning damage and isn't flung away or knocked prone.

COMET DRAGONS

Ever-elusive and inspiring majestic, the comet dragons are a breathtaking sight to behold. Their hide and scales range from a deep brown to a charcoal gray and are highlighted by a series of icy blue streaks. As they travel, they leave a trail of white, blue, and purple dust and gases in their wake, which may ignite in the heat of battle.

Comet dragons are also distinguished by their iconic double tail: one composed of solid rock and the other a constant stream of gas and ice. Notorious for acting on a whim, they streak across the skies in pursuit of their chaotic impulses, equally pleased to thwart the dastardly schemes of the wicked as they are the inflated ambitions of the good.

Energetic Speedsters. Comet dragons are able to sustain traveling speeds of nearly 120 miles per hour—about five times faster than their chromatic and metallic cousins. The most powerful among them are even

said to be capable of breaking the sound barrier, creating sonic booms that ripple through the debris that constantly surrounds them.

Remote Tendencies. Despite their captivating appearance, comet dragons are quite cold in disposition. They do not often choose to interact socially with other beings—even other dragons—preferring to delight in the ultimate freedom and solitude provided by the skies.

A COMET DRAGON'S LAIR

Comet dragons bear an unrelenting desire to be constantly on the move, which results in a relative minority showing any interest in settling into a particular region. The ones that do take a lair typically claim dominion over an exceptionally large area, such as an entire chain of mountains or an arctic continent. Some comet dragons have been known to maintain multiple lairs, rhythmically traveling between them in a cyclical pattern year after year.

ADULT COMET DRAGON

Large dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 212 (17d10 + 119)

Speed 60 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	24 (+7)	18 (+4)	15 (+2)	14 (+2)

Saving Throws Dex +13, Con +13, Int +10, Wis +8

Skills Acrobatics +19, Athletics +10, Stealth +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities deafened, restrained, stunned

Senses truesight 120 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 17 (18,000 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 20 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon can use its Bow Shock. It then makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) cold damage, and the target can't take reactions until the end of the dragon's next turn.

Spit Meteor. *Ranged Weapon Attack:* +13 to hit, range 100/200 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage plus 3 (1d6) fire damage.

Bow Shock. The dragon focuses its debris at a point it chooses within 20 feet of it and then causes the debris to burst in a 15-foot-radius sphere centered on that point. Each creature of the dragon's choice in the area must make a DC 21 Constitution saving throw. On a failed save, the creature's speed is halved and it has disadvantage on attack rolls until the end of the dragon's next turn.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 4 (1d8) fire damage.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

METEOR SHOT. The dragon uses Spit Meteor.

TWIN TAIL. The dragon makes a tail attack. If the attack misses, it can make another tail attack as part of this same action.

SHOOTING STAR (COSTS 2 ACTIONS). The dragon moves up to twice its speed in a straight line; if the dragon is grappled, it automatically breaks the grapple at the start of this movement. Each creature in the line takes 5 (2d4) thunder damage and must make a DC 21 Strength saving throw. A creature under the effects of the dragon's Bow Shock has disadvantage on this saving throw.

On a failure, a creature takes 9 (2d4 + 4) bludgeoning damage and is flung up to 15 feet away from the dragon's path and knocked prone. On a success, the creature takes half as much bludgeoning damage and isn't flung away or knocked prone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- A swarm of meteors descends from the skies, most burning up in the atmosphere. The remaining 3 (1d4 + 1) meteorites that reach the ground each strike a different point the dragon can see within 120 feet of it. Each creature within 5 feet of an impact must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage and 7 (2d6) fire damage and be knocked prone.
- A 30-foot-high, 5-foot-radius jet of gas and dust erupts from a point the dragon can see within 300 feet of it, and the area becomes heavily obscured. The jet lasts until initiative count 20 on the next round. Whenever a creature enters a space within 5 feet of the jet for the first time on a turn or starts its turn there, it takes 10 (3d6) cold damage and 10 (3d6) poison damage.

REGIONAL EFFECTS

The region containing a legendary comet dragon's lair is magically warped by one or more of the following effects:

- Small, 5-foot-radius geysers are scattered throughout the area within 6 miles of the lair and may periodically erupt and expel noxious gases.
- Water within 1 mile of the lair is infused with toxic chemicals. Enemies of the dragon that drink this water must succeed on a DC 15 Constitution saving throw or become poisoned until they finish a short or long rest.
- Clouds of gas and dust lightly obscure the area within 6 miles of the lair.

If the dragon dies, the geysers become inactive after 1d10 days, and all other effects fade within 1d4 days.

YOUNG COMET DRAGON

Medium dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 115 (11d8 + 66)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	22 (+6)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +10, Con +10, Int +7, Wis +6
Skills Acrobatics +14, Athletics +7, Stealth +10
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities deafened, restrained, stunned
Senses truesight 90 ft., passive Perception 12
Languages Celestial, Common, Draconic
Challenge 10 (5,900 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 15 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

Multiattack. The dragon makes three melee attacks: one with its bite and two with its claws. It can use Spit Meteor in place of any melee attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spit Meteor. *Ranged Weapon Attack:* +10 to hit, range 80/160 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 3 (1d6) fire damage.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 17 (5d6) bludgeoning damage and 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 3 (1d6) fire damage.

VARIANT: ASTEROID DRAGONS

The markedly rarer asteroid dragons are believed to share a common ancestor with the more well-known comet dragons. Exceedingly stoic and lacking their relatives' vibrant blue streaks, these dragons prefer rocky shores and craggy locales. An asteroid dragon has the same statistics as a comet dragon, with the following changes:

- It has immunity to poison damage and can't be poisoned.
- It replaces the Outgas trait with the Impact Event trait detailed at the end of this list.
 - The second paragraph of its Meteor Breath (which references the Outgas trait) is replaced

COMET DRAGON WYRMLING

Small dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 37 (5d6 + 20)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	19 (+4)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Dex +7, Con +6, Int +5, Wis +3
Skills Acrobatics +9, Athletics +4, Stealth +7
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities deafened, restrained, stunned
Senses truesight 60 ft., passive Perception 11
Languages Celestial, Draconic
Challenge 4 (1,100 XP)

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Meteoric Torrent. Attacking prone creatures doesn't impose disadvantage on the dragon's ranged attack rolls.

Outgas. The dragon emits a constant barrier of dust and debris. The area within 10 feet of the dragon is lightly obscured and is difficult terrain for all creatures that it chooses. If the dragon takes radiant damage, additional debris is flung from its body; until the dragon uses its Meteor Breath, a creature affected by this difficult terrain must spend 3 feet of movement for every 1 foot it moves in the area.

ACTIONS

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

Spit Meteor. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 2 (1d4) fire damage.

Meteor Breath (Recharge 5–6). The dragon unleashes a barrage of meteors in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage and 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the dragon's debris ignites (see Outgas trait). Until the start of the dragon's next turn, whenever a creature other than the dragon enters the area for the first time on a turn or starts its turn there, it takes 2 (1d4) fire damage.

with the following:

In addition, once before the end of the dragon's next turn, when it takes damage, it can use its reaction to make a Spit Meteor attack.

- Its tail attack has a reach of 15 feet (ancient asteroid dragon) or 10 feet (adult asteroid dragon), rather than 30 feet or 20 feet, respectively.
- It replaces the Twin Tail legendary action with the Tail Attack legendary action below.

Impact Event. Whenever the dragon hits a creature that is no more than one size larger than it with an attack, the target is pushed up to 5 feet away from the dragon. If the dragon scores a critical hit on the attack, the target is also knocked prone.

LEGENDARY ACTIONS

Tail Attack. The dragon makes a tail attack.

ANCIENT MOON DRAGON

Gargantuan dragon, neutral

Armor Class 21 (natural armor)

Hit Points 429 (22d20 + 198)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	28 (+9)	19 (+4)	14 (+2)	25 (+8)

Saving Throws Dex +11, Con +16, Int +11, Wis +9

Skills Perception +9, Stealth +18, Survival +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 300 ft., passive Perception 19

Languages Celestial, Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 120 feet of it, the dragon and its companion both gain 20 temporary hit points.

ACTIONS

Multiattack. The dragon can use its Tidal Lock. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target.
Hit: 17 (2d10 + 6) piercing damage.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Tidal Lock. The dragon exerts a restrictive force upon one creature it can see within 120 feet. The target must succeed on a DC 24 Strength saving throw or become locked with the dragon.

A locked creature has disadvantage on attack rolls and Dexterity saving throws, and it can't willingly move away from the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect lasts until the dragon uses this ability on a different target or until the dragon dies, is incapacitated, or is on a different plane of existence than the target.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ORBIT. The dragon moves up to half its speed. If the dragon has a companion, it can instead move up to its full speed, but it can't end this move farther away from its companion than it started.

TAIL ATTACK. The dragon makes a tail attack.

ECLIPSE (COSTS 2 ACTIONS). Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 20-foot radius sphere centered on that point. The darkness lasts for 1 minute or until the dragon dies, uses this ability again, or ends the effect (no action required). The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Whenever a hostile creature in the sphere is hit by an attack from the dragon or its companion, the target takes an extra 7 (2d6) cold damage.

MOON DRAGONS

Uncharacteristically self-involved for cosmic dragons, moon dragons seek community first and foremost to elevate their own abilities—their role in the cosmic balance more a byproduct of their behavior than a commitment. They are most comfortable in cool regions on the outskirts of well-inhabited lands, but they can survive in nearly any climate, given that they can find a powerful enough companion.

Most moon dragons are off-white in color, exhibiting varying shades of ivory, sometimes along with pale hues of blush or lavender. They are most noted for their translucent wings, and their extremities are known to shift between lighter and darker phases with the passing days. Those that have taken on an adaptation, such as blood moon dragons, exhibit markedly more vibrant colors and can even be mistaken for chromatic dragons to the untrained observer.

Adaptive Survivalists. Moon dragons are renowned for their exceptional ability to thrive in a variety of locales and circumstances. In just a matter of days, a moon dragon can shift from a predator in the plains to a scavenger in the

desert. These dragons are also capable of taking on one of several natural adaptations they have developed (see page 10), which helps them to excel in their present domain—including the supermoon adaptation, allowing them to double in size.

Narcissistic Beneficiaries. On a surface level, a moon dragon may appear to be rather altruistic, as it seeks out a partner (preferably another dragon) and unceasingly protects its companion. However, this seemingly benevolent behavior is typically a façade, as the moon dragon pursues its self-serving desires to secure its own goals and the height of its power.

A MOON DRAGON'S LAIR

Moon dragons enjoy cool, mountainous and cavernous environments; though many—especially those that have taken on an adaptation—can be found in a wide array of locations, including broad steppes and deserts. Their adaptive capabilities allow them to share a lair with another willing dragon, combining their impact on the surrounding area for optimal protection.

ADULT MOON DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	24 (+7)	18 (+4)	13 (+1)	22 (+6)

Saving Throws Dex +9, Con +13, Int +10, Wis +7

Skills Perception +7, Stealth +15, Survival +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 240 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 90 feet of it, the dragon and its companion both gain 15 temporary hit points.

ACTIONS

Multiattack. The dragon can use its Tidal Lock. It then makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- A surge of intense gravitational force draws inward toward the dragon. Each creature of the dragon's choice within 120 feet of it must succeed on a DC 15 Strength saving throw or be pulled up to 30 feet toward the dragon.
- Lunar dust and debris magically begin to swirl in a 20-foot-radius sphere centered on a point the dragon chooses within 60 feet of it. The area is difficult terrain and lightly obscured, and the attack rolls of ranged weapon attacks have disadvantage if they originate within or pass through the area. The dragon and its companion are immune to these effects.

Whenever a creature, other than the dragon or its companion, enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

A strong wind (at least 20 miles per hour) disperses the debris, ending the effect. Otherwise,

Tidal Lock. The dragon exerts a restrictive force upon one creature it can see within 90 feet. The target must succeed on a DC 21 Strength saving throw or become locked with the dragon.

A locked creature has disadvantage on attack rolls and Dexterity saving throws, and it can't willingly move away from the dragon. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Otherwise, the effect lasts until the dragon uses this ability on a different target or until the dragon dies, is incapacitated, or is on a different plane of existence than the target.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ORBIT. The dragon moves up to half its speed. If the dragon has a companion, it can instead move up to its full speed, but it can't end this move farther away from its companion than it started.

TAIL ATTACK. The dragon makes a tail attack.

ECLIPSE (COSTS 2 ACTIONS). Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot radius sphere centered on that point. The darkness lasts for 1 minute or until the dragon dies, uses this ability again, or ends the effect (no action required). The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Whenever a hostile creature in the sphere is hit by an attack from the dragon or its companion, the target takes an extra 3 (1d6) cold damage.

the dust continues to swirl in the area for 1 minute or until the dragon dies.

- Radiant energy beams down in a 30-foot-radius, 300-foot-high cylinder centered on a point the dragon can see within 60 feet of it. The area is filled with dim light. Each creature in the area when it appears must make a DC 15 Constitution saving throw, taking 16 (3d10) radiant damage on a failed save, or half as much damage on a successful one; a shapechanger has disadvantage on this saving throw. A creature that ends its turn in the area takes 5 (1d10) radiant damage. This effect lasts for 1 minute, or until the dragon uses this lair action again or dies. The moon dragon and its companion are immune to the effects of this lair action.



YOUNG MOON DRAGON

Large dragon, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	21 (+5)	17 (+3)	12 (+1)	19 (+4)

Saving Throws Dex +6, Con +9, Int +7, Wis +5

Skills Perception +5, Stealth +10, Survival +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 180 ft., passive Perception 15

Languages Celestial, Common, Draconic

Challenge 10 (5,900 XP)

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 60 feet of it, the dragon and its companion both gain 10 temporary hit points.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.

REGIONAL EFFECTS

The region containing a legendary moon dragon's lair is magically warped by one or more of the following effects:

- The seas within 6 miles of the lair take twice as long to traverse due to quickly shifting tides and choppy waters.
- Gravity in the area supernaturally weighs on and draws in enemies of the dragon. Whenever a creature within 1 mile of the dragon's lair makes a Strength or Dexterity saving throw against an effect that would pull it or knock it prone, the saving throw is made with disadvantage.
- Dim light within 6 miles of the lair is considered magical and imposes disadvantage on Wisdom (Perception) checks that rely on sight unless the creature can see through magical darkness. If this dim light overlaps with an area of bright light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

If the dragon dies, these effects fade after 1d4 days.

MOON DRAGON WYRMLING

Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +3, Con +6, Int +4, Wis +2

Skills Perception +2, Stealth +5, Survival +2

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 12

Languages Celestial, Draconic

Challenge 4 (1,100 XP)

Satellite Guardian (Recharges after a Short or Long Rest). As a bonus action, the dragon can bind itself to another willing creature it can see, designating the target as its companion. The dragon can only have one companion at a time, and if it binds itself to another creature, the previous bond is broken.

At the start of each of the dragon's turns, if it isn't incapacitated and its companion is within 30 feet of it, the dragon and its companion both gain 5 temporary hit points.

ACTIONS

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

Lunar Breath (Recharge 5–6). The dragon exhales a cloud of lunar energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one. If the moon dragon's companion is a dragon with a breath weapon or a dragonborn, the moon dragon can choose to deal damage of a type associated with its companion's breath weapon, instead of the cold damage normal for its Lunar Breath.



VARIANT: MOON DRAGON ADAPTATIONS

Moon dragons often adapt to better suit their environment. A moon dragon of any age category can take on one of the adaptations below, gaining the corresponding trait.

BLACK MOON DRAGON

Unseen Satellite. When the dragon is in an area of dim light or darkness, it can use a bonus action to become invisible until it is no longer in dim light or darkness, or until it attacks, makes a damage roll, is incapacitated, or dies.

BLOOD MOON DRAGON

Enfeebling Presence. The dragon's Lunar Breath and Eclipse legendary action deal necrotic damage, instead of cold damage.

BLUE MOON DRAGON

Twin Satellites. The dragon can have up to two companions at a time from its Satellite Guardian trait, instead of one.

HARVEST MOON DRAGON

Fruitful Guardian. The number of temporary hit points granted by the dragon's Satellite Guardian trait increases by 5.

SHEPHERD MOON DRAGON

Orbital Resonance. The dragon exerts a constant repelling gravitational force around itself. The area within 30 feet of the dragon is difficult terrain.

SUPERMOON DRAGON

Periapsis. The dragon is always under the effects of the Enlarge option from the *enlarge/reduce* spell.

NEBULA DRAGONS

Ingenious and imaginative, the nebula dragons soundlessly slip through the air, weaving in a scintillating, serpentine pattern. Their scales are extremely fine and compact such that they are nearly indistinguishable from one another, resembling an appearance more like leathery flesh than scaled hide. These dragons may sport one or a multitude of colors, usually from shades of purples and blues to green or even yellowish hues.

Often found in blistering, desert regions alongside their sun dragon kin, nebula dragons may also be spotted among cold, misty mountains, and they have even been known to claim dominion over coastal territories. They delight in cloaking their presence within clouds of dust, fog, and other particles, availing themselves of the clouds' obscuring properties as they carefully and tactfully plot their next course of action.

These cosmic dragons are renowned for their supreme intellect—their mental acuity best exemplified by their extraordinary creativity. They have a knack for devising clever solutions via their innate magical capabilities, specializing heavily in illusion and conjuration magic, as they artfully shape their environment.

ANCIENT NEBULA DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 425 (23d20 + 184)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	27 (+8)	26 (+8)	18 (+4)	16 (+3)

Saving Throws Dex +13, Con +15, Int +15, Wis +11
Skills Arcana +15, Deception +10, Stealth +13
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities frightened, petrified
Senses truesight 300 ft., passive Perception 14
Languages Celestial, Common, Draconic
Challenge 23 (50,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 23). The dragon can innately cast the following spells, requiring no material components:

At will: *disguise self*, *fog cloud*, *major image*
3/day each: *cloudkill*, *gaseous form*, *hallucinatory terrain*
1/day each: *incendiary cloud*, *maze*, *mirage arcane*

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Diffuse Cloud. It then takes the Hide action or makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 15 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

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

Tail. Melee Weapon Attack: +11 to hit, reach 20 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Cunning Combatants. In battle, nebula dragons will emit various clouds of gas and particles, which they can manipulate to distract, deceive, and immobilize hostile threats. They are particularly fond of crafting phantasmal terrors within these clouds to more effectively mislead and frighten their foes. Nebula dragons will often fully obscure their form within a cloud and plot a means of escape when the situation gets dire.

Nebulous Reformation. When a nebula dragon dies, its body bursts, erupting into a massive, but harmless, cloud of dust and gas. These clouds have been known to intermittently flash with illusory projections of the passed dragon's memories. Unless the cloud is dispersed, the remaining particles collapse within a few days, randomly forming a new cosmic dragon. Most often this takes the shape of another nebula dragon, but planetary dragons and sun dragons are not an unusual result of the process.

Diffuse Cloud. The dragon expels a 120-foot-radius cloud of dust centered on itself. The cloud remains until the end of the dragon's next turn. The cloud's area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks made to discern illusions within the cloud. The dragon can attempt to hide even when it is only lightly obscured by the cloud.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 90-foot cone. The cloud remains until the end of the dragon's next turn, and it shares the properties of the dragon's Diffuse Cloud ability.

Each creature in the cloud when it appears must make a DC 23 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 54 (12d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

NEBULOUS DRIFT. The dragon moves up to its speed. If the dragon is within a cloud of particles, such as its Diffuse Cloud or a *fog cloud* spell, this movement doesn't provoke opportunity attacks.

TAIL ATTACK. The dragon makes a tail attack.

CAST A SPELL (COSTS 2 ACTIONS). The dragon casts a spell.

PILLAR OF CREATION (COSTS 2 ACTIONS). The dragon compresses dust from its Diffuse Cloud or Phantasmal Breath into a 10-foot radius, 30-foot-high pillar of solid rock centered on a point it can see within the cloud.

When the pillar appears, each creature in its space must make a DC 23 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside it. A Gargantuan creature succeeds on the saving throw automatically. On a failed save, a creature takes 14 (4d6) bludgeoning damage and is restrained in the pillar. A creature restrained in this way can use its action to make a DC 15 Strength check, ejecting itself to the nearest unoccupied space outside of the pillar on a success.

The pillar is an object that can be damaged and thus destroyed. It has AC 16 and 40 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust, freeing any creatures restrained inside it.

Since the genesis of my service, I have found even the greatest horrors of this realm to be ineffective against my enlightened mind.

...Except, that is, for the phantasmic creations of those vexacious nebula dragons; substantive and demoniac as the High Priest of the Great Old Ones.

— Malkalai, servant of Leviathan, son of the Sleeper of R'lyeh



ADULT NEBULA DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	23 (+6)	24 (+7)	16 (+3)	15 (+2)

Saving Throws Dex +10, Con +11, Int +12, Wis +8

Skills Arcana +12, Deception +7, Stealth +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 240 ft., passive Perception 13

Languages Celestial, Common, Draconic

Challenge 16 (15,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 20). The dragon can innately cast the following spells, requiring no material components:

At will: *disguise self*, *silent image*

3/day each: *fog cloud*, *major image*

1/day each: *cloudkill*, *gaseous form*, *hallucinatory terrain*

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Diffuse Cloud. It then takes the Hide action or makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Diffuse Cloud. The dragon expels a 90-foot-radius cloud of dust centered on itself. The cloud remains until the end of the dragon's next turn. The cloud's area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks made to discern illusions within the cloud. The dragon can attempt to hide even when it is only lightly obscured by the cloud.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 60-foot cone. The cloud remains until the end of the dragon's next turn, and it shares the properties of the dragon's Diffuse Cloud ability.

Each creature in the cloud when it appears must make a DC 20 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 36 (8d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

NEBULOUS DRIFT. The dragon moves up to its speed. If the dragon is within a cloud of particles, such as its Diffuse Cloud or a *fog cloud* spell, this movement doesn't provoke opportunity attacks.

TAIL ATTACK. The dragon makes a tail attack.

CAST A SPELL (COSTS 2 ACTIONS). The dragon casts a spell.

PILLAR OF CREATION (COSTS 2 ACTIONS). The dragon compresses dust from its Diffuse Cloud or Phantasmal Breath into a 10-foot radius, 25-foot-high pillar of solid rock centered on a point it can see within the cloud.

When the pillar appears, each creature in its space must make a DC 19 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside it. A Gargantuan creature succeeds on the saving throw automatically. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is restrained in the pillar. A creature restrained in this way can use its action to make a DC 13 Strength check, ejecting itself to the nearest unoccupied space outside of the pillar on a success.

The pillar is an object that can be damaged and thus destroyed. It has AC 15 and 30 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust, freeing any creatures restrained inside it.

A NEBULA DRAGON'S LAIR

The preferred lairs of nebula dragons are deserts, badlands, and other barren locales where fine particles abound. These regions provide ample cover and material for them to work with, sculpting the particulate matter into entire structures as they realize their dusty domain.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon chooses one illusion it can see that is no larger than a 30-foot cube. That illusion is filled with compacted dust and gas and becomes tangible for 1 minute. While under this effect, physical interaction doesn't reveal it to be an illusion, and the DC for Intelligence (Investigation) checks to determine it is an illusion increases by 10.



- Nauseating gases fill a 20-foot-radius sphere of particles the dragon can see, such as from its Diffuse Cloud, Phantasmal Breath, or a *fog cloud* spell. Each creature in the area, must succeed on a DC 15 Constitution saving throw or become incapacitated as it begins retching and reeling until the end of its next turn. Creatures that don't need to breathe automatically succeed on the save.
- Dirt, mist, or other fine particles of the dragon's choice gather together, forming a wall on the ground at a point the dragon can see within 120 feet. The wall can be up to 30 feet long, 15 feet high, and 5 feet thick. The wall lasts until initiative count 20 on the next round and blocks line of sight but not movement. The wall's space is difficult terrain, and a creature is blinded while inside it.

YOUNG NEBULA DRAGON

Large dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	21 (+5)	22 (+6)	14 (+2)	14 (+2)

Saving Throws Dex +8, Con +9, Int +10, Wis +6

Skills Arcana +10, Deception +6, Stealth +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 180 ft., passive Perception 12

Languages Celestial, Common, Draconic

Challenge 9 (5,000 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 18). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

3/day each: *disguise self*, *silent image*

1/day each: *fog cloud*, *gaseous form* (self only)

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 30-foot cone. The cloud remains until the end of the dragon's next turn, its area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks to discern illusions within the cloud.

Each creature in the cloud when it appears must make a DC 18 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 31 (7d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

NEBULA DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	20 (+5)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +6, Int +7, Wis +3

Skills Arcana +7, Deception +3, Stealth +5

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities frightened, petrified

Senses truesight 120 ft., passive Perception 11

Languages Celestial, Draconic

Challenge 3 (700 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 15). The dragon can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *disguise self*, *fog cloud*

Interstellar Sight. Dust, fog, snow, and other particles suspended in the air don't impede the dragon's vision.

ACTIONS

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

Phantasmal Breath (Recharge 5–6). The dragon exhales a cloud of dust and ionized gas in a 15-foot cone. The cloud remains until the end of the dragon's next turn, its area is lightly obscured, and creatures have disadvantage on Intelligence (Investigation) checks to discern illusions within the cloud.

Each creature in the cloud when it appears must make a DC 15 Wisdom saving throw as the dragon magically crafts illusory manifestations of each creature's deepest fears within the cloud. On a failed save, a target takes 13 (3d8) psychic damage and is stunned until the end of the dragon's next turn. On a successful save, a target takes half as much damage and isn't stunned.

REGIONAL EFFECTS

The region containing a legendary nebula dragon's lair is magically warped by one or more of the following effects:

- When an enemy of the dragon finishes a long rest within 6 miles of the lair, it must make a DC 15 Wisdom saving throw. On a failure, the creature's rest is haunted by nightmarish visions, and if it has any levels of exhaustion, the rest doesn't reduce its exhaustion level.
- Intermittent clouds of fog are scattered throughout the area within 1 mile of the dragon's lair. The clouded areas are lightly obscured and can only be dispersed by a strong wind (at least 20 miles per hour) that was created by magic.
- Each day, the dragon can compress dust, fog, sand, and other particles in its lair into a solid stone structure shaped as it chooses that is no larger than a 60-foot cube.

If the dragon dies, the clouds fade after 1d4 days, and all other effects end immediately.



PLANETARY DRAGONS

Passionate yet prudent, shifting yet stalwart, the planetary dragons are a pillar of wisdom, ardently enforcing the guiding principles of the cosmic dragons. Their ability to shift between three fundamentally disparate forms allows them to easily traverse the lands and realms of their kin, from the scorching deserts of the sun dragons to the frigid tundra of the comet dragons.

In all my days, I have found no mortal being capable of surpassing the boundless wisdom of the planetary dragons. Truly, their fair judgment surpasses that of many gods and could even give Tyr a run for his electrum.

— Cuernin Xixili, Last Sage of Annonharad

Planetary dragons have an especially symbiotic relationship with moon dragons, proving to be incomparably stout companions while enjoying the moon dragons' stabilizing presence. Furthermore, these dragons provide a semblance of order and structure that is most welcome as they guide the chaotic creativity of the nebula dragons.

Of Gas, Ice, and Rock. Planetary dragons have three distinct forms that they can shapeshift between at will. The majority of planetary dragons prefer their terrestrial form, though some indeed favor their gas giant or ice giant form.

Gas giant planetary dragons may vary in color from a pale red or yellow to sometimes teal hues. A bony, scaled frame forms the structure for their otherwise gaseous wings, and a stream of noxious fumes persistently trails in their wake. While in ice giant form, their hide takes on a bluish tinge, though it ranges from a vivid, deep blue all the way to an extremely pale, nearly white tone. The wings of ice giant planetary dragons are like thick, malleable sheets of ice.

In terrestrial form, their scales appear rugged and rocky, and their discerning eyes glow like pools of lava. Despite their rather intimidating appearance, anyone who possesses the courage to approach one of these dragons in earnest can attest to their levelheaded demeanor and judicious spirit.

ANCIENT PLANETARY DRAGON

Gargantuan dragon (shapechanger), lawful neutral

Armor Class 23 (natural armor)
Hit Points 507 (26d20 + 234)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	29 (+9)	15 (+2)	27 (+8)	18 (+4)

Saving Throws Dex +11, Con +17, Int +10, Wis +16
Skills Insight +24, Nature +18, Survival +16
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses tremorsense 60 ft., truesight 150 ft., passive Perception 18
Languages Celestial, Common, Draconic
Challenge 25 (75,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar below. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can use its Axial Tilt. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the dragon is in gas giant form, the target takes an extra 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. If the dragon is in ice giant form, the target takes an extra 4 (1d8) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the dragon is in terrestrial form, the target takes an extra 3 (1d6) bludgeoning damage.

Axial Tilt. The dragon aligns itself toward or away from one creature it can see. While aligned toward a creature, the dragon can use its bonus action to move up to its speed toward the creature, and it has advantage on attack rolls against the creature. While

aligned away from a creature, all movement toward the dragon is considered difficult terrain for the creature, and the creature has disadvantage on attack rolls against the dragon. The dragon can only be aligned toward or away from one creature at a time.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 38 (11d6) acid damage and 38 (11d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 17 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 38 (11d6) cold damage and 38 (11d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 38 (11d6) bludgeoning damage and 38 (11d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ROTATIONAL MOMENTUM. The dragon can use its Axial Tilt. It then moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

PLANETARY SHIFT (COSTS 2 ACTIONS). The dragon polymorphs into a different form (see Shapechanger trait).

PLANETARY DRAGON FORMS

Planetary dragons exhibit many qualities similar to their metallic cousins, and in terrestrial form, their scales may indeed even be speckled with various bits of precious metals. These dragons also share an innate polymorph ability; however, unlike metallic dragons—which can take the form of any humanoid or beast—the forms of planetary dragons are all draconic in nature. These forms and their respective benefits are as follows:

- **Gas Giant Form.** The dragon has immunity to poison damage, it can't be grappled, poisoned, restrained, or knocked prone, and it can hover.
- **Ice Giant Form.** The dragon has immunity to cold damage, it can't be paralyzed, stunned, or knocked unconscious, and it ignores difficult terrain.
- **Terrestrial Form.** The dragon has resistance to all piercing and slashing damage (magical and nonmagical), and it can't be charmed or frightened.

A PLANETARY DRAGON'S LAIR

A planetary dragon's typical lair varies with its preferred form. Those that favor their gas giant form may seek out swamps and marshlands, for example, while those that most identify with their ice giant form are understandably partial to arctic environments. The majority of planetary dragons, which are inclined toward their terrestrial form, heavily favor volcanoes and vast canyons.

Regardless of their preferences, planetary dragons will typically try to set aside a portion of their lair that they feel better suits their other forms. For example, a gas giant planetary dragon may maintain a frozen, fresh water pond within its marsh, and a terrestrial planetary dragon may contentedly perch atop a volcanic vent in gas giant form. This practice is a physical manifestation of their desire to look at things from all perspectives in order to assert their fairest, most impartial judgments.

ADULT PLANETARY DRAGON

Huge dragon (shapechanger), lawful neutral

Armor Class 21 (natural armor)

Hit Points 246 (17d12 + 136)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	26 (+8)	13 (+1)	24 (+7)	16 (+3)

Saving Throws Dex +8, Con +14, Int +7, Wis +13

Skills Insight +19, Nature +13, Survival +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 50 ft., truesight 120 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 15. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can use its Axial Tilt. It then makes three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the dragon is in gas giant form, the target takes an extra 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the dragon is in ice giant form, the target takes an extra 3 (1d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the dragon is in terrestrial form, the target takes an extra 2 (1d4) bludgeoning damage.

Axial Tilt. The dragon aligns itself toward or away from one creature it can see. While aligned toward a creature, the dragon can use its bonus action to move up to its speed toward the creature, and it has advantage on attack rolls against the creature. While

aligned away from a creature, all movement toward the dragon is considered difficult terrain for the creature, and the creature has disadvantage on attack rolls against the dragon. The dragon can only be aligned toward or away from one creature at a time.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) acid damage and 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 16 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) cold damage and 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) bludgeoning damage and 28 (8d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 4 (1d8) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

ROTATIONAL MOMENTUM. The dragon can use its Axial Tilt. It then moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

PLANETARY SHIFT (COSTS 2 ACTIONS). The dragon polymorphs into a different form (see Shapechanger trait).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- Atmospheric debris begins to swirl around the dragon to a distance of 20 feet. The debris lasts until initiative count 20 on the next round, and its area is difficult terrain. When a hostile creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half as much damage on a successful one.
- Orbital forces clear the area within 30 feet of the dragon. Each creature in the area must succeed on a DC 15 Strength saving throw or be pushed up to 30 feet away from the dragon or pulled up to 30 feet toward it (the dragon's choice for each creature). A creature can choose to fail this saving throw if it wishes.

REGIONAL EFFECTS

The region containing a legendary planetary dragon's lair is magically warped by one or more of the following effects:

- Dense, transparent gases fill the area within 1 mile of the dragon's lair, moderately slowing the rate of descent of falling creatures. Falling damage that any creature takes in the area is halved.
- Volcanic eruptions, avalanches, and other devastating natural phenomena occur frequently within 6 miles of the dragon's lair.
- Water within 6 miles of the dragon's lair freezes within 1 minute of being exposed to the air. Magically created water and water that has been melted by magical means in the past 24 hours are unaffected by this effect.

If the dragon dies, the frozen water melts within 1 day, and all other effects fade within 1d6 days.



YOUNG PLANETARY DRAGON

Large dragon (shapechanger), lawful neutral

Armor Class 19 (natural armor)
Hit Points 187 (15d10 + 105)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	24 (+7)	11 (+0)	21 (+5)	14 (+2)

Saving Throws Dex +5, Con +11, Int +4, Wis +9
Skills Insight +13, Nature +8, Survival +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses tremorsense 40 ft., truesight 90 ft., passive Perception 15
Languages Celestial, Common, Draconic
Challenge 11 (7,200 XP)

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 15. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

Multiattack. The dragon can make three melee attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 24 (7d6) acid damage and 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 15 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 24 (7d6) cold damage and 24 (7d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 24 (7d6) bludgeoning damage and 24 (7d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 3 (1d6) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

PLANETARY DRAGON WYRMING

Medium dragon (shapechanger), lawful neutral

Armor Class 17 (natural armor)
Hit Points 57 (6d8 + 30)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	21 (+5)	9 (–1)	18 (+4)	12 (+1)

Saving Throws Dex +2, Con +7, Int +1, Wis +6
Skills Insight +8, Nature +3, Survival +6
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses tremorsense 30 ft., truesight 60 ft., passive Perception 14
Languages Celestial, Draconic
Challenge 4 (1,100 XP)

Shapechanger. The dragon can use its action to polymorph into its gas giant form or ice giant form, or back into its true terrestrial form. Its statistics are the same in each form, except for the changes noted in the Planetary Dragon Forms sidebar on page 15. Any equipment it is wearing or carrying isn't transformed. The dragon doesn't change form if it dies.

ACTIONS

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

Breath Weapon (Recharge 5–6). The dragon uses the breath weapon available to it depending on its form.

- **Toxic Breath (Gas Giant Form Only).** The dragon exhales a noxious, liquid-gas fluid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage and 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Whether the saving throw succeeds or not, each target is also poisoned for 1 minute. A creature can make a DC 13 Constitution saving throw at the start of each of its turns, ending the effect on itself on a success.
- **Freezing Breath (Ice Giant Form Only).** The dragon exhales a frigid blast infused with icy shards in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) cold damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature also becomes petrified as it is frozen solid until the end of its next turn.
- **Molten Breath (Terrestrial Form Only).** The dragon exhales liquid hot metal in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and 10 (3d6) fire damage, and it is coated in a thin layer of molten metal. Until a creature takes an action to wash off the metal, the target takes 2 (1d4) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and isn't coated in metal.

ANCIENT SUN DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 553 (27d20 + 270)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	30 (+10)	17 (+3)	19 (+4)	26 (+8)

Saving Throws Dex +9, Con +18, Int +11, Wis +12
Skills Athletics +17, Insight +12, Intimidation +16
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, radiant
Condition Immunities blinded, exhaustion, petrified
Senses truesight 150 ft., passive Perception 14
Languages Celestial, Common, Draconic
Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Supergiant Collapse. When the dragon dies, its body rapidly collapses in on itself, causing an unfathomably powerful implosion that tears open a gate to the Astral Plane. The gate originates where the dragon died and is 10 feet in diameter. Each creature within 30 feet of the gate must succeed on a DC 26 Strength saving throw or take 55 (10d10) force damage and be sucked through the gate to a random location on the Astral Plane. The gate then closes. The gate is one way and can't be reopened.

When the gate closes, its energy compresses into an immensely powerful black sphere known as an *ancient solar heart* (see page 31 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 45-foot radius and dim light for an additional 45 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon can use its Solar Flare. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. **Hit:** 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage and 7 (2d6) radiant damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. **Hit:** 18 (2d8 + 9) bludgeoning damage.

Solar Flare. The dragon emits a wave of overwhelmingly brilliant light. Each creature within 60 feet of it must succeed on a DC 26 Constitution saving throw or be blinded until the end of the turn.

In addition, roll a d6. On a 6, the dragon can immediately use its Plasma Breath, regardless of whether it is charged or not; if it does so, it can't make attacks for the rest of the turn.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 90-foot cone. Each creature in that area must make a DC 26 Constitution saving throw, taking 42 (12d6) fire damage and 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

MOVE. The dragon moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

GRAVITY WELL (COSTS 2 ACTIONS). The dragon intensifies the gravitational pull around itself, concentrating it into a crushing force. Each creature of the dragon's choice within 60 feet of it must make a DC 26 Strength saving throw. On a failed save, a creature takes 16 (3d10) force damage and is pulled up to 30 feet toward the dragon. On a successful save, the creature takes half as much damage and isn't pulled.

SUN DRAGONS

Dazzling and assertive, sun dragons are the most studied and well known of the cosmic dragons. They thrive in warm, open environments such as deserts and canyons, and they rarely venture underground.

The most striking feature of a sun dragon is its multi-layered scales, with just enough of a gap to allow its inner radiance to shine through. While basking in the sun's rays, a sun dragon's head is almost pure white, and it boasts a glowing, yellow underbelly which tapers to burnt orange, red, or even charcoal hues at its legs and tail.

Fiery Confidence. Sun dragons make no attempt to mask their presence. When a sun dragon lays claim to a region, it first seeks to oppressively subjugate any who may challenge its authority. Despite this seemingly tyrannical first impression, a sun dragon works tirelessly to support, nourish, and protect the denizens and flora of its blistering domain.

Impassioned Life, Catastrophic Death. Enduring constant inner turmoil, sun dragons typically live fast and die young. The few that are able to find stability and thrive grow exponentially more powerful as they age, even more



ADULT SUN DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 263 (17d12 + 153)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	28 (+9)	15 (+2)	18 (+4)	23 (+6)

Saving Throws Dex +7, Con +15, Int +8, Wis +10
Skills Athletics +13, Insight +10, Intimidation +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, radiant
Condition Immunities blinded, exhaustion, petrified
Senses truesight 120 ft., passive Perception 14
Languages Celestial, Common, Draconic
Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Supernova Explosion. When the dragon dies, its body forcibly explodes in a burst of extreme radiance. Each creature within 30 feet of it is blinded for 1 minute and must make a DC 23 Constitution saving throw. On a failed save, a creature suffers one level of exhaustion, takes 21 (6d6) fire damage and 21 (6d6) radiant damage, and is pushed 30 feet away from the dragon and knocked prone. On a successful save, the creature takes half as much damage but suffers no other effects. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The explosion leaves behind a blazing hot star ruby known as an *adult solar heart* (see page 30 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 45-foot radius and dim light for an additional 45 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon can use its Solar Flare. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage plus 3 (1d6) fire and 3 (1d6) radiant damage.

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

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

Solar Flare. The dragon emits a wave of overwhelmingly brilliant light. Each creature within 60 feet of it must succeed on a DC 23 Constitution saving throw or be blinded until the end of the turn.

In addition, roll a d6. On a 6, the dragon can immediately use its Plasma Breath, regardless of whether it is charged or not; if it does so, it can't make attacks for the rest of the turn.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 24 (7d6) fire damage and 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

MOVE. The dragon moves up to half its speed.

TAIL ATTACK. The dragon makes a tail attack.

GRAVITY WELL (COSTS 2 ACTIONS). The dragon intensifies the gravitational pull around itself, concentrating it into a crushing force. Each creature of the dragon's choice within 40 feet of it must make a DC 23 Strength saving throw. On a failed save, a creature takes 11 (2d10) force damage and is pulled up to 20 feet toward the dragon. On a successful save, the creature takes half as much damage and isn't pulled.

so than is normal for true dragons. This accelerating potency is reflected in the intensified radiance that they shed, leading to an increasingly cataclysmic end.

When a sun dragon dies, its form bursts in an eruption of brilliance. The demise of the most powerful of these dragons has even been known to tear open a rift between planes.

A SUN DRAGON'S LAIR

A legendary sun dragon will naturally gravitate toward deserts and arid canyons as it seeks to establish supremacy in a new territory. These cosmic dragons lord over their kingdoms, rigid but benevolent in their rulership. Sun dragons with particularly large lairs will often establish a structured hierarchy of leadership, appointing their strongest subjects as lieutenants to defend and keep a watchful eye over specific portions of their domain.

To sun dragons, their pride and legacy relies upon the establishment of a prosperous, self-sustaining land, seeing it as a testament to their formidable power that will endure beyond their inevitable death.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- Debilitating waves of cosmic energy radiate from a point the dragon can see within 120 feet of it. Each creature within 30 feet of that point must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute and suffer one level of exhaustion. A creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition and any levels of exhaustion caused by this effect on a success.
- Beams of radiance shower the area near the dragon. Up to 3 creatures of the dragon's choice within 120 feet of it must make a DC 15 Dexterity saving throw. On a failed save, a target takes 14 (4d6) radiant damage and then begins to emit bright light in a 5-foot radius and dim light for an additional 5 feet until initiative count 20 on the next round. While this light persists, the creature can't benefit from being invisible, and whenever it takes radiant damage, it takes an extra 7 (2d6) radiant damage.

YOUNG SUN DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	24 (+7)	13 (+1)	17 (+3)	20 (+5)

Saving Throws Dex +5, Con +11, Int +5, Wis +3
Skills Athletics +9, Insight +7, Intimidation +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, radiant
Condition Immunities blinded, exhaustion, petrified
Senses truesight 90 ft., passive Perception 13
Languages Celestial, Common, Draconic
Challenge 12 (8,400 XP)

Luminous Degeneration. When the dragon dies, it explodes in a burst of debilitating, radiant gases. Each creature within 20 feet of it must succeed on a DC 19 Constitution saving throw or suffer one level of exhaustion and be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The gases then compress into a sphere of stabilized radiant energy known as a *young solar heart* (see page 30 for the item's properties).

Undying Light. The dragon perpetually sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 3 (1d6) fire and 3 (1d6) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

- The force of gravity intensifies in the dragon's vicinity. Each creature of the dragon's choice within 60 feet of it must succeed on a DC 15 Strength saving throw or fall prone and become restrained for 1 minute or until the dragon uses another lair action or dies. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REGIONAL EFFECTS

The region containing a legendary sun dragon's lair is magically warped by one or more of the following effects:

- The area within 6 miles of the lair radiates with a faint illumination. Creatures without darkvision can see in darkness as if it were dim light out to a range of 10 feet,

SUN DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 66 (7d8 + 35)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +4, Con +8, Int +3, Wis +6
Skills Athletics +7, Insight +6, Intimidation +6
Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, exhaustion, petrified
Senses truesight 60 ft., passive Perception 13
Languages Celestial, Draconic
Challenge 5 (1,800 XP)

Nebulous Burst. When the dragon dies, it explodes in a burst of radiant gases. Each creature within 10 feet of it must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Undying Light. The dragon perpetually sheds bright light in a 15-foot radius and dim light for an additional 15 feet. This light is sunlight.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 2 (1d4) fire and 2 (1d4) radiant damage.

Plasma Breath (Recharge 5–6). The dragon exhales a corona of solar energy in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one. Whether the saving throw is successful or not, a target can't take reactions until the end of the dragon's next turn.

and creatures with darkvision can discern color in darkness, out to a range of 60 feet.

- Gravity in the area is unusually strong. Whenever a creature within 1 mile of the dragon's lair makes a Strength or Dexterity saving throw against an effect that would knock it prone, the saving throw is made with disadvantage.
- The area within 6 miles of the lair radiates with an overbearing heat. A creature in the area without sufficient access to drinking water must succeed on a Constitution saving throw at the end of each hour it spends in the area or suffer one level of exhaustion. The DC for the saving throw is 10 after the first hour, and it increases by 3 for each additional hour the creature is in the area without drinking water (to a maximum of DC 25). Creatures with resistance to fire damage have advantage on this saving throw, and creatures with immunity to fire damage automatically succeed on it.

If the dragon dies, the illumination fades after 1d10 days, the overbearing heat fades after 1d6 days, and the unusually strong gravity fades within 1 day.



KHAYLÛS, THE DIMENSIONAL DRAGON

Do you suppose there are really any such things as time and magnitude? . . . I have seen beyond the bounds of infinity. Space belongs to me, do you hear?

—H.P. Lovecraft, From Beyond

Khaylûs (/ˈkeɪ.luːs/; KAY-loose), Sovereign of Neutral Dragons, Arbiter of the Cosmic Balance, Wayfarer of the Multiverse, and Aegis of the Infinite, is the dragon deity of neutrality. Khaylûs is renowned for their unwavering commitment to equity and impartiality based in universal truth, and thus best represents the domains of balance and knowledge.

Contrasting with their dark, muted scales, Khaylûs’s piercing blue eyes burn like the brightest of stars, their discerning gaze ever-present, even to the farthest reaches of the multiverse and beyond. A vibrant, purple-blue gemstone hovers above their head, a veritable jewel adorning the crown-like form of Khaylûs’s horns. This gemstone, known as the *Mikalayôs*, is eternally ablaze—the source of its power woven into the cosmic essence of Khaylûs themselves—and it is said to be the last vestige of their father, the first of the draconic gods.

SOVEREIGN OF NEUTRAL DRAGONS

Khaylûs rules not by fiat, but by example, and the cosmic dragons each uniquely interpret and emulate this example.

Planetary dragons see themselves as the purest representatives of Khaylûs’s will due to their keen insight and impartial judgment, while comet dragons prefer a more hands-on approach, criticizing planetary dragons for their excessive contemplation and lack of action. Despite their more authoritarian bent, sun dragons feel they are ordained as the vicars of Khaylûs throughout the multiverse, specially chosen to impose the will of their deity by whatever means necessary.

As a testament to the Dimensional Dragon’s divinity, moon dragons see their adaptive capabilities and bold aspirations as an extension of Khaylûs’s omnipotence, and nebula dragons identify with the heart of all creation that Khaylûs preserves—an homage to their deity’s forebear.

While Khaylûs is, first and foremost, the leader of the cosmic dragons and their descendants, indeed other neutral and unaligned dragons, such as dragon turtles, drakes, and wyverns, sometimes also claim kinship with Khaylûs.

ARBITER OF THE COSMIC BALANCE

Khaylûs fervently executes the duty with which they have been charged, employing their followers to work tirelessly toward a perfect balance in all things—order versus chaos, good versus evil, all in equal measure to ensure the enduring sustainability of the multiverse.

Deities of every alignment and domain have a deep respect for Khaylûs’s fair judgment, leading Khaylûs to serve an integral role as an unbiased mediator for divine disputes.

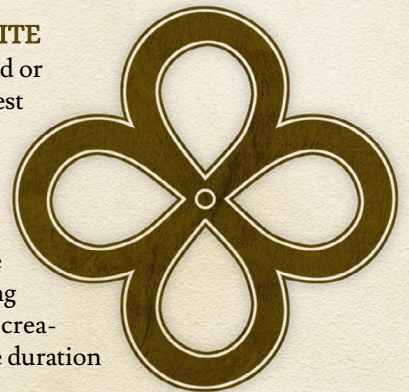
WAYFARER OF THE MULTIVERSE

Khaylûs bears an extraordinary ability, even among the gods: the ability to transcend the many realms of existence. Khaylûs’s pandimensional nature means their influence has the capacity to extend to the countless worlds of the Material Plane and all planes, known and unknown, even to lands otherwise divorced from deific forces.

Khaylûs is also known to be capable of traversing the unfathomable, distant realm of the Infinite Wastes—the series of writhing, sickly green tendrils that hangs from their jaw a byproduct of their time spent beyond this reality. For this reason, Khaylûs is heralded as one of the foremost deities for clerics of the infinity domain.

AEGIS OF THE INFINITE

Khaylûs’s title as the Shield or “Aegis” of the Infinite is best exemplified by their holy symbol: a pair of crossed infinity signs centered upon a circle. This symbol represents the central role Khaylûs serves in sustaining the infinite expanse of all creation (space) for the infinite duration of all eternity (time).



AVATAR OF KHAYLÛS

Gargantuan dragon (deity), neutral

Armor Class 25 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 60 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	30 (+10)	26 (+8)	29 (+9)	15 (+2)

Saving Throws Dex +16, Con +19, Wis +18, Cha +11
Skills Acrobatics +16, History +17, Insight +27, Intimidation +11, Perception +27, Persuasion +11, Religion +17, Stealth +16
Damage Resistances necrotic, poison, psychic
Damage Immunities force, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, exhaustion, frightened, petrified, stunned
Senses truesight 6 miles, passive Perception 37
Languages all, telepathy 1 mile
Challenge 30 (155,000 XP)

Innate Spellcasting. Khaylûs's innate spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks). Khaylûs can innately cast any cleric cantrip as a 20th-level spellcaster, as well as the following spells, requiring no material components:

At will: *command* (as a 3rd-level spell), *dimension door*, *misty step* 3/day each; *banishment*, *dispel magic*, *slow*, *wall of force* 1/day each; *divine word*, *gate*, *plane shift*, *time stop*

Arbiter of Balance. Khaylûs always knows the location of celestials, elementals, fey, fiends, and undead within 1 mile of them, and those creatures have disadvantage on attack rolls against Khaylûs.

Avatar's Demise. When Khaylûs is reduced to 0 hit point or dies, this avatar is destroyed, and Khaylûs is unable to manifest another avatar for 30 days. If Khaylûs is destroyed on the Material Plane, their divine power is severed from that world for 1 year.

Cosmic Weapons. Khaylûs's weapon attacks are magical. When Khaylûs hits a target with a weapon attack, the target takes an extra 14 (4d6) force damage (included in the attack).

Deific Resistance (3/Day). If Khaylûs fails a saving throw, they can choose to succeed instead. Alternatively, when Khaylûs is hit by an attack, they can choose for the attack to miss instead.

ACTIONS

Multiattack. Khaylûs can use their Quantum Distortion. They then make three attacks: one with their bite and two with their claws.

Bite. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 14 (4d6) force damage.

Claw. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 14 (4d6) force damage.

Tail. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage plus 14 (4d6) force damage.

Quantum Distortion. One creature of Khaylûs's choice they can see must make a DC 26 Constitution saving throw. On a failure, until the start of Khaylûs's next turn, whenever the creature makes an attack or casts a spell, it must first roll a d20. On a roll of 10 or lower, the creature loses the attack or spell.

Warp Breath (Recharge 5–6). Khaylûs unleashes a rupture in space in a 300-foot line that is 20 feet wide. Each creature in the line must make a DC 27 Dexterity saving throw. On a failed save, a target takes 105 (30d6) force damage and is teleported to an unoccupied space of Khaylûs's choice that is within 60 feet of the target's previous space. On a successful save, a target takes half as much damage and isn't teleported.

REACTIONS

Wormhole. When Khaylûs is hit by an attack, they open a rift, disappearing as they travel forward in time. Khaylûs reappears at the end of the turn in the nearest unoccupied space to the attacker.

LEGENDARY ACTIONS

Khaylûs can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Khaylûs regains spent legendary actions at the start of their turn.

MOVE. Khaylûs moves up to their speed.

TAIL ATTACK. Khaylûs makes a tail attack.

CAST A SPELL (COSTS 2–3 ACTIONS). Khaylûs casts a spell from their list of at will spells (2 actions) or 3/day spells (3 actions).

DISCIPLES' RESTORATION (COSTS 3 ACTIONS). Khaylûs regains 40 hit points and one expended use of their Deific Resistance.

VARIANT: DEIFIC MONSTER

For a truly astronomical challenge, you can utilize a special, deific version of Khaylûs. If you choose to do so, Khaylûs can invoke their divine power to take deific actions and imbue the surrounding area with certain cosmic effects. These function like lair actions and regional effects, respectively, but Khaylûs isn't required to establish a lair in order to use them.

DEIFIC ACTIONS

When Khaylûs rolls initiative and on initiative count 20 (losing initiative ties), Khaylûs can take a deific action to cause one of the following effects; Khaylûs can't use the same effect twice in a row:

- A 30-foot-radius invisible sphere of antimagic springs into existence centered on a point Khaylûs chooses within 120 feet of them. Until initiative count 20 on the next round, the area is under the effects of the *antimagic field* spell.
- Two creatures of Khaylûs's choice that Khaylûs can see within 300 feet of them magically teleport, swapping places. An unwilling target can make a DC 20 Charisma saving throw to resist the effect. On a success, the effect fails.

- Khaylûs summons a young cosmic dragon of their choice to aid them in battle. The dragon appears within 30 feet of Khaylûs, and acts as their ally.

COSMIC EFFECTS

The region within Khaylûs's vicinity is warped by their reality-altering magic in one or more of the following ways:

- Teleportation magic behaves unusually within 1 mile of Khaylûs. Whenever an enemy of Khaylûs casts a spell or uses an effect that teleports a creature, roll a d10. On a 1, the spell or effect fails. On a 2 or 3, the creature is randomly teleported within range of the spell or effect.
- Thousands of free-floating, illusory dots of light speckle the air within 6 miles of Khaylûs, like stars in the night sky. Khaylûs can cause the lights to shed bright light in a 5-foot radius or snuff out the lights at will.
- The passage of time is warped within 6 miles of Khaylûs. While time seems to pass normally in the area, upon leaving, creatures may discover that time has passed twice as fast, twice as slow, or not at all throughout the rest of the multiverse.

PART II: CHARACTER OPTIONS

COSMIC DRAGONBORN

Shaped by Khaylûs, as their ancestors before them, the cosmic dragonborn seek out their place in the multiverse with unyielding tenacity. They mimic the tendencies of other dragonborn, in terms of physical appearance, self-reliance, determination, and, above all, a sense of pride in their clan and heritage.

COSMIC DRAGONBORN NAMES

MALE NAMES: Astero, Dhagax, Fengar, Jesek, Kriûn, Lamak, Mitis, Pokan, Radai, Sighir, Sulok, Vez

FEMALE NAMES: Alluna, Elari, Fathil, Ghelea, Kynaar, Lathis, Maglinn, Meera, Qorra, Seiûn, Selenya, Xigda

NICKNAMES: Blaze, Cosmo, Helix, Io, Luster, Matter, Nova, Orion, Proto, Ray, Rocky, Serenity, Sol, Stardust

CLAN NAMES: Anikmanath, Antariikshan, Luxmosteliv, Maruullavar, Prostranstvion, Tensolarex, Yuldizlarit

COSMIC DRAGONBORN TRAITS

Due to your cosmic dragon heritage, your traits manifest slightly differently than your chromatic and metallic dragonborn cousins.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. Cosmic dragonborn mature at the same rate as other dragonborn, but they have a slightly longer life span, typically living just over 100 years.

Alignment. Unlike the chromatic and metallic dragonborn's tendency toward extremes, cosmic dragonborn favor neutrality, seeking to further the cosmic balance.

Size. Cosmic dragonborn are of comparable size to their cousins, typically standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table.

Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

VARIANT COSMIC DRAGONBORN

While the dragonborn race is widely regarded as one of the more underwhelming PC race options, the traits on this page are designed to align with those in the core rulebooks. At your GM's option, you also gain the set of traits on the following page corresponding to your draconic ancestry. The Ability Score Increase trait for your draconic ancestry replaces the increase to one ability score of your choice above.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier. A creature takes damage equal to 2d6 + half your level (rounded down) on a failed save, or half as much damage on a successful one.

Once you use your breath weapon, you can't use it again until you finish a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry. A terrestrial planetary dragonborn instead gains the Planetary Toughness trait below.

Planetary Toughness (Terrestrial Planetary Dragonborn Only). Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages. You can speak, read, and write Common and Draconic.

Draconic Ancestry

Dragon	Damage Resistance	— Breath Weapon —	
		Damage Type	Area of Effect
Comet	Cold	Fire	5 by 30 ft. line (Dex. save)
Moon	Cold	Cold	15 ft. cone (Con. save)
Nebula	Psychic	Psychic	15 ft. cone (Wis. save)
<i>Planetary (choose one)</i>			
Gas Giant	Poison	Poison	5 by 30 ft. line (Dex. save)
Ice Giant	Cold	Cold	5 by 30 ft. line (Dex. save)
Terrestrial	—	Fire	5 by 30 ft. line (Dex. save)
Sun	Radiant	Radiant	15 ft. cone (Con. save)

COMET DRAGONBORN

Comet dragonborn tend to be distant, always in search of the next adventure. These dragonborn not only bear a tail—unlike most of their relatives—but two distinct tails. Their tails are not composed of scale and hide; rather, one resembles solid rock and the other a constant stream of icy gas.

Ability Score Increase. Your Dexterity score increases by 1.

Shooting Star. Your base walking speed increases to 35 feet.

Twin Tail. Your tails are natural melee weapons, which you can use to make unarmed strikes. One of your tails deals bludgeoning damage equal to 1d4 + your Strength modifier on a hit, and the other deals 1d6 cold damage on a hit; you don't add your ability modifier to the cold damage. These damages replace the bludgeoning damage normal for an unarmed strike.

In addition, when you take the Attack action on your turn and make an attack with one of your tails, you can use a bonus action to make an attack with your other tail.

MOON DRAGONBORN

Dragonborn who claim moon dragon ancestry are naturally vain and primarily value others according to the tangible benefits their presence provides—some say pragmatic, others conceited. They are known to be exceptionally adaptive to any situation that may present itself.

Ability Score Increase. Your Charisma score increases by 1.

Satellite Guardian. At the end of a long rest, you can touch a willing creature and designate it as your companion until the end of your next long rest. You and your companion automatically succeed on Wisdom (Medicine) checks made to stabilize each other.

Orbital Movement. While you are within 60 feet of your companion, you can use your bonus action to move up to half your speed; you can't end this movement farther away from your companion than you started. You can't use this trait if you have no companion or if your companion is dead.

NEBULA DRAGONBORN

Those who derive their origins from the brilliant nebula dragons share their ancestors' creative spirit as well as their penchant for magic. Their scales are extremely fine and compact, giving their hide a more leathery appearance than their draconic kin.

Ability Score Increase. Your Intelligence score increases by 1.

Cosmic Sight. You have advantage on Intelligence (Investigation) checks made to discern visual illusions.

Nebulous Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *fog cloud* once with this trait. You regain the ability to cast this spell with this trait when you finish a long rest. Intelligence is your spell-casting ability for these spells.



PLANETARY DRAGONBORN

Dragonborn of planetary dragon descent are renowned for their prudence and levelheaded demeanor. Their stalwart presence is most welcome among bands of adventurers.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Discernment. You have a +5 bonus to your passive Wisdom (Insight) score.

Planetary Form. There are three forms of planetary dragonborn: gas giant, ice giant, and terrestrial. Choose one of these forms.

GAS GIANT

Noxious Resilience. You have advantage on saving throws against being petrified or poisoned.

ICE GIANT

Icy Core. You have advantage on death saving throws and saving throws against being paralyzed.

TERRESTRIAL

Adamant Mind. You have advantage on saving throws against being charmed or frightened.

SUN DRAGONBORN

Dragonborn with sun dragon ancestry exude an assertive, dominant presence. They favor overt displays of power over espionage, and they try to pursue the most straightforward path toward accomplishing their goals.

Ability Score Increase. Your Strength score increases by 1.

Scorching Presence. You have proficiency in the Intimidation skill, and you automatically succeed on Constitution saving throws made to endure hot climates.

Undying Light. As a bonus action, you can cause your body to begin pulsing with vibrant, radiant energy. You shed bright light in a 15-foot radius and dim light for an additional 15 feet. This effect lasts until you're incapacitated, you die, or you dismiss the light as a bonus action.



RANGER

The following option is available to rangers when they gain the Ranger Archetype feature at 3rd level.

DRAGON APPRENTICE

Dragon Apprentices dedicate themselves to respecting dragons in all their ferocity and all their mysterious splendor. They learn from dragons and seek to emulate the virtues of those they align themselves with.

DRAGON APPRENTICE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Dragon Apprentice Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Dragon Apprentice Spells

Ranger Level	Spell
3rd	<i>heroism</i>
5th	<i>see invisibility</i>
9th	<i>fly</i>
13th	<i>secret chest</i>
17th	<i>commune</i>

DRACONIC AFFINITY

When you choose this archetype at 3rd level, you irrevocably align yourself with a category of dragons. Choose one of the following options as your draconic affinity: chromatic, cosmic, or metallic.

You focus your training under one type of dragon associated with your draconic affinity, designating them as your advocate. The Dragon Advocate table shows the available options for each affinity. You can change your advocate whenever you gain a level in this class. Your advocate is used for several features you gain.

Dragon Advocate

Dragon	Damage Type
<i>Chromatic Affinity</i>	
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold
<i>Cosmic Affinity</i>	
Comet	Fire
Moon	Cold
Nebula	Psychic
Planetary	Choose one: Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>)
Sun	Radiant
<i>Metallic Affinity</i>	
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

In addition, you gain a supreme awareness and understanding of dragons. You can speak, read, and write Draconic, and you can use your Primeval Awareness feature to sense dragons for a number of minutes equal to your proficiency bonus without expending a ranger spell slot. If there are any dragons within range of a type associated with your draconic affinity, you learn their exact type, age category, location, and number. Once you use your Primeval Awareness feature in this way, you can't do so again until you finish a short or long rest.

DRAGON WARRIOR

Starting at 3rd level, you can invoke the power of your dragon advocate in battle. As a bonus action, you can cause one weapon you are holding to begin pulsing with draconic energy for 1 minute. If you are engaging in two-weapon fighting, you can simultaneously cause the effect on both weapons as part of the same bonus action.

For the duration, the first target you hit on each of your turns with a pulsing weapon takes an extra 1d6 damage of the type associated with your advocate. When you reach 11th level in this class, the extra damage increases to 2d6.

RITE OF THE DRAGONS

At 7th level, you learn an ancient ritual bestowed by dragonkin upon only their most trusted allies. You perform the ritual over the course of 1 hour, which can be done during a short rest. You must be wearing armor while you perform the ritual.

At the completion of the ritual, your armor is magically reinforced by an infusion of gleaming, resilient dragon

scales of the same type as your dragon advocate. If another creature dons this armor, the scales immediately fade, and you must perform the ritual again in order to gain the benefits of this feature. While wearing this armor, you gain benefits based on your draconic affinity.

Chromatic Affinity. You gain resistance to the damage type associated with your dragon advocate. In addition, you have advantage on saving throws against being frightened.

Cosmic Affinity. Your hit point maximum increases by an amount equal to your ranger level. In addition, you have advantage on ability checks made to discern illusions.

Metallic Affinity. You gain a +1 bonus to AC, and this armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

ADVOCATE'S PRESENCE

At 11th level, you learn to channel the fearsome presence of your draconic protector. As an action, you can beseech your advocate to send a dragon spirit to come to your aid. When you do so, the spectral form of an ancient dragon descends upon your space—only for a moment—as its spirit inhabits your body, allowing you to unleash a terrifying, guttural roar.

Each creature of your choice within 60 feet of you must make a Wisdom saving throw against your ranger spell save DC. A target automatically succeeds on the save if it can't see or hear you. On a failed save, a target becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you can't use it again until you finish a short or long rest.

DRAGON KEEPER

When you reach 15th level, your proven kinship with your draconic allies grants you a boon for your friendship and service—a dragon spirit entrusted to you by your advocate. You can cast *find steed* using this feature, without expending a spell slot, to summon the spirit to join you as a companion.

When you cast it in this way, the spirit takes the form of a dragon wyrmling of the same type as your advocate, and its creature type is dragon, rather than celestial, fey, or fiend. When summoned in this way, the reach of the wyrmling's bite attack increases to 10 feet, and its size increases by one category—from Medium to Large, for example. It retains all other statistics. Once you use this feature, you can't use it again until you finish a long rest.

SORCERER

The following option is available to sorcerers when they gain the Sorcerous Origin feature at 1st level. This option is a variant of the Draconic Bloodline origin from the core rulebooks and incorporates cosmic dragon options as well as revised wording and mechanics.

DRACONIC WEAVE

Your innate magic comes from the mythical energies that emanate from dragons and their extraordinary domains. Often the result of a surge of draconic power in your midst or ties to dragon parentage somewhere in your ancestry, this energy has infused within you the ability to influence the worlds around you by drawing power from the magic that suffuses the multiverse.

VARIANT: ORIGIN SPELLS

At your GM's option, you learn an additional spell when you reach certain levels in this class. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Draconic Weave Spells

Sorcerer Level	Spells
1st	<i>command</i>
3rd	<i>alter self</i>
5th	<i>fear</i>
7th	<i>polymorph</i>
9th	<i>dominate person</i>

DRAGON ANCESTOR

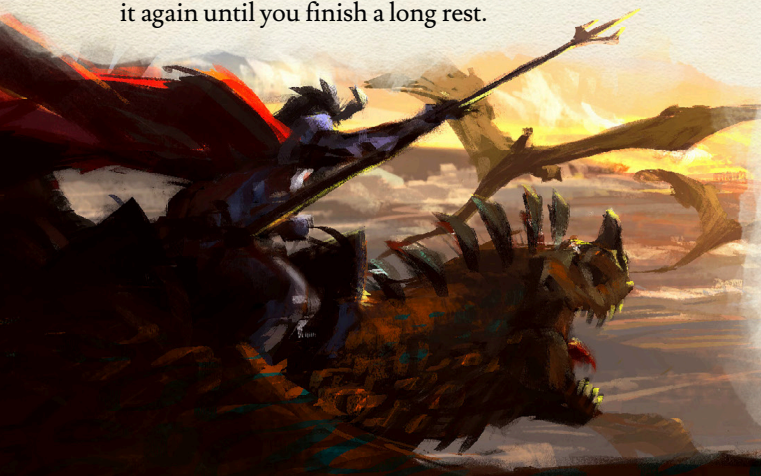
At 1st level, choose one type of dragon as your ancestor from the options listed in the Draconic Ancestry table on the following page. The damage type associated with your dragon ancestor is used by features you gain later.

In addition, you can speak, read, and write Draconic; if you already know Draconic, you instead learn another language of your choice. Whenever you make a Wisdom (Insight) check or Charisma check when interacting with dragons, you can add your proficiency bonus to the check. If you are already proficient in the skill used for the check, you can add double your proficiency bonus instead.

DRACONIC RESILIENCE

Starting at 1st level, magic flows through your body causing physical traits of your dragon ancestors to emerge. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class.

In addition, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor your AC equals 13 + your Dexterity modifier.



Draconic Ancestry

Dragon	Damage Type
<i>Chromatic Dragons</i>	
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold
<i>Cosmic Dragons</i>	
Comet	Fire (Resistance/Immunity: Cold)
Moon	Cold
Nebula	Psychic
Planetary	Choose one: Poison (<i>Gas Giant</i>), Cold (<i>Ice Giant</i>), or Fire (<i>Terrestrial</i>)
Sun	Radiant
<i>Metallic Dragons</i>	
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

ANCESTRAL AFFINITY

When you reach 6th level, the draconic power coursing through your veins further emboldens your form and your magic. You have resistance to the damage type associated with your draconic ancestry. In addition, when you cast a

spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell.

DRAGON WINGS

Starting at 14th level, you can use a bonus action to sprout a pair of dragon wings from your back, granting you a flying speed equal to your walking speed. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action. You can't manifest your wings while wearing armor, unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

At 18th level, you gain immunity to the damage type associated with your draconic ancestry. In addition, as an action, you can exude the terrifying presence of your dragon ancestor for 1 minute. For the duration, at the start of each of your turns, each hostile creature within 60 feet of you that can see or hear you must make a Wisdom saving throw against your spell save DC.

On a failure, the creature becomes frightened of you for the duration of this effect. As an action, an affected creature can make a Wisdom check against your spell save DC to steel its resolve and end the effect on itself. If a creature's saving throw or ability check is successful or the effect otherwise ends for it, that creature is immune to this effect for the rest of the duration. Once you use this feature, you can't do so again until you finish a short or long rest.



ADDITIONAL OPTIONS

RACIAL FEAT

If your GM allows the use of feats, you can forgo the Ability Score Improvement feature to take the following feat instead.

INTENSIFIED DRAGON'S BREATH

Prerequisite: Dragonborn

Your inner draconic power swells, amplifying the capabilities of your breath weapon. You have a number of uses of your Breath Weapon equal to your proficiency bonus. You regain one expended use of it when you finish a short rest and all expended uses when you finish a long rest.

When you use your Breath Weapon, you can expend an additional use of it to add one of the following benefits; you can add the same benefit multiple times, or different benefits at the same time, by expending additional uses:

- The damage of your Breath Weapon increases by 2d6.
- The DC of your Breath Weapon's saving throw increases by 2.
- The size of your Breath Weapon increases by 5 feet if it is a cone, or it extends by 30 feet if it is a line.

WARLOCK FAMILIAR

At your GM's option, warlocks with the Pact of the Chain feature can choose an atom dragon as their familiar.

ATOM DRAGON

Tiny dragon, neutral

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	10 (+0)	11 (+0)

Saving Throws Dex +5, Con +4, Int +3, Wis +2

Skills Acrobatics +5, Perception +2, Stealth +7

Damage Resistances force, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion

Senses passive Perception 12

Languages Celestial, Common, Draconic

Challenge 1 (200 XP)

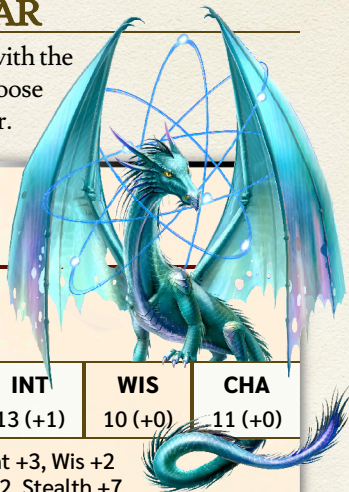
Atomic Sight. The dragon can see invisible creatures and objects out to a range of 30 feet.

Quantum Entanglement. At the end of a long rest, the dragon can touch a willing creature, creating a magical bond with it. Until the end of the dragon's next long rest, whenever it takes damage while within 120 feet of the bonded creature, it can use its reaction to redirect any amount of that damage to the bonded creature.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) force damage.

Molecular Transposition. The dragon teleports to an unoccupied space it can see within 30 feet of it.



MAGIC ITEMS

The following is a list of items that are thematically related to the cosmic dragons, presented in alphabetical order.

BOW-SHOCK BOW

Weapon (any bow), uncommon (requires attunement)

This bow faintly hums, resonating at the pitch corresponding to the plane on which it currently resides, and arrows fired from it leave a trail of light blue dust in their wake. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Once on each of your turns, when you hit a creature with a ranged attack with this weapon, you can cause the arrow to expel a debilitating burst of cosmic debris on impact. Until the start of your next turn, the target's speed is reduced by 10 feet.

DUST OF REVELATION

Wondrous item, uncommon

Found in a small, vacuum-sealed bottle, this lunar powder resembles very fine sand and glows with a faint luminescence. There is enough of it for one use. As an action, you can speak the bottle's command word to release the magical seal as you throw the dust into the air. The dust magically clings to each creature and object within 60 feet of you, including any invisible creatures or creations of magical force, such as the wall created by a *wall of force* spell.

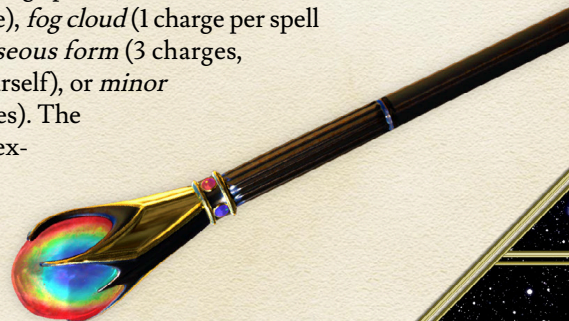
For 1d4 minutes, any affected creature or object can't benefit from being invisible, and any invisible creations of magical force are revealed. A shapeshifter in the area instantly reverts to its original form and can't assume a different form for the duration. At the end of the duration, the dust oxidizes as it falls to the ground, and its magic is lost.

NEBULA'S EYE WAND

Wand, rare (requires attunement by a sorcerer, warlock, or wizard)

This elegant wand has been steeped in the energies of a nebula dragon, and its jewels swirl with a dazzling array of colors. While it is on your person, dust, fog, snow, and other particles suspended in the air don't impede your vision.

In addition, the wand has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15) from it: *disguise self* (1 charge), *fog cloud* (1 charge per spell level, up to 3), *gaseous form* (3 charges, targeting only yourself), or *minor illusion* (no charges). The wand regains 1d3 expended charges daily at dawn.



PLANETARY ARMOR

The various types of *planetary armor* were originally designed by a master planetary dragonborn blacksmith to reflect the awe-inspiring properties of the planets. Now most often forged by dragonborn, dwarves, and giants these armors are highly sought after by a multitude of adventurers.

ATMOSPHERIC SHIELD

Armor (shield), common

This durable shield is magically fastened to your arm by a persistent stream of compressed air, and it only weighs 1 pound. Once on each of your turns, you can don or doff the shield for free (no action required).

ARMOR OF THE CRUST

Armor (light), uncommon

While wearing this armor, you can move across or stand on nonsolid or unstable surfaces, such as water, quicksand, or lava, and you ignore difficult terrain made of earth, ice, snow, or water.

ARMOR OF THE MANTLE

Armor (medium, but not hide), rare (requires attunement)

While wearing this armor, you are immune to any spell or effect that would alter your form, such as *polymorph*. In addition, you can speak the armor's command word as an action to cast the *fire shield* spell. Once you have cast *fire shield* in this way, you can't do so again until the next dawn.

ARMOR OF THE CORE

Armor (heavy), very rare (requires attunement)

While wearing this molten metal armor, you have a +1 bonus to AC, any critical hit against you becomes a normal hit, and you have resistance to fire damage. In addition, any hostile creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire damage, and a creature that is grappling you takes 1d6 fire damage at the start of each of its turns.

SOLAR HEARTS

Some sun dragons leave behind a solidified core of radiance when they perish. This prized object is known as a *solar heart* and is a perfectly spherical orb. All *solar hearts* can be used as an arcane focus. Additional properties of the *solar heart* depend on the age of the sun dragon when it dies, as detailed below.

YOUNG SOLAR HEART

Wondrous item, uncommon

This 4-inch-diameter sphere of stabilized radiant energy glows and is warm to the touch. It sheds

bright light in a 10-foot radius, and dim light for an additional 10 feet. This light is sunlight. After the sun dragon that left behind this *solar heart* has been dead for 30 days, the sphere becomes inert, no longer shedding its light, and it resembles black onyx. The sphere can still be used as an arcane focus after becoming inert.

ADULT SOLAR HEART

Wondrous item, rare

This vibrant sphere resembling a star ruby glows with intense radiance and is dangerous to handle in the days following the sun dragon's death. The sphere sheds bright light and additional dim light out to a range determined by its age, as shown in the Adult Solar Heart Properties table. This light is sunlight.

In addition, a creature that is holding the sphere or touches it takes the corresponding damage based on its age. A creature can take the damage shown no more than once per round. A thin sheet of lead blocks the sphere from harming a creature and blocks its light.

Adult Solar Heart Properties

Age	Light (bright/dim)	Damage
0–2 days	45 ft./45 ft.	3d6 fire + 3d6 radiant
3–6 days	30 ft./30 ft.	2d6 fire + 2d6 radiant
7–29 days	15 ft./15 ft.	1d6 fire + 1d6 radiant
30+ days	10 ft./10 ft.	—

The Power of the Sun... (Requires Attunement). While you are attuned to this *solar heart* and holding it, you gain the following benefits:

- If the *solar heart* is at least 30 days old, you can use a bonus action to cause it to stop or start shedding its light.
- Whenever you deal fire or radiant damage with an attack or a spell, the target takes an extra 1d6 damage of the same type.
- You can use an action to fire a 5-foot-wide, 60-foot-long line of brilliant sunlight from the sphere. Each creature in the line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half as much damage and isn't blinded. Undead and oozes have disadvantage on this saving throw. Once you use this property of the sphere, you can't do so again until the next dawn.



ANCIENT SOLAR HEART

Wondrous item, legendary

When the gate that is torn open upon the sun dragon's death closes, it collapses into a 6-inch diameter sphere that resembles an emanating black pearl. If the sphere touches an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

Black Hole Sun (Requires Attunement). While attuned to this *solar heart*, you have resistance to force and radiant damage, and you are immune to being blinded or petrified. If you have the Sunlight Sensitivity trait, you are unaffected by it. In addition, you are unaffected by spells and magical effects that create sunlight (such as the *sunburst* spell), as well as the *moonbeam* spell, and you are immune to the Solar Flare and Plasma Breath of sun dragons.

As an action while holding the sphere, you can speak its command word—typically the name of the sun dragon that died—causing the sphere to emit an intense gravitational pull. Each hostile creature of your choice within 60 feet of you must make a DC 18 Strength saving throw.

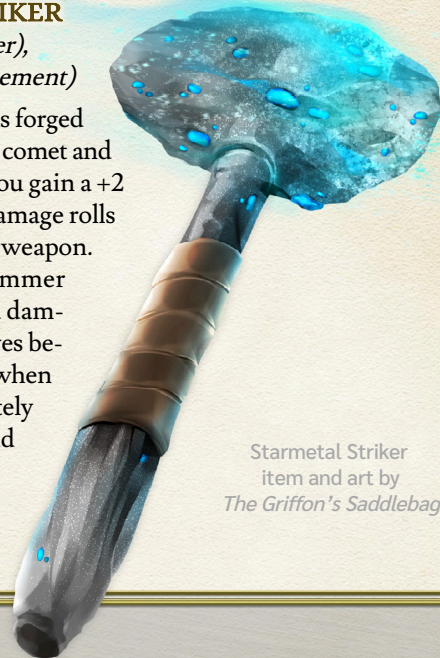


On a failed save, a target takes 4d10 force damage and is pulled up to 30 feet toward you. On a successful save, a target takes half as much damage and isn't pulled. You can also choose to affect friendly creatures in the area at the same time. If the creature is willing, it is pulled up to 30 feet toward you but takes no damage. Once used, this property of the sphere can't be used again until the next dawn.

STARMETAL STRIKER

*Weapon (light hammer),
rare (requires attunement)*

This light hammer was forged using the remains of a comet and is cold to the touch. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Targets hit by the hammer take an extra 1d4 cold damage. The hammer leaves behind a crackling mist when thrown and immediately flies back to your hand after making a ranged attack with it.



Starmetal Striker
item and art by
The Griffon's Saddlebag

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any

Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Masters of the Gauntlet Copyright 2019, Spectre Creations; Author Tony Casper.

Cosmic Dragon Breviary Copyright 2020, Spectre Creations; Author Tony Casper.



Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: Infinite Wastes, Khaylús, and all trademarks, registered trademarks, story elements, proper nouns (characters, places, monsters, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), locations, characters, concepts, designs, formats and layout, photographic and other visual or audio representations of the content herein, logos, identifying marks, and trade dress. (Elements that have previously been designated as Open Game Content or are designated as such below are not included in this declaration.)

Open Game Content: The Open Content contained in this publication, as defined in the Open Gaming License version 1.0a Section 1(d), is as follows: the cosmic dragonborn race, the draconic weave sorcerer, all feats, and all magic items (excluding the Starmetal Striker, which is used with permission from The Griffon's Saddlebag). No other portion of this work (excluding elements that have previously been designated as Open Game Content) may be reproduced in any form without written permission.

Additional Credits: Starmetal Striker item and art by The Griffon's Saddlebag, used with permission. | fotokostic, Grandfailure, Rastan, R_Tee, and Tony Baggett/iStock.com | Antracit, Fantasmery, FullRix, Laslo Ludrován, and Tithi Luadthong/Shutterstock.com | Some artwork copyright Claudio Pozas, used with permission. | Some artwork by TartanKiwi, for Shura. | Daniel Comerci - danielcomerci.com | Some artwork copyright 2015 Dean Spencer, used with permission.

ONE SMALL STEP FOR DRAGONS.
ONE GIANT LEAP FOR YOUR GAME.

