



# MINOR DRAGON OVERLORDS OF THE FIFTH AGE

A WEB ENHANCEMENT FOR THE  
DRAGONLANCE® CAMPAIGN SETTING

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The people of Krynn are breathing a bit easier these days, since several of the most deadly dragon Overlords are now dead. But the danger has not ended—many minor Overlords remain alive and are very likely plotting to extend their realms during the turmoil and confusion following the return of the gods. Two intrepid adventurers have risked their lives to provide us with new information on these dragons, so that those who encounter them will have some idea what they are up against.

These are not the only powerful dragons now present in Krynn, of course—many dragons went into hiding during the reign of the Overlords. Since then, some of them have been sleeping safely in concealed caverns, while others have fled to different parts of the world. But now that the news of the Overlords' destruction has begun to spread, many of these dragons have awakened and begun to plot their return. No information on them is available at the moment, but we will disseminate it as it comes to us.

## CRYONISIS & FRISINDIA, THE WYRMS OF ICEREACH

Known as Ice and Freeze to mortals, the white dragon sisters who lay claim to the entire Icewall Glacier are said to have hatched from a single egg. Certainly, they are more loyal to and supportive of one another than any other pair of evil dragons has ever been—a fact that draws the attention and suspicion of the Dragon Overlords and lesser wyrms nearby. Whatever their exact origin, they work together quite effectively. Fierce, territorial, and cunning, Ice and Freeze have jointly carved out one of the largest dragon realms on Ansalon, and they aim to hold it.

Natives of the region, Ice and Freeze realized in 400 AC (17 SC) that their chances of survival would improve significantly if they continued to work together as a team. In so doing, they killed or dominated all the white dragons in Icereach, including Terrasleetix (“Sleet”)—the most likely challenger to their power. As a pair, they proved more than capable of handling any threat, and they divided the spoils from their victories evenly. By the time Malystrix called an end to the Dragon Purge, Ice and Freeze had successfully taken over all the lands south of the Plains of Dust, using both magic and physical threats to enforce the borders of their realm.

Though by all appearances the Cold Sisters are identical, each has her own personality and mannerisms. Ice is the more brutal and aggressive of the pair, and she generally prefers to solve problems with her claws and fangs instead of using elaborate tactics. Her usual approach to combat is to deliver a frigid blast of cold to her

opponents, then fly in for a savage assault on any who remain alive. Freeze, on the other hand, is more deliberate and resolute, and she is keenly aware of the value of focusing on a goal. Once she fixates on something (or someone), she drives relentlessly and purposefully toward that goal, displaying an implacable endurance uncommon even among dragons. In combat, she tends to single out one opponent and dispatch it with efficiency and speed, usually from afar and with magic.

The Wyrms of Icereach have few real opponents, having already subjugated the Icewall Glacier and most of the region's inhabitants. Their primary foes are undead—particularly the frostwights that plague the area. Since these creatures are unaffected by the dragons' abilities, Ice and Freeze are constantly seeking a means to rid themselves of these enemies. Holy weapons are said to be effective against frostwights, so any word of such an item is quickly investigated by the twins, their thanoi servants, or their draconian agents at Icewall Castle. Foremost of these last is the sivak commander Frantik (LE male sivak draconian Ranger 11), who considers it his primary duty to direct his sivak troops toward finding blessed relics and weapons for his masters.

The only other major foe the Cold Sisters have is the White Dragon Overlord known as Gellidus (“Frost”). The twins have been trying to create their own *skull totem*, which would give them even greater power over their realm and perhaps even allow them to rise to Frost's level (together, if not singularly). All they need to complete the totem are the skulls of some metallic dragons, but such raw materials are difficult to come by where the twins hold sway. Rumors of their plans have reached the ears of Gellidus, so the White Overlord and the Cold Sisters are almost certain to come into conflict eventually, but when and where have yet to be revealed.

➤ **Cryonisis (Ice):** Female wyrm white dragon; CR 19; Gargantuan dragon (cold); HD 33d12+231; hp 445; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 250 ft. (clumsy); AC 39, touch 6, flat-footed 39; Base Atk +33; Grp +58; Atk +42 melee (4d6+13, bite); Full Atk +42 melee (4d6+13, bite) and +40 melee (2d8+6, 2 claws) and +40 melee (2d6+6, 2 wings) and +40 melee (2d8+19, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (60-ft. cone of cold), crush 4d6+19, *freezing fog*, frightful presence, spell-like abilities, spells, tail sweep 2d6+19; SQ blindsense 60 ft., cold subtype, damage reduction 20/magic, darkvision 120 ft., icewalking, immunities (cold, paralysis, *sleep*), keen senses, spell resistance 29; AL N; SV Fort +25, Ref +20, Will +20; Str 36, Dex 10, Con 25, Int 15, Wis 15, Cha 16.

*Skills and Feats:* Concentration +42, Diplomacy +7, Escape Artist +35, Hide -12, Intimidate +38, Knowledge (arcana) +14, Listen +39, Search +37, Sense Motive +32, Spellcraft +14, Spot +39, Swim +37; Ability Focus (breath weapon), Alertness, Cleave, Flyby Attack, Flyby Breath\*, Hover, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Multiattack, Power Attack, Wingover.

**Breath Weapon (Su):** Once every 1d4 rounds, Cryonisis can breathe a 60-foot cone of cold. Each creature within the cone must make a successful Reflex save (DC 35) or take 11d6 points of cold damage.

**Crush (Ex):** When flying or jumping, Cryonisis can land on Medium or smaller opponents as a standard action, using her whole body to crush them. Her crush attack affects a 20-foot-by-20-foot area. Each creature in the affected area must succeed on a Reflex save (DC 33) or be pinned, automatically taking 4d6+19 points of bludgeoning damage each round that it remains pinned.

**Freezing Fog (Sp):** Three times per day, Cryonisis can create a cloud of freezing fog. This effect is similar to that of a *solid fog* spell, except that it also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. *Freezing fog* is the equivalent of a 5th-level spell. Caster level 11th; save DC 18.

**Frightful Presence (Ex):** Cryonisis can unsettle foes with her mere presence. This ability takes effect automatically whenever she attacks, charges, or flies overhead. Each creature within a 330-foot radius that has fewer than 33 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 29) remains immune to Cryonisis's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Cryonisis ignores the frightful presence of other dragons.

**Spell-Like Abilities:** 3/day—*fog cloud*, *gust of wind* (DC 15), *wall of ice* (DC 17). Caster level 11th.

**Tail Sweep (Ex):** As a standard action, Cryonisis can sweep with her tail, affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of her space in any direction. Each Small or smaller creature within the swept area takes 2d6+19 points of bludgeoning damage (Reflex DC 33 half).

**Blindsight (Ex):** Cryonisis can pinpoint creatures within a distance of 60 feet. Opponents that she cannot actually see still have total concealment against her.

**Cold Subtype:** Cryonisis is immune to cold damage, but she takes double damage from fire unless a saving throw for half damage is allowed. In that case, she takes half damage on a success and double damage on a failure.

**Icewalking (Ex):** This ability is always in effect. It works like the *spider climb* spell, but the surface Cryonisis climbs must be icy.

**Keen Senses (Ex):** Cryonisis sees four times as well as a human in shadowy illumination and twice as well in normal light.

**Sorcerer Spells Known** (6/7/7/7/6/4; save DC 13 + spell level): 0—*dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st—*enlarge*, *expeditious retreat*, *mage armor*, *shield*, *true strike*; 2nd—*bear's endurance*, *bull's strength*, *cat's grace*, *fog cloud*, *shatter*; 3rd—*dispel magic*, *haste*, *protection from energy*, *sleet storm*; 4th—*detect scrying*, *dimension door*, *ice storm*; 5th—*cloudkill*, *dominate person*.

\*From the *DRAGONLANCE Campaign Setting*.

➤ **Frisindia (Freeze):** Female wyrm white dragon; CR 19; Gargantuan dragon (cold); HD 33d12+231; hp 445; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 250 ft. (clumsy); AC 38, touch 6, flat-footed 38; Base Atk +33; Grp +57; Atk +41 melee (4d6+12, bite); Full Atk +41 melee (4d6+12, bite) and +36 melee (2d8+6, 2 claws) and +36 melee (2d6+6, 2 wings) and +36 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (60-ft. cone of cold), crush 4d6+18, *freezing fog*, frightful presence, spell-like abilities, spells, tail sweep 2d6+18; SQ blindsense 60 ft., cold subtype, damage reduction 20/magic, darkvision 120 ft., icewalking, immunities (cold, paralysis, *sleep*), keen senses, spell resistance 29; AL N; SV Fort +27, Ref +18, Will +23; Str 35, Dex 10, Con 25, Int 15, Wis 16, Cha 16.

*Skills and Feats:* Concentration +43, Diplomacy +7, Escape Artist +24, Hide -12, Intimidate +33, Knowledge (arcana) +20, Listen +41, Search +38, Sense Motive +39, Spellcraft +16, Spot +41, Swim +32; Ability Focus (breath weapon), Alertness, Cleave, Flyby Attack, Flyby Breath\*, Great Fortitude, Hover, Improved Initiative, Iron Will, Power Attack, Spell Focus (Evocation), Wingover.

**Breath Weapon (Su):** Once every 1d4 rounds, Frisindia can breathe a 60-foot cone of cold. Each creature within the cone must make a successful Reflex save (DC 35) or take 11d6 points of cold damage.

**Crush (Ex):** When flying or jumping, Frisindia can land on Medium or smaller opponents as a standard action, using her whole body to crush them. Her crush attack affects a 20-foot-by-20-foot area. Each creature in the affected area must succeed on a Reflex save (DC 33) or be pinned,



automatically taking 4d6+18 points of bludgeoning damage each round that it remains pinned.

**Freezing Fog (Sp):** Three times per day, Frisindia can create a cloud of freezing fog. This effect is similar to that of a *solid fog* spell, except that it also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. *Freezing fog* is the equivalent of a 5th-level spell. Caster level 11th; save DC 18.

**Frightful Presence (Ex):** Frisindia can unsettle foes with her mere presence. This ability takes effect automatically whenever she attacks, charges, or flies overhead. Each creature within a radius of 330 feet that has fewer than 33 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 29) remains immune to Frisindia's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Frisindia ignores the frightful presence of other dragons.

**Spell-Like Abilities:** 3/day—*fog cloud*, *gust of wind* (DC 15), *wall of ice* (DC 17). Caster level 11th.

**Spells:** Frisindia can cast spells as an 11th-level sorcerer.

**Tail Sweep (Ex):** As a standard action, Frisindia can sweep with her tail, affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of her space in any direction. Each Small or smaller creature within the swept area takes 2d6+18 points of bludgeoning damage (Reflex DC 33 half).

**Blindsight (Ex):** Frisindia can pinpoint creatures within a distance of 60 feet. Opponents that she cannot actually see still have total concealment against her.

**Cold Subtype:** Frisindia is immune to cold damage, but she takes double damage from fire unless a saving throw for half damage is allowed. In that case, she takes half damage on a success and double damage on a failure.

**Icewalking (Ex):** This ability is always in effect. It works like the *spider climb* spell, but the surface Frisindia climbs must be icy.

**Keen Senses (Ex):** Frisindia sees four times as well as a human in shadowy illumination and twice as well in normal light.

**Sorcerer Spells Known** (6/7/7/7/6/4; save DC 13 + spell level or 14 + spell level for evocation spells): 0—*dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st—*detect undead*, *endure energy*, *mage armor*, *protection from good*, *shield*; 2nd—*blur*, *bull's strength*, *cat's grace*, *fog*

*cloud*, *invisibility*; 3rd—*dispel magic*, *halt undead*, *protection from energy*, *sleet storm*; 4th—*detect scrying*, *greater invisibility*, *ice storm*; 5th—*dominate person*, *major creation*.

\*From the *DRAGONLANCE Campaign Setting*.

## FENALYSTEN, THE RED FLAME

One of the dragonlords native to Ansalon, Fenalysten served in the red dragonarmy during the War of the Lance. Even then, his calculating brutality knew no bounds and was often directed at other dragons—a fact that served to alienate him from other reds. Fenalysten took particular joy in the use of his breath weapon, which earned him the nickname Cinder. As a dragonlord, Cinder has continued to earn the scorn and rancor of his clan-dragons by killing many a red dragon during the Dragon Purge.

Cinder's territory lies to the east of the Dargaard Mountains, south of Lorrinar's territory in Estwilde, and west of Neraka. Unlike most dragonlords, however, Cinder is not content with the current boundaries of his realm. He is particularly covetous of Lorrinar's wooded abode, if only so that he can add that mountainous environ to his property.

The only thing that previously kept Cinder in line was the constant threat of Malystrixx. Now that she is dead, Cinder sees an opportunity to rise ascendant as Ansalon's most powerful and ferocious red dragon. His plans for expansion are nearing fruition, and he intends to burn Lorrinar's forested home to the ground within the next few years. He would have done so already, except for his realization that other dragons are watching—waiting for him to take severe damage in a battle so that they can take advantage of his weakened condition. So as to avoid following his adversary into death at the claws of such enemies, Cinder plans to wait until he has accumulated enough magic items to ensure a crushing victory over Lorrinar while minimizing the threat to himself.

➤ **Fenalysten (Cinder):** Male great wyrm red dragon; CR 26; Colossal dragon (fire); HD 40d12+400; hp 660; Init +0; Spd 40 ft., fly 200 ft. (clumsy); AC 41, touch 2, flat-footed 41; Base Atk +40; Grp +73; Atk +50 melee (4d8+17, bite); Full Atk +50 melee (4d8+17, bite) and +45 melee (4d6+8, 2 claws) and +44 melee (2d8+8, 2 wings) and +44 melee (4d6+25, tail slap); Space/Reach 30 ft./20 ft. (30 ft. with bite); SA breath weapon (70-ft. cone of fire), crush 4d8+25, frightful presence, spell-like abilities, spells, tail sweep 2d8+25; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., fire subtype, immunities (fire, paralysis, sleep), keen senses, spell resistance 32;

AL CE; SV Fort +32, Ref +22, Will +30; Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26.

**Skills and Feats:** Appraise +40, Bluff +53, Climb +33, Concentration +53, Diplomacy +16, Escape Artist +43, Gather Information +24, Hide -16, Intimidate +55, Jump +60, Knowledge (geography) +51, Listen +51, Search +51, Sense Motive +51, Spellcraft +29, Spot +51, Survival +26; Ability Focus (breath weapon), Cleave, Empower Spell, Enlarge Spell, Flyby Attack, Flyby Breath\*, Great Cleave, Improved Sunder, Maximize Spell, Persuasive, Power Attack, Spell Focus (Evocation), Weapon Focus (bite), Weapon Focus (claw).

**Breath Weapon (Su):** Once every 1d4 rounds, Fenalysten can breathe a 70-foot cone of fire. Each creature within the cone must make a successful Reflex save (DC 42) or take 24d10 points of fire damage.

**Crush (Ex):** When flying or jumping, Fenalysten can land on Large or smaller opponents as a standard action, using his whole body to crush them. His crush attack affects a 30-foot-by-30-foot area. Each creature in the affected area must succeed on a Reflex save (DC 40) or be pinned, automatically taking 4d8+25 points of bludgeoning damage each round that it remains pinned.

**Frightful Presence (Ex):** Fenalysten can unsettle foes with his mere presence. This ability takes effect automatically whenever he attacks, charges, or flies overhead. Each creature within a radius of 360 feet that has fewer than 40 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 38) remains immune to Fenalysten's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Fenalysten ignores the frightful presence of other dragons.

**Spell-Like Abilities:** 12/day—*locate object*; 3/day—*suggestion* (DC 21); 1/day—*find the path* (DC 24), *discern location*. Caster level 19th.

**Spells:** Fenalysten can cast spells as a 19th-level sorcerer.

**Tail Sweep (Ex):** As a standard action, Fenalysten can sweep with his tail, affecting a half-circle with a radius of 40 feet extending from an intersection on the edge of his space in any direction. Each Medium or smaller creature within the swept area takes 2d8+25 points of bludgeoning damage (Reflex DC 40 half).

**Blindsight (Ex):** Fenalysten can pinpoint creatures within a distance of 60 feet. Opponents that he cannot actually see still have total concealment against him.

**Fire Subtype:** Fenalysten is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, he takes half damage on a success and double damage on a failure.

**Keen Senses (Ex):** Fenalysten sees four times as well as a human in shadowy illumination and twice as well in normal light.

**Sorcerer Spells Known** (6/8/8/8/8/7/7/7/4; save DC 18 + spell level or 19 + spell level for evocation spells): 0—*arcane mark, dancing lights, daze, detect magic, flare, light, mage hand, read magic, resistance*; 1st—*alarm, identify, magic missile, ray of enfeeblement, Tenser's floating disk*; 2nd—*darkness, elemental dart\*, flaming sphere, pyrotechnics, shatter*; 3rd—*explosive runes, fireball, Palin's pyre\*, suggestion*; 4th—*bestow curse, fire shield, scrying, wall of fire*; 5th—*dominate person, stone shape, summon monster V, teleport*; 6th—*chain lightning, disintegrate, geas/quest*; 7th—*delayed blast fireball, fire storm, prismatic spray*; 8th—*horrid wilting, incendiary cloud, iron body*; 9th—*elemental swarm, meteor swarm*.

\*From the *DRAGONLANCE Campaign Setting*.

## LORRINAR, THE GREEN RECLUSE

Possibly the most famous unseen dragon in Ansalon, Lorrinar (known to mortals as Fume) claims the Woods of Lahue and the slopes of the Astivar Mountains in Northern Ansalon as his domain. Initially, all he sought to do was find a place to keep out of the way of his fellow offworld dragons. As a matter of necessity during the Dragon Purge, however, he fought off those who challenged him for his choice of lair and more or less ended up carving out his realm by default.

Despite his reclusive nature, Lorrinar is neither ignorant nor uneducated about events in the world outside his wooded domain. He has his eyes and ears in several communities within his borders, and he pays strict attention to the movements of armies and other dragons, as well as political uprisings. One of his foremost spies is Gibrana Rentir (female human Fighter 3/Rogue 3/Steel Legionnaire 2) of the Legion of Steel, who feeds him information regularly and is one of the few mortals he permits to leave his presence alive. He has other, less entrenched agents as well, but most of them have never laid eyes on him.

Lorrinar's primary motivation is to stay as completely hidden and protected as possible. The red dragonlord Fenalysten ("Cinder") is a major threat to him, primarily because Fume's realm represents an obstacle to the red's expansion. Early in the Age of Mortals, Fume hoped to forge an alliance with the Green Overlord Beryl, but in the wake of the War of Souls, he is beginning suspect that his sheltered existence may soon fall apart. To safeguard himself from



this eventuality, he has stepped up his search for protective magic and is considering finding another location on Ansalon to hide.

When confronted by enemies, Lorrinar's first action is to make himself as difficult to see or target as he can manage. He is faster than many wyrms his size and very aware of his surroundings. As soon as he can be sure that the advantage is his, Fume uses his poisonous breath weapon to fell as many opponents as possible, then follows up with magical attacks. He avoids physical confrontation whenever he can, knowing that his kind are best suited to fighting with cunning and wits. But if he is pressed, his enemies typically find him to be quite vicious.

➤ **Lorrinar (Fume):** Male great wyrm green dragon; CR 24; Colossal dragon (air); HD 38d12+304; hp 551; Init +5; Spd 40 ft., swim 40 ft., fly 200 ft. (clumsy); AC 40, touch 3, flat-footed 39; Base Atk +38; Grp +68; Atk +44 melee (4d8+14, bite); Full Atk +44 melee (4d8+14, bite) and +39 melee (4d6+7, 2 claws) and +39 melee (2d8+7, 2 wings) and +39 melee (4d6+21, tail slap); Space/Reach 30 ft./20 ft. (30 ft. with bite); SA breath weapon (70-ft. cone of acid gas), crush 4d8+21, frightful presence, spell-like abilities, spells, tail sweep 2d8+21; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunities (acid, paralysis, *sleep*), keen senses, spell resistance 30, water breathing; AL LE; SV Fort +29, Ref +24, Will +28; Str 39, Dex 12, Con 27, Int 22, Wis 24, Cha 20.

*Skills and Feats:* Bluff +45, Concentration +38, Diplomacy +50, Escape Artist +31, Gather Information +25, Hide +19, Intimidate +9, Knowledge (arcana) +36, Listen +49, Search +36, Sense Motive +51, Spellcraft +28, Spot +49, Survival +24, Swim +22, Use Magic Device +35; Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*suggestion*), Skill Focus (Sense Motive), Snatch, Track, Wingover.

**Breath Weapon (Su):** Once every 1d4 rounds, Lorrinar can breathe a 70-foot cone of acid gas. Each creature within the cone must make a successful Reflex save (DC 37) or take 24d6 points of acid damage.

**Crush (Ex):** When flying or jumping, Lorrinar can land on Large or smaller opponents as a standard action, using his whole body to crush them. His crush attack affects a 30-foot-by-30-foot area. Each creature in the affected area must succeed on a Reflex save (DC 37) or be pinned, automatically taking 4d8+21 points of bludgeoning damage each round that it remains pinned.

**Frightful Presence (Ex):** Lorrinar can unsettle foes with his mere presence. This ability takes

effect automatically whenever he attacks, charges, or flies overhead. Each creature within a radius of 360 feet that has fewer than 38 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 34) remains immune to Lorrinar's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Lorrinar ignores the frightful presence of other dragons.

**Spell-Like Abilities:** 3/day—*suggestion* (DC 18), *dominate person* (DC 22); 1/day—*plant growth*, *command plants* (DC 21). Caster level 17th.

**Spells:** Lorrinar can cast spells as a 17th-level sorcerer.

**Tail Sweep (Ex):** As a standard action, Lorrinar can sweep with his tail, affecting a half-circle with a radius of 40 feet extending from an intersection on the edge of his space in any direction. Each Medium or smaller creature within the swept area takes 2d8+21 points of bludgeoning damage (Reflex DC 37 half).

**Blindsense (Ex):** Lorrinar can pinpoint creatures within a distance of 60 feet. Opponents that he cannot actually see still have total concealment against him.

**Keen Senses (Ex):** Lorrinar sees four times as well as a human in shadowy illumination and twice as well in normal light.

**Water Breathing (Ex):** Lorrinar can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

**Sorcerer Spells Known** (6/8/7/7/7/6/6/4; save DC 15 + spell level): 0—*dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st—*charm person*, *endure energy*, *identify*, *shield*, *true strike*; 2nd—*bear's endurance*, *blur*, *bull's strength*, *cat's grace*, *fog cloud*; 3rd—*dispel magic*, *haste*, *protection from energy*, *slow*; 4th—*confusion*, *detect scrying*, *greater invisibility*, *scrying*; 5th—*cloudkill*, *dominate person*, *summon monster V*, *teleport*; 6th—*disintegrate*, *greater dispelling*, *true seeing*; 7th—*greater scrying*, *sequester*, *spell turning*; 8th—*discern location*, *mass charm*.

## MOHRLEX, THE TRICKSTER DRAGONLORD

The black dragon Mohrlex (or "Pitch," as he is known to mortals) is an Ansalon native who rules over the Great Moors of Nordmaar. As black dragons go, Pitch is a fairly even-tempered creature. He spends the majority of his time lounging hedonistically within Nordmaar's verdant,

tropical swamps. When not in one of his slothful moods, however, Pitch actively seeks entertainment, be it through the usual cruelty and destruction associated with black dragons, or (surprisingly enough) through humorous and witty exchanges with other creatures. But woe to the dull-headed lummox who wanders through Pitch's domicile!

When he encounters such hapless adventurers, Pitch prefers to use silenced spells in a manner that both entertains him and humiliates his prey. All the while, he goads his victims into conversation so that he can judge their wit. Those who meet with his approval are allowed to live, and a rare few may even gain the favor of the dragonlord. But any victims who prove too dumb to interest him or who maintain silence throughout the battle are dealt with viciously, in a manner befitting a black dragon's prey.

Mohrlex's whimsical and prankish temperament drives other dragons away after a certain period of time. Any dragon who serves him invariably leaves after a few weeks, citing the dragonlord's eccentric behavior as the reason. Thus, Pitch's followers are limited to a few tribes of bakali under the command of a handful of powerful aurak sorcerers. Barathrutus, the leader of these auraks, acts as Pitch's agent and representative to the outside world.

➤ **Mohrlex (Pitch):** Male wyrm black dragon; CR 20; Gargantuan dragon (water); HD 34d12+238; hp 459; Init +4; Spd 60 ft., swim 60 ft., fly 250 ft. (clumsy); AC 39, touch 6, flat-footed 39; Base Atk +34; Grp +58; Atk +42 melee (4d6+12, bite); Full Atk +42 melee (4d6+12, bite) and +37 melee (2d8+6, 2 claws) and +37 melee (2d6+6, 2 wings) and +37 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (120-ft. line of acid), *corrupt water*, crush 4d6+18, frightful presence, spell-like abilities, spells, tail sweep 2d6+18; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunities (acid, paralysis, *sleep*), keen senses, spell resistance 26, water breathing; AL CE; SV Fort +26, Ref +19, Will +23; Str 35, Dex 10, Con 25, Int 18, Wis 19, Cha 18.

*Skills and Feats:* Bluff +22, Concentration +28, Diplomacy +44, Hide -12, Intimidate +40, Knowledge (history) +25, Listen +40, Perform (oratory) +16, Search +38, Sense Motive +41, Spellcraft +22, Spot +40, Survival +18, Swim +20; Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell-Like Ability (*darkness*), Silent Spell, Skill Focus (Sense Motive), Widen Spell, Wingover.

**Breath Weapon (Su):** Once every 1d4 rounds, Mohrlex can breathe a 120-foot line of

acid. Each creature within the area must make a successful Reflex save (DC 34) or take 22d4 points of acid damage.

**Corrupt Water (Sp):** Once per day, Mohrlex can stagnate 10 cubic feet of water, making it still, foul, and unable to support animal life. This ability spoils liquids containing water. A magic item (such as a potion) or an item in a creature's possession must succeed on a Will save (DC 31) or become fouled. This effect is the equivalent of a 1st-level spell, and its range is 330 feet. Caster level 13th.

**Crush (Ex):** When flying or jumping, Mohrlex can land on Medium or smaller opponents as a standard action, using his whole body to crush them. His crush attack affects a 20-foot-by-20-foot area. Each creature in the affected area must succeed on a Reflex save (DC 34) or be pinned, automatically taking 4d6+18 points of bludgeoning damage each round that it remains pinned.

**Frightful Presence (Ex):** Mohrlex can unsettle foes with his mere presence. This ability takes effect automatically whenever he attacks, charges, or flies overhead. Each creature within a radius of 330 feet that has less than 34 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 31) remains immune to Mohrlex's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Mohrlex ignores the frightful presence of other dragons.

**Spell-Like Abilities:** 3/day—*darkness* (radius 110 ft.), *insect plague*; 1/day—*plant growth*. Caster level 13th.

**Spells:** Mohrlex can cast spells as a 13th-level sorcerer.


**Tail Sweep (Ex):** As a standard action, Mohrlex can sweep with his tail, affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of his space in any direction. Each Small or smaller creature within the swept area takes 2d6+18 points of bludgeoning damage (Reflex DC 34 half).

**Blindsense (Ex):** Mohrlex can pinpoint creatures within a distance of 60 feet. Opponents that he cannot actually see still have total concealment against him.

**Keen Senses (Ex):** Mohrlex sees four times as well as a human in shadowy illumination and twice as well in normal light.

**Water Breathing (Ex):** Mohrlex can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.





**Sorcerer Spells Known** (6/7/7/7/6/4; save DC 14 + spell level): 0—*arcane mark, dancing lights, daze, detect magic, ghost sound, mage hand, open/close, read magic, resistance*; 1st—*charm person, hypnotism, identify, reduce person, sleep*; 2nd—*blur, elemental dart\**, *Melf's acid arrow, Tasha's hideous laughter, web*; 3rd—*displacement, hold person, share animal's mind\**, *suggestion*; 4th—*confusion, crushing despair, lesser geas, polymorph*; 5th—*drown\**, *feeblemind, mind fog*; 6th—*disintegrate, geas/quest*.

\*From the *DRAGONLANCE Campaign Setting*.

## ABOUT THE AUTHORS

Margaret Weis was born and raised in Independence, Missouri. In 1983, she moved to Lake Geneva, Wisconsin, to take a job as book editor at TSR, Inc., producers of the *DUNGEONS & DRAGONS* roleplaying game. At TSR, Weis became part of the *DRAGONLANCE* design team. Her published fantasy works include the *DRAGONLANCE* series (which has sold over twenty million copies worldwide), the *Darksword* trilogy, the *Death Gate Cycle*, *Rose of the Prophet*, and the *Sovereign Stone* trilogy. Her science fiction works include

her own series, *Star of the Guardian*, and the *Mag Force 7* series. Weis is owner of Sovereign Press, the publisher of the *Sovereign Stone* RPG and the new *DRAGONLANCE* d20 RPG products licensed from Wizards of the Coast, Inc. She is coauthor of the *DRAGONLANCE Campaign Setting* (Wizards of the Coast, Inc., 2003) and of the *DRAGONLANCE Age of Mortals* rulebook (published by Sovereign Press, 2003). Weis continues her work in *DRAGONLANCE* with a new series of novels for Wizards of the Coast, Inc. titled *Dark Disciple*. Movie deals are being pursued on several of her works.

Cam Banks leads a quiet, pastoral life in central Pennsylvania with his wife, his son, and his enormous cat. He regularly interrupts this peaceful existence by creating horrible monsters and answering D&D trivia questions posed by random strangers.

André La Roche spends most of his time going to college in “sunny” Seattle, WA. He is a part of the *DRAGONLANCE* Nexus's Whitestone Council, and he has made contributions to the *DRAGONLANCE Campaign Setting*, Sovereign Press's *Age of Mortals*, and the upcoming *Bestiary of Krynn*.