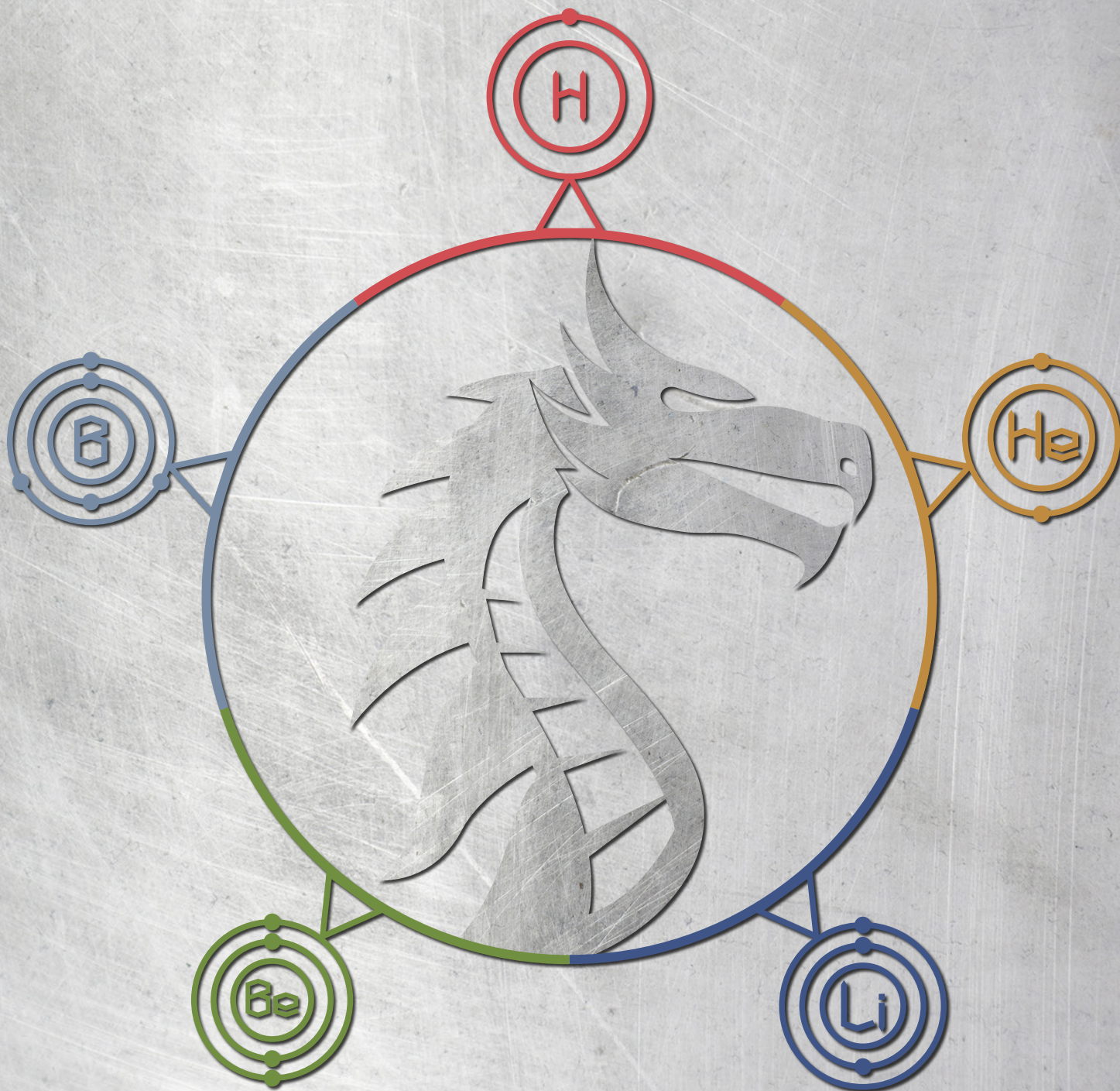


# THE ELEMENT DRAGONS



BY JASON BAKOS & THEMIS PARRASKEVAS



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# INTRODUCTION

## PERIODIC TABLE

Elemental dragons are considered the purest of their kind. Each dragon's body consists of one of the most basic materials that can be found in all the multiverse. Their origins are unknown, but it is believed that they came into being at the same time as the Material Plane.

Their behavior is as pure as their constitution. They are driven by their desires and their primitive emotions. Each exhibits behaviors that may seem one-dimensional to humanoids, but to them, it is these habits and feelings that define them. Each species is characterized by a different emotion ranging from the energetic lithium dragons that seek the greatest storms, to the paranoid boron that hide in their fortified dungeons.

Elemental dragon species are not closely related to each other and thus do not share social bonds. On the contrary, you rarely find a hydrogen dragon roaming close to a helium dragon's lair. Generally, their nature drives the elemental dragon species apart.

Dozens of different elemental dragon species have been discovered throughout the Material Plane by alchemists who have categorized them according to their respective element's weight (as determined by the alchemists' guild). In this book we present information on the first five elemental dragon species and the story of one great dragon of each species.

**Hydrogen** dragons are blindingly bright creatures that socialize with other races and spread life along their path.

**Helium** dragons are the noblest of all the species and only consort with kings.

**Lithium** dragons constantly search for storms to charge their body with electrical energy.

**Beryllium** dragons hide inside mountains to protect themselves from those hunting them for their gems and to protect others from their corrosive presence.

**Boron** dragons are obsessed with creating fortified lairs, to drive off those hunting them for their scales of precious metal.

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# THE ELEMENT DRAGONS

# HYDROGEN DRAGON

The original of the elemental dragons, the hydrogen dragon is the embodiment of the sun's life-giving powers. Playful and innocent by nature, this legendary creature roams the land, spreading nourishment and vitality. Since the world around the dragon is always waking up and coming alive, the dragon's perspective on life is that of continual rebirth and growth.

**The sun itself.** The hydrogen dragon's body is covered with pure, translucent metallic scales, but its appearance is defined by the flames that usually envelop its body. These bright orange and white flames erupt through the cracks between its scales and dance around it, creating an aura of light.

**It means well.** Although the vital effects caused by the mere presence of a hydrogen dragon occur naturally, the hydrogen dragon is defined by its true desire to cause the growth and vibrance around it. A perpetual life at the center of light and warmth and growth usually results in a naïve, child-like understanding of reality and ignorance of the darkness that also dwells there.

**Ceaseless traveler.** From its explosive birth, the hydrogen dragon seeks pleasure and connections with other creatures. It loves to meet and socialize with humanoids, especially those who are down to earth and appreciate its life-giving powers. It ceaselessly travels the Material Plane, meeting civilizations and befriending all sorts of creatures.

**The dark side of light.** There are those who would harness the power of a hydrogen dragon only for themselves and try to restrain it, or who simply do not understand its giving nature and attack it on sight. When confronted by evil and darkness, the hydrogen dragon is taken by surprise and lashes out. Unfortunately, what usually begins in growth and abundance sometimes ends in utter devastation. The same inner flame that provides life to a broad area becomes an immense destructive power when concentrated and directed at a specific target.

**Solar flare.** The breath of a hydrogen dragon personifies the power of the sun itself. It consists of plasma, which shoots out of the beast's mouth, melting everything it touches. With its release, an explosion of anti-psionic and mind-altering waves is violently emitted, becoming the bane of psions and mages alike.

**Blinding fury.** The kind-hearted hydrogen dragons dislike engaging in serious combat and never seek conflict. However, when confronted with a threat, its response is instinctual, immediate, and impressive. With their awesome power and their uncontrolled fury, these beasts go into combat clad in flames, creating a truly awesome spectacle that is likely the final vision of a combatant.

**Solar eclipse.** An incident of conflagration is usually followed by a period of remorse and disillusion during which the hydrogen dragon withdraws and seeks solitude.

## LAIR

A young hydrogen dragon is likely to be constantly on the move, but as they grow older, they can usually be found in deserted areas that lack life beyond what they create themselves. They choose to stay there and slowly help life grow from their vital energy and the water it creates.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- While inside its lair, the dragon's light becomes so bright that creatures can no longer see its form. Until the end of its next turn, the dragon gains the benefit of half cover.
- The dragon chooses a body of water that would at least fill a 5-foot cube within 120 feet and heats it. Any creature within 10 feet must make a DC 18 Dexterity saving throw to avoid the steam. On a failure, the creature takes 22 (4d10) fire damage and it can't take reactions until the start of its next turn.

## REGIONAL EFFECTS

The region surrounding a legendary hydrogen dragon's lair is changed by the dragon's warmth, which creates one or more of the following effects within 10 miles of the dragon's lair:

- People are more energetic during daytime, completing more of their daily tasks.
- Nighttime lasts an hour shorter than usual.
- Plants grow faster and much taller than usual, resulting in flowers reaching the height of small trees.



### Caviender the Oasis

Every story has a beginning. This dragon's tale starts in a faraway land, in a civilization long forgotten. Caviender was confined from a young age by a king and his clever mage who sought to harness her talent and life-giving powers for their sole benefit. The kingdom prospered well beyond its neighbors, who could only wonder about the true source of the kingdom's wealth and abundance.

As Caviender grew in size, her might also quietly bloomed, and soon she was strong enough to break free from the civilization's chains. Although she never meant to harm anyone, she was forced to use her powers against those who wished to hurt her after all she had done for them. A battle of epic proportions ensued, culminating in the utter ruin of the mortal civilization.

Finally free but tormented by guilt, Caviender fled to the desert where she made her final lair. For eons since, a beautiful oasis has flourished around her, where she welcomes visitors and helps them in their travels.

## ANCIENT HYDROGEN DRAGON

Gargantuan dragon, chaotic good

**Armor Class** 21 (natural armor)

**Hit Points** 365 (21d20 + 145)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	14 (+2)	15 (+2)	13 (+1)

**Saving Throws** Dex +9, Con +14, Wis +9, Cha +8

**Skills** Perception +16, Stealth +9

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** Common, Draconic

**Challenge** 21

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

**Unstable Constitution.** The hydrogen dragon's body is extremely reactive with most things that it comes in contact with. Whenever damage is dealt to the hydrogen dragon, roll a d6. On a roll of 6 the dragon's body erupts in flames. Any creature within 20 feet of the dragon must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) fire damage.

**Sunlight.** The hydrogen dragon sheds bright light in a 300-foot radius and dim light for an additional 150 feet.

### ACTIONS

**Multiattack.** The dragon can use its Blinding Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

**Blinding Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Constitution saving throw or become blinded 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Blinding Presence for the next 24 hours.

**Solar Flare Breath (Recharge 5-6).** The dragon unleashes a wave of igneous plasma in a 90-foot cone. Each creature in the area must make a DC 21 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one. Additionally, the dragon emits a wave of mind-altering energy in a 120-foot radius. Each creature in the area must make a DC 21 Wisdom saving throw. On a failed save, the creature loses concentration and is unable to cast psionic spells until the end of its next turn.

### LEGENDARY ACTIONS

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 17 (2d8 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.

## ADULT HYDROGEN DRAGON

Huge dragon, chaotic good

**Armor Class** 19 (natural armor)

**Hit Points** 205 (17d12 + 95)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	12 (+1)	12 (+1)	10 (+0)

**Saving Throws** Dex +8, Con +11, Wis +7, Cha +6

**Skills** Perception +13, Stealth +8

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Draconic

**Challenge** 16

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

**Unstable Constitution.** The hydrogen dragon's body is extremely reactive with most things that it comes in contact with. Whenever damage is dealt to the hydrogen dragon, roll a d6. On a roll of 6 the dragon's body erupts in flames. Any creature within 20 feet of the dragon must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) fire damage.

**Sunlight.** The hydrogen dragon sheds bright light in a 120-foot radius and dim light for an additional 90 feet.

### ACTIONS

**Multiattack.** The dragon can use its Blinding Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 6) slashing damage.

**Blinding Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Constitution saving throw or become blinded 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Blinding Presence for the next 24 hours.

**Solar Flare Breath (Recharge 5-6).** The dragon unleashes a wave of igneous plasma in a 90-foot cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. Additionally, the dragon emits a wave of mind-altering energy in a 120-foot radius. Each creature in the area must make a DC 19 Wisdom saving throw. On a failed save, the creature loses concentration and is unable to cast psionic spells until the end of its next turn.

### LEGENDARY ACTIONS

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 16 (2d8 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.



## YOUNG HYDROGEN DRAGON

Large dragon, chaotic good

**Armor Class** 18 (natural armor)

**Hit Points** 122 (14d10 + 45)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

**Saving Throws** Dex +6, Con +7, Wis +5, Cha +4

**Skills** Perception +9, Stealth +6

**Damage Immunities** fire

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic

**Challenge** 7

**Unstable Constitution.** The hydrogen dragon's body is extremely reactive with most things that it comes in contact with. Whenever damage is dealt to the hydrogen dragon, roll a d6. On a roll of 6 the dragon's body erupts in flames. Any creature within 20 feet of the dragon must succeed on a DC 12 Dexterity saving throw or take 4 (1d6) fire damage.

**Sunlight.** The hydrogen dragon sheds bright light in a 300-foot radius and dim light for an additional 150 feet.

### 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:* 18 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 14 (2d6 + 4) slashing damage.

**Solar Flare Breath (Recharge 5-6).** The dragon unleashes a wave of igneous plasma in a 45ft. cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 13d6 fire damage on a failed save, or half as much damage on a successful one. Additionally the dragon emits a wave of mind-altering energy in a 30ft. area. Each creature in the area must make a DC 15 Wisdom Saving Throw. On a failed save, the creature loses concentration and is unable to cast psionic spells until the end of its next turn.

## HYDROGEN DRAGON WYRMLING

Medium dragon, chaotic good

**Armor Class** 17 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft., fly 60 ft.

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

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

**Skills** Perception +6, Stealth +5

**Damage Immunities** fire

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 16

**Languages** Draconic

**Challenge** 2

**Sunlight.** The hydrogen dragon sheds bright light in a 300-foot radius and dim light for an additional 30 feet.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 9 (1d10 + 3) piercing damage.

**Solar Flare Breath (Recharge 5-6).** The dragon unleashes a wave of igneous plasma in a 15ft. cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. Additionally the dragon emits a wave of mind-altering energy in a 30ft. area. Each creature in the area must make a DC 12 Wisdom Saving Throw. On a failed save, the creature loses concentration and is unable to cast psionic spells until the end of its next turn.



# HELIUM DRAGON

Helium dragons are the nobility of all their kind. Even among these proud beasts, they hold a sense of superiority that translates into the way they live, disdain other dragons and all other creatures alike.

These majestic creatures have white scales, the skin of their wings is a pale pink, and they have blue pads on their shoulders and thighs which are filled with helium, helping them float even higher. They are tall but thin, and move with elegance, always calculated and precise. They excel at whatever they choose to do, both mentally and physically, and they know it.

**Elite nobles.** A helium dragon characteristically is the definition of snooty. They inherently believe they are superior to all, and their inability to admit mistakes and shortcomings is as legendary as their achievements. A typical helium dragon usually likes to gloat and demean the belongings and choices of others, getting a kick out of making others realize how much they lack in comparison. They do not go out of their way, however, to destroy or steal, as that would be meaningless in their eyes.

**An enjoyable life.** They enjoy living lavishly, spending their time eating, drinking, or resting near their hoard. This lifestyle is fueled by royalties who pay these dragons handsomely to forge alliances that keep them safe. Elven kingdoms are closely connected with helium dragons, having a long history of cooperation.

**Forceful breath.** Their breath weapon spreads with great force through the air, pushing back creatures and destroying structures with ease. If a creature survives the breath weapon of a helium dragon, it also suffers from a heightened version of the dragon's regional effects.

**High ground.** Helium dragons are not known for their fighting prowess, but rather for their grandeur. They try to take fights to high altitudes, taking advantage of their ability to remain in these places for far longer than any other creature, as they can breathe in thin air and flying does not tire them.

## LAIR

A helium dragon lairs among the clouds or even at higher altitudes. They store their treasured possessions in the palaces of the greatest kings of the realms.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Dense clouds envelop a creature that the dragon can see within 120 feet. A 40-foot area around it is heavily obscured. The effect lasts until the dragon uses a different lair action or the creature moves outside the dense cloud.

- Thin air surrounds the dragon. Any creature within 60 feet that uses wings or a similar manner to fly loses that ability.

## REGIONAL EFFECTS

The region surrounding a legendary helium dragon's lair is warped by the dragon's power, which creates one or more of the following effects:

- Within 10 miles of the dragon's lair, people seem highly devoted to their rulers.
- Small odorless puffs of air appear within 1 mile of the dragon's lair. Inhaling them makes a creature dizzy, as they experience a natural high. They have advantage on Intelligence (Investigation) checks for the next hour.
- The area within 1 mile of the dragon's lair is covered by a thin transparent mist that shines a very faint blue. Those caught in it have their voice slightly altered.

### Clevelet, the Sky's Nobility

*LN female ancient helium dragon*

It has been thousands of years since the elven kingdoms paid their first tribute to Clevelet. Even as a wyrmling, this helium dragon made a name for herself. Quickly, Clevelet became synonymous with excellence, and her achievements were many. Years passed, and she eventually ascended to the skies, as is typical of her kind, where she secluded herself to a grand castle, descending only to hunt.

After a historical summit of rulers, five elven civilizations forged a pact with the ancient creature. Each decade, they would provide the helium dragon with treasure, gifts and other valuables, and other tokens of their appreciation for her. In return, Clevelet would aid them in times of crisis.

When the time would come to deliver, the elven kingdoms formed a crew, tasked with the important quest of delivering the gifts to the dragon's lair. This service was considered a great honor among their people. The journey to Clevelet's castle in the sky was made with airships or magical flight, but never with teleportation, as per Clevelet's request; she believed it was important for anyone who visited her castle to understand how high in the sky, above all creatures, she resided. Her castle in the sky was said to be made of clouds held together by magic. Both the sun and the moon were always visible from there somehow, legend has it.

This story has been passed down the generations. The elven kingdoms of the pact are now gone, but rumor has it that Clevelet still resides in her castle, perhaps waiting for new subjects.

## ANCIENT HELIUM DRAGON

Gargantuan dragon, lawful neutral

**Armor Class** 24 (natural armor)

**Hit Points** 484 (28d20 + 190)

**Speed** 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	25 (+7)	20 (+5)	15 (+2)	28 (+9)

**Saving Throws** Dex +11, Con +14, Wis +9, Cha +16

**Skills** Perception +12, Stealth +10

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** Common, Draconic, Elven

**Challenge** 24

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

**Hover.** Even if the helium dragon cannot use its wings to fly, it can remain at 100 feet due to the helium contained in its body.

**Dive Attack.** If the helium dragon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 21 (6d6) bludgeoning damage to the target.

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

**Hide.** The helium dragon has advantage on Stealth checks while among clouds.

### ACTIONS

**Multiattack.** The dragon can use its Awe Inspiring Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.  
*Hit:* 14 (2d8 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.  
*Hit:* 12 (2d6 + 5) slashing damage.

**Awe Inspiring Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and is aware of it must succeed on a DC 24 Charisma saving throw or become Dazed by the dragon's Majesty for 1 minute. A Dazed creature has disadvantage on attack rolls and ability checks against the dragon and cannot willingly move. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Awe Inspiring Presence for the next 24 hours.

**Helium Breath (Recharge 5-6).** The dragon exhales helium in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or take 70 (20d6) thunder damage and be pushed back 90 feet. If they collide with an object or another creature, they both take 35 (10d6) bludgeoning damage. Additionally, any creature hit by the breath has its voice changed to a much higher pitch, making it impossible to communicate but not affecting its verbal spell component. This effect lasts for 1 minute. On a successful saving throw the creature only takes half damage.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Fly.** The dragon can fly up to its flying speed, without provoking opportunity attacks.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.

## ADULT HELIUM DRAGON

Huge dragon, lawful neutral

**Armor Class** 22 (natural armor)

**Hit Points** 240 (20d12 + 110)

**Speed** 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	23 (+6)	18 (+4)	13 (+1)	24 (+7)

**Saving Throws** Dex +10, Con +12, Wis +7, Cha +13

**Skills** Perception +12, Stealth +10

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic, Elven

**Challenge** 19

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

**Hover.** Even if the helium dragon cannot use its wings to fly, it can remain at 100 feet due to the helium contained in its body.

**Dive Attack.** If the helium dragon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 19 (4d6) bludgeoning damage to the target.

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

**Hide.** The helium dragon has advantage on Stealth checks while among clouds.

### ACTIONS

**Multiattack.** The dragon can use its Awe Inspiring Presence. 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 (2d8 + 4) piercing damage.

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

**Awe Inspiring Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Charisma saving throw or become Dazed by the dragon's Majesty for 1 minute. A Dazed creature has disadvantage on attack rolls and ability checks against the dragon and cannot willingly move. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Awe Inspiring Presence for the next 24 hours.

**Helium Breath (Recharge 5-6).** The dragon exhales helium in a 60-foot cone. Each creature in that area must make a DC 22 Strength saving throw, or take 20d6 thunder damage and be pushed back 60 ft. If they collide with an object or another creature, they both take 6d6 bludgeoning damage. Additionally any creature hit by the breath has its voice changed to a much higher pitch making it impossible for it to communicate but able to use verbal materials. This effect lasts for 1 minute. On a successful saving throw the creature only takes half damage.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Fly.** The dragon can fly up to its flying speed, without provoking opportunity attacks.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 12 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.



## YOUNG HELIUM DRAGON

Large dragon, lawful neutral

**Armor Class** 20 (natural armor)

**Hit Points** 168 (16d10 + 80)

**Speed** 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	15 (+2)	13 (+1)	21 (+5)

**Saving Throws** Dex +8, Con +9, Wis +5, Cha +9

**Skills** Perception +8, Stealth +8

**Damage Immunities** fire

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic, Elven

**Challenge** 11

**Hover.** Even if the helium dragon cannot use its wings to fly, it can remain at 50 ft due to the Helium contained in its body.

**Dive Attack.** If the helium dragon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 11 (3d6) bludgeoning damage to the target.

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

**Hide.** The helium dragon has advantage on Stealth checks while among clouds.

### 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:* 15 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 3) slashing damage.

**Helium Breath (Recharge 5-6).** The dragon exhales helium in a 30-foot cone. Each creature in that area must make a DC 22 Strength saving throw, or take 16d6 thunder damage and be pushed back 30 ft. If they collide with an object on another creature,, they both take 4d6 bludgeoning damage. Additionally any creature hit by the breath has its voice changed to a much higher pitch making it impossible for it to communicate but able to use verbal materials. This effect lasts for 1 minute. On a successful saving throw the creature only takes half damage.

## HELIUM DRAGON WYRMLING

Medium dragon, lawful neutral

**Armor Class** 18 (natural armor)

**Hit Points** 79 (11d8 + 30)

**Speed** 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	13 (+1)	11 (+0)	18 (+4)

**Saving Throws** Dex +5, Con +6, Wis +2, Cha +6

**Skills** Perception +4, Stealth +8

**Damage Immunities** fire

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 3



**Hover.** Even if the helium dragon cannot use its wings to fly, it can remain at 10 ft due to the Helium contained in its body.

**Dive Attack.** If the helium dragon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) bludgeoning damage to the target.

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

**Hide.** The helium dragon has advantage on Stealth checks while among clouds.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 2) piercing damage.

**Helium Breath (Recharge 5-6).** The dragon exhales helium in a 15-foot cone. Each creature in that area must make a DC 22 Strength saving throw, or take 21 (6d6) thunder damage and be pushed back 15 ft. If they collide with an object on another creature,, they both take 7 (2d6) bludgeoning damage. Additionally any creature hit by the breath has its voice changed to a much higher pitch making it impossible for it to communicate but able to use verbal materials. This effect lasts for 1 minute. On a successful saving throw the creature only takes half damage.





# LITHIUM DRAGON

There are certain dragons that are naturally imbued with the power of crackling lightning. These creatures are energetic by nature and their power and ferocity is unmatched. These are the lithium dragons.

**Golden lining.** These creatures are clad in dark blue scales with golden lines running along their bodies. Electric currents flow inside these lines, like blood in veins, and power the beast. A typical lithium dragon is huge, built with powerful muscles. Despite its bulky size, its speed is unparalleled.

**Energetic disposition.** Lithium dragons are almost never tired. They seem to be brimming with life, always moving, always talking or thinking. Even the way they talk is fast, like they are always catching up with their thoughts. This takes most by surprise, as it is peculiar for a dragon.

**Always moving.** These dragons are frequently nomadic before reaching the final stage of life and becoming ancient. They move around the Material Plane, seeking areas with frequent storms and powerful lightning charges. They do this naturally, to obtain their next charge. A lithium dragon hates being low on electricity, as it drains them of their usual demeanor, leaving them empty shells of themselves.

**Lightning breath.** Their breath weapon is a forceful discharge of the energy they store in their bodies. The lithium breath causes lightning damage to targets and makes them energized. Energized creatures that remain inside the static field are connected, creating chain lightning and taking extra damage.

**One at a time.** During combat, the dragon moves around the battlefield, spreading its lightning damage and energizing as many targets as possible with its attacks. Its static field slowly takes down any creature that dares to come close enough to attack. While in its lair, the dragon can quickly deal with most foes, using its Supercharged Lightning Breath.

## LAIR

A lithium dragon creates its lair on top of mountains that are also the homes to intense storms. As it slowly strips the storm of its power, it must often create new lairs.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Charged clouds approach 3 creatures of the dragon's choice within 300 feet. They must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) lightning damage and become **energized**.

- Static fields around a creature are bent from the dragon's sheer will. The dragon chooses an **energized** creature. It must succeed on a DC 16 Dexterity saving throw or become stunned until the end of its next turn.

While inside its lair the lithium dragon is supercharged. It can make an additional claw attack with its Multiattack feature and can use its Supercharged Lightning Breath.

## REGIONAL EFFECTS

The region surrounding a legendary lithium dragon's lair is warped by the dragon's electric power, which creates one or more of the following effects:

- Within 10 miles of the dragon's lair, lightning and thunder damage is more potent. Whenever you roll damage for a spell or use an item that deals lightning or thunder damage, treat any rolled 1 as a 2.
- The hair, fur, and wool on all creatures in the same area becomes charged with static, standing up and appearing fluffy.
- Cracks of lightning strike the ground within 1 mile of the dragon's lair, alerting visitors to the dragon's power.



## Arfved, the Thunder God

*CN male ancient lithium dragon*

Ever since he was a wyrmling, Arfved wished to prove that he is the best. He left his first home at a very young age, unable to resist the urge to fly to exotic realms and meet worthy adversaries. He traveled far and wide, and although he met powerful opponents, he managed to either overcome them or was lucky enough to get away, blessed with the chance to try again later.

Decades passed, and as his body grew so did his search for new energy sources. After years of flying around the Material Plane, he finally came across the legend of a mountain peak where lightning always strikes and where the charge is so powerful that mortals could not even get close. He was not the only one who heard this legend, however. As he arrived, he discovered four other lithium dragons had also heard about his intended lair. It was clear that this was the ultimate challenge. He emerged victorious, wounding or killing the others, and making his way to the peak.

As he basked in glory, a powerful lightning storm struck him. Even with his natural affinity, he barely survived, but he was reborn... as the strongest lithium dragon, a creature that holds the power of the storm in its grasp.

## ANCIENT LITHIUM DRAGON

Gargantuan dragon, chaotic neutral

**Armor Class** 21 (natural armor)

**Hit Points** 391 (22d20 + 160)

**Speed** 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	25 (+7)	18 (+4)	15 (+2)	16 (+3)

**Saving Throws** Dex +9, Con +14, Wis +9, Cha +10

**Skills** Perception +16, Stealth +9

**Damage Resistances** thunder

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** Common, Draconic

**Challenge** 23

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

**Static Field.** Any creature within 30 feet of the dragon must succeed on a DC 16 Dexterity saving throw at the start of its turn or take 7 (2d6) lightning damage. The range of the Static Field increases to 60 feet while in a storm.

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.

*Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) lightning damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

*Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target.

*Hit:* 17 (2d8 + 8) slashing damage and an additional 10 (3d6) lightning damage. On a hit, the creature becomes **energized**.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Static Lightning Breath (Recharge 5-6).** The dragon exhales a charged lightning attack in a 90-foot cone. Each creature in that area must succeed on a DC 22 Dexterity saving throw or take 70 (20d6) lightning damage and become **energized**. On a success a creature only takes half damage.

On initiative count 10, if an energized target is inside the static field of the lithium dragon, it takes 10 (3d6) lightning damage and is connected with static lightning to the lithium dragon and any other energized creature within 40 feet. Any creature that the static lightning connection passes through, must succeed on a DC 16 Constitution saving throw or take 10 (3d6) lightning damage. This effect also ends the energized condition of the target.

**Supercharged Lightning Breath (Recharge 5-6, Only usable within its lair).** The dragon focuses its lightning breath on a creature within 120 feet. The creature must make a DC 22 Dexterity saving throw, taking 140 (40d6) lightning damage on a failed save or half as much damage on a successful one. If the creature is energized, they have disadvantage on the saving throw.

### LEGENDARY ACTIONS

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.

## ADULT LITHIUM DRAGON

Huge dragon, chaotic neutral

**Armor Class** 19 (natural armor)

**Hit Points** 222 (18d12 + 105)

**Speed** 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	15 (+3)	13 (+1)	14 (+2)

**Saving Throws** Dex +8, Con +11, Wis +7, Cha +8

**Skills** Perception +12, Stealth +8

**Damage Resistances** thunder

**Damage Immunities** lightning

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 17

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

**Static Field.** Any creature within 30 feet of the dragon must succeed on a DC 16 Dexterity saving throw at the start of its turn or take 7 (2d6) lightning damage. The range of the Static Field increases to 60 feet while in a storm.

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.

*Hit:* 18 (2d10 + 6) piercing damage plus 3d6 lightning damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.

*Hit:* 10 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.

*Hit:* 16 (2d8 + 6) slashing damage and an additional 2d6 lightning damage. On a hit, the creature becomes **energized**.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Static Lightning Breath (Recharge 5-6).** The dragon exhales a charged lightning attack in a 60-foot cone. Each creature in that area must succeed on a DC 20 Dexterity saving throw or take 56 (16d6) lightning damage and become **energized**. On a success a creature only takes half damage.

On initiative count 10, if an energized target is inside the static field of the lithium dragon, it takes 10 (3d6) lightning damage and is connected with static lightning to the lithium dragon and any other energized creature within 40 feet. Any creature that the static lightning connection passes through, must succeed on a DC 16 Constitution saving throw or take 10 (3d6) lightning damage. This effect also ends the energized condition of the target.

**Supercharged Lightning Breath (Recharge 5-6, Only usable within its lair).** The dragon focuses its lightning breath on a creature within 120 feet. The creature must make a DC 20 Dexterity saving throw, taking 105 (30d6) lightning damage on a failed save or half as much damage on a successful one. If the creature is energized, they have disadvantage on the saving throw.

### LEGENDARY ACTIONS

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

**Tail.** The dragon makes a Tail Attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.



## DEATH BOMB VARIANT

The lithium dragon is, at its core, a battery. They store unimaginable amounts of energy in their bodies. When killed, their bodily functions shut down, and as a result, all the suppressed energy violently finds a way out, resulting in an explosion. Each creature within 120 feet of the dragon when its hit points drop to 0 must make a DC 23 Dexterity saving throw, taking 20d6 lightning damage and 20d6 force damage on a failed save, or half as much damage on a successful one.



### YOUNG LITHIUM DRAGON

Large dragon, chaotic neutral

**Armor Class** 18 (natural armor)

**Hit Points** 130 (16d10 + 42)

**Speed** 40 ft., fly 100 ft.

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

**Saving Throws** Dex +6, Con +7, Wis +4, Cha +5

**Skills** Perception +8, Stealth +6

**Damage Resistances** thunder

**Damage Immunities** lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 8

**Static Field.** Any creature within 30 feet of the dragon must succeed on a DC 16 Dexterity saving throw at the start of its turn or take 7 (2d6) lightning damage. The range of the Static Field increases to 60 feet while in a storm.

### 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:* 18 (2d10 + 5) piercing damage plus 3d6 lightning damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 10 (2d6 + 5) slashing damage.

**Static Lightning Breath (Recharge 5-6).** The dragon exhales a charged lightning attack in a 90-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 46 (13d6) lightning damage and become **energized**. On a success a creature only takes half damage.

On initiative count 10, if an energized target is inside the static field of the lithium dragon, it takes 10 (3d6) lightning damage and is connected with static lightning to the lithium dragon and any other energized creature within 40 feet. Any creature that the static lightning connection passes through, must succeed on a DC 14 Constitution saving throw or take 7 (2d6) lightning damage. This effect also ends the energized condition of the target.

### LITHIUM DRAGON WYRMLING

Medium dragon, chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 48 (8d8 + 12)

**Speed** 30 ft., fly 60 ft.

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

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

**Skills** Perception +6, Stealth +5

**Damage Resistances** thunder

**Damage Immunities** lightning

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 16

**Languages** Draconic

**Challenge** 2

**Static Field.** Any creature within 10 ft of the dragon must make a DC 12 Dex Saving Throw at the start of its turn or take 1d6 lightning damage. The range of the Static Field increases to 20 ft while in a storm.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 10 (1d10 + 4) piercing damage plus 3d6 lightning damage.

**Static Lightning Breath (Recharge 5-6).** The dragon exhales a charged lightning attack in a 90-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw or take 21 (6d6) lightning damage and become **energized**. On a success a creature only takes half damage.

On initiative count 10, if an energized target is inside the static field of the lithium dragon, it takes 10 (3d6) lightning damage and is connected with static lightning to the lithium dragon and any other energized creature within 40 feet. Any creature that the static lightning connection passes through, must succeed on a DC 12 Constitution saving throw or take 4 (1d6) lightning damage. This effect also ends the energized condition of the target.



# BERYLLIUM DRAGON

Gemstones are one of the most valuable resources in this world, revered by most mortal civilizations as symbols of beauty and also as excellent conductors of arcana. Due to their natural ability to create precious gems, beryllium dragons are one of the most hunted creatures on the planes. Only the ones that have learned to hide well, away from mortals, survive to old age. Underneath this poor existence, lies the brightest gem of all: their kind spirit.

**Appearance.** Additionally, their bodies are very light but strong, their claws are able to cut through metal like butter, and their scales are extremely resistant to damage.

**Too timid.** The beryllium dragon is, at its core, a shy creature. It tries to avoid making eye contact, dislikes being seen in public, and becomes embarrassed even with compliments. It usually likes private company, feeling lonely in its isolation, and cares for others, especially those who are kind. It is, however, distrustful at first, as it has learned the hard way that many wish to harm it for personal gain.

**Silent sacrifice.** These dragons can slowly create gemstones, such as emeralds and aquamarines, on their bodies as they react with the surrounding environment. Humanoids, mostly humans, poach them for this reason. While beryllium dragons would willingly give away their gemstones, they avoid other creatures; aware that their presence causes chronic poisoning to those around them, they try to remain hidden from the public, preferring to live in isolation in caves, deep beneath the surface.

**Corrosive breath.** These dragons do not rely as much as other dragons on their breath to protect themselves, but rather focus their attacks with their claws and fangs. Nonetheless, their poisonous breath is a fearsome weapon in their arsenal.

**Peaceful creatures.** Due to their timid and kind nature, they prefer to remain passive during their lifetime and most of them have not experienced a proper fight. As such, they do not have a usual tactic nor are their senses honed by combat experience. Luckily, their natural sturdiness and might make up for their naiveté.

## LAIR

A beryllium dragon's lair is hidden in the mountains or an underground cave system. It is filled with emeralds, aquamarines, and even red and golden beryl.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon breaks cave walls with his tail, unleashing stored poisonous fumes within a 60-foot range. While a creature remains in the area of the fumes, it gains full

## Vauquelin, the Sharing

*LG adult beryllium dragon*

Like most of their kind, Vauquelin quickly realized what it means for humans to meet a beryllium dragon. Chased and hunted for their abilities, Vauquelin realized that it was a mistake to come out to the surface and approach humans. They took to hiding once more, and became accustomed to life in isolation again.

That was, until one day, a party of adventurers raided their home and reached them. Terrified that this was the end, Vauquelin fought to protect themselves. Their claws were trembling and their voice was weak. Finally, as tears began to flow after knocking one of their assailants unconscious, the adventurers one by one realized their mistake and dropped their weapons. Still not trusting them, Vauquelin told them to go away, leave and never return, but the adventurers did not. They stayed, endured the dragon's attacks, and did not lift a finger to strike back. It took them two whole days, but in the end, they managed to get through to the dragon, proving that they held no ill intentions.

Over a period of years, the adventurers worked with the nearby town, spreading the word about their kind and wonderful friend, and making Vauquelin's lair their home. It took many years, but they also managed to use advanced magic and artificery to protect everyone from the poisonous presence of the beryllium dragon. Now, Vauquelin lives in the town together with the adventurers and shares their creations with the people.

cover and at the end of each round it must succeed on a DC 18 Constitution saving throw or become poisoned for 1 minute.

- The dragon chooses a creature within 100 feet. The creature must succeed on a DC 24 Wisdom saving throw or spend its next turn stunned as they become dazzled by the precious gems around it.

## REGIONAL EFFECTS

The region surrounding a legendary beryllium dragon's lair is warped by the dragon's power, which creates one or more of the following effects:

- Within 10 miles of the dragon's lair, people seem to be less greedy and tend to value ethics more than getting rich.
- All creatures in the area taste a characteristic metallic sweetness when touching gems.
- The local flora and fauna are constantly in danger of being poisoned by the presence of the dragon. If no measures are taken against this, all creatures that spend a month within 5 miles of the dragon's lair become poisoned, and must succeed on a DC 23 Constitution saving throw or suffer 8 (1d6 + 4) poison damage daily. Exposure for more than a week gives creatures three levels of exhaustion, and for more than a month leads to death.

## ANCIENT BERYLLIUM DRAGON

Gargantuan dragon, lawful good

**Armor Class** 23 (natural armor)

**Hit Points** 402 (25d20 + 140)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	26 (+8)	13 (+1)	15 (+2)	16 (+3)

**Saving Throws** Dex +8, Con +14, Wis +8, Cha +9

**Skills** Perception +16, Stealth +11

**Damage Resistances** acid, cold, fire, poison, thunder, lightning

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** Common, Draconic

**Challenge** 21

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

**Harder than Metal.** Any successful claw or bite attack against a creature using metal armor or a shield decreases their AC bonus by 1, if any.

### ACTIONS

**Multiattack.** The dragon can use its Corroding Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage and an additional 7 (2d6) poison damage.

**Corroding Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Constitution saving throw or become poisoned 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Awe Inspiring Presence for the next 24 hours.

**Corrosive Breath (Recharge 5-6).** The dragon exhales beryllium fumes in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one. Any metal armor or shield takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

### LEGENDARY ACTIONS

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.

## ADULT BERYLLIUM DRAGON

Huge dragon, lawful good

**Armor Class** 21 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

**Saving Throws** Dex +7, Con +12, Wis +6, Cha +7

**Skills** Perception +12, Stealth +8

**Damage Resistances** acid, cold, fire, poison, thunder, lightning

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 14

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

**Harder than Metal.** Any successful claw or bite attack against a creature using metal armor or a shield decreases their AC bonus by 1, if any.

### ACTIONS

**Multiattack.** The dragon can use its Corroding Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 7) slashing damage and an additional 2d6 poison damage.

**Corroding Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Constitution saving throw or become poisoned 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Awe Inspiring Presence for the next 24 hours.

**Corrosive Breath (Recharge 5-6).** The dragon exhales beryllium fumes in a 90-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 39 (11d6) poison damage on a failed save, or half as much damage on a successful one. Any metal armor or shield takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

### LEGENDARY ACTIONS

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 15 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.





## YOUNG BERYLLIUM DRAGON

Large dragon, lawful good

**Armor Class** 19 (natural armor)

**Hit Points** 150 (16d10 + 62)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Dex +6, Con +9, Wis +5, Cha +6

**Skills** Perception +8, Stealth +6

**Damage Resistances** acid, cold, fire, poison, thunder, lightning

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 9

**Harder than Metal.** Any successful claw or bite attack against a creature using metal armor or a shield decreases their AC bonus by 1, if any.

### ACTIONS

**Multiattack.** The dragon 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:* 16 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.  
*Hit:* 13 (2d6 + 4) slashing damage.

**Corrosive Breath (Recharge 5-6).** The dragon exhales beryllium fumes in a 90-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 32 (9d6) poison damage on a failed save, or half as much damage on a successful one. Any metal armor or shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

## BERYLLIUM DRAGON WYRMLING

Medium dragon, lawful good

**Armor Class** 18 (natural armor)

**Hit Points** 46 (8d8 + 10)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

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

**Skills** Perception +6, Stealth +5

**Damage Resistances** acid, cold, fire, poison, thunder, lightning, bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 16

**Languages** Common

**Challenge** 1

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.  
*Hit:* 8 (1d10 + 2) piercing damage.

**Corrosive Breath (Recharge 5-6).** The dragon exhales beryllium fumes in a 90-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. Any metal armor or shield takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.



# BORON DRAGON

Boron dragons are a very rare breed of dragons. Some humanoids believe that they do not hail from the Material Plane, but rather came into existence when other types of dragons were influenced by cosmic energies or from metals from meteorites. Their bodies are extremely durable, both able to deflect most hits and also any environmental danger. It is, however, this durability of their skin that led to them developing their most characteristic trait: paranoia.

**Appearance.** These dragons are huge, bulky, and heavy, clad in shiny dark-gray scales. Their movements are slow but carry a lot of power, and their physical prowess is legendary, matched only by red and gold dragons. Their skin can be harvested and added to metal armor or weapons to increase their hardness. For this reason, they are hunted by many creatures, including other dragons.

**Personality.** This history of being hunted has led them to become paranoid and aggressive, always suspicious of other creatures. Similar to their distant kin, the beryllium dragons, they chose to hide from the dangers of the world. Contrary to the self-sacrificing beryllium dragons, however, there is no altruism in this action. A boron dragon remains isolated for the majority of its lifetime because it is in its nature to be so suspicious of others that harmonious coexistence is simply not an option.

**Way of life.** Thus, these creatures search for the best locations to create their lair, which are essentially fortresses. They might not all look like castles in architecture, but they all have a common main goal; to protect the dragon from intruders. This habit has reached great levels of infamy, and the most well-known boron dragons are always those that have managed to remain hidden in their lairs for hundreds or thousands of years, successfully defending themselves from everyone. Peculiarly, most of them have a soft spot for flora, spending much of their time tending to the great gardens in their lairs, which grow naturally around them.

**Twin breath.** These dragons have a strong and unique breath weapon. Their breath attack consists of two parts: A long range projectile of green color, which targets a single creature and deals high amounts of fire and force damage, and a low-range breath attack of green corrosive poisonous substance, which leaves long lasting effects to living organisms but surprisingly not to structures.

**Tactics.** Boron dragons fight with rage and tenacity when forced to, but in reality, if they must fight, something has gone terribly wrong for them. Their real talents lie in creating a clever network of traps all around their lair, ensuring that no one even approaches them to steal their secrets, their treasure, or their lives. They spend a great part of their life perfecting their trap-making skill, ensuring that this concert of traps plays out perfectly.

## Lussard of the Impenetrable Fortress

*N/NE male ancient boron dragon*

If you ask adventuring guilds where most ambitious groups have lost their lives, the answer would be simple: The Impenetrable Fortress of Lussard. Located at great depth beneath one of the most immense mountain spines, this dungeon fortress is the symbol and the definition of defense. There are countless urban legends about the quantity and nature of the traps encountered by adventurers that try to raid it, but if one is to believe even a fraction of them, it is easy to understand how this lair has earned its moniker.

Lussard is a typical dragon of his kind. Ruled by haunting thoughts and driven by fear, he began working on his fortress and spent centuries improving it. After a while, it became clear that no creature, mortal or otherwise, could clear even half of the challenges he had set for them. This gave Lussard no peace of mind. Instead, it deepened his paranoia, as a singular thought became rooted into his mind: that a party skilled enough to clear his traps would one day appear. This party would of course be so skilled and strong, that even he would be no match for them.



## LAIR

The lair of a boron dragon is usually deep underground. It consists of long corridors, large halls, and other structures, all littered with traps and sometimes inhabited by creatures loyal to the dragon. These creatures are never found close to the dragon's true lair.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon activates a trap around or beneath a creature it knows is within 120 feet of it. This trap can be a pit, some projectiles, or any other trap.
- The dragon closes any door, barricades any corridor, and seals off any room within 300 feet of it. The closed doors lock.
- The dragon stomps its front feet, making the ground in a 45-foot cone in front of it collapse 30 feet. Any creature in the area can attempt to jump out of the area of effect by succeeding on a DC 18 Dexterity saving throw.

## REGIONAL EFFECTS

It is hard to really study the effects a boron dragon has on the environment because they are usually found deep underground. Having said that, both in their dungeons and in the areas where they rarely do roam, there are a few characteristics.

- A tell-tale sign is that all flames lit within a mile from a boron dragon become green.
- There are no insects close to them, and those that enter a 1-mile radius of the dragon usually die within a day.
- Plant life thrives around a boron dragon. Not only do plants grow extraordinarily fast around it, they reach sizes previously impossible on their own. This is called gigantism.

### ANCIENT BORON DRAGON

*Gargantuan dragon, lawful good*

**Armor Class** 25 (natural armor)

**Hit Points** 505 (31d20 + 180)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	13 (+1)	15 (+2)	16 (+3)

**Saving Throws** Dex +8, Con +16, Wis +8, Cha +10

**Skills** Perception +16, Stealth +10

**Damage Resistances** acid, poison, thunder, lightning

**Damage Immunities** cold, fire, bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** Common, Draconic

**Challenge** 23

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

**Weak Spot.** All boron dragons have a weak spot. To find it, a creature must succeed on a DC 26 Wisdom (Perception) check. To hit the dragon's Weak Spot with a weapon attack, a creature must take a -5 penalty on its attack roll. On a hit, all damage done is doubled and any resistances or immunities are ignored.

**Pompous Landing.** Whenever the dragon lands on the ground, its Stomping Presence effect is activated.

## DM NOTE

If a character has heard the legend of harvesting the dragon to augment weapons with their skin, it can attempt to do so. If the augmentation is successful increase the AC by 1 or increase a weapon's damage by a weapon die. Only a Blacksmith can make the augmentations, and it usually takes a tenday.

### ACTIONS

**Multiattack.** The dragon can use its Stomping Presence. 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:* 23 (2d12 + 10) piercing damage.

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

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target.  
*Hit:* 23 (2d12 + 10) piercing damage.

**Stomping Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Strength saving throw or be knocked prone. If a creature is within 10 feet of the dragon, they take 16 (3d10) thunder damage no matter the result of the saving throw.

**Boron Twin Breath (Recharge 5-6).** The dragon exhales a green projectile at high speed against a single creature within 600 feet and poisonous fluids in a 45-foot cone.

The creature targeted by the projectile attack must succeed on a DC 24 Dexterity saving throw or take 14 (4d6) fire and 14 (4d6) force damage. If the projectile has travelled at least 60 feet, the damage is doubled (8d6 fire and 8d6 force total). On a successful saving throw the creature takes half damage.

Each creature in the 45-foot cone area must make a DC 24 Constitution saving throw, taking 84 (24d6) poison damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

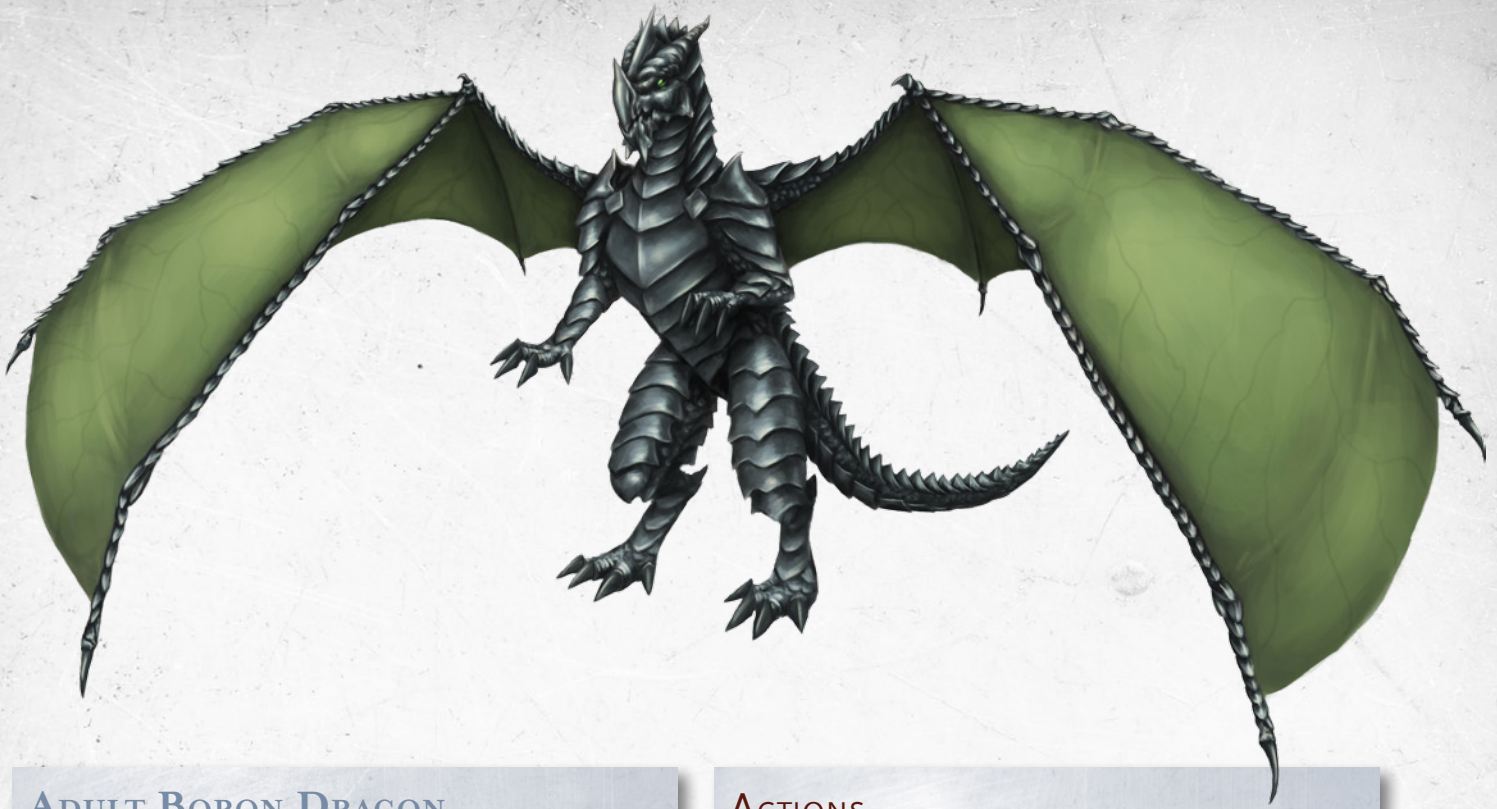
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 19 (2d8 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.





## ADULT BORON DRAGON

*Huge dragon, lawful good*

**Armor Class** 22 (natural armor)

**Hit Points** 256 (21d12 + 120)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	13 (+1)	13 (+1)	15 (+2)

**Saving Throws** Dex +6, Con +13, Wis +7, Cha +8

**Skills** Perception +13, Stealth +6

**Damage Resistances** acid, poison, thunder, lightning

**Damage Immunities** cold, fire, bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Draconic

**Challenge** 15

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

**Weak Spot.** All boron dragons have a weak spot. To find it, a creature must succeed on a DC 26 Wisdom (Perception) check. To hit the dragon's Weak Spot with a weapon attack, a creature must take a -5 penalty on its attack roll. On a hit, all damage done is doubled and any resistances or immunities are ignored.

**Pompous Landing.** Whenever the dragon lands on the ground, its Stomping Presence effect is activated.

## ACTIONS

**Multiattack.** The dragon can use its Stomping Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 8) slashing damage.

**Stomping Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Strength saving throw or be knocked prone. If a creature is within 10 feet of the dragon, they take 16 (3d10) thunder damage no matter the result of the saving throw.

**Boron Twin Breath (Recharge 5-6).** The dragon exhales a green projectile at high speed against a single creature within 600 feet and poisonous fluids in a 45-foot cone.

The creature targeted by the projectile attack must succeed on a DC 22 Dexterity saving throw or take 11 (3d6) fire and 11 (3d6) force damage. If the projectile has travelled at least 60 feet, the damage is doubled (6d6 fire and 6d6 force total). On a successful saving throw the creature takes half damage.

Each creature in the 45-foot cone area must make a DC 22 Constitution saving throw, taking 63 (18d6) poison damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings.

Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 18 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.



## YOUNG BORON DRAGON

Large dragon, lawful good

**Armor Class** 20 (natural armor)

**Hit Points** 168 (17d10 + 75)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	11 (+0)	11 (+0)	13 (+1)

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +5

**Skills** Perception +8, Stealth +4

**Damage Resistances** acid, poison, thunder, lightning, cold, fire

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** Common, Draconic

**Challenge** 9

**Weak Spot.** All boron dragons have a weak spot. To find it, a creature must succeed on a DC 26 Wisdom (Perception) check. To hit the dragon's Weak Spot with a weapon attack, a creature must take a -5 penalty on its attack roll. On a hit, all damage done is doubled and any resistances or immunities are ignored.

### ACTIONS

**Multiattack.** The dragon 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:* 12 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 14 (2d6 + 6) slashing damage.

**Boron Twin Breath (Recharge 5-6).** The dragon exhales a green projectile at high speed against a single creature within 600 feet and poisonous fluids in a 45-foot cone.

The creature targeted by the projectile attack must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) fire and 7 (2d6) force damage. If the projectile has travelled at least 60 feet, the damage is doubled (4d6 fire and 4d6 force total). On a successful saving throw the creature takes half damage.

Each creature in the 45-foot cone area must make a DC 16 Constitution saving throw, taking 45 (13d6) poison damage on a failed save, or half as much damage on a successful one.

## BORON DRAGON WYRMLING

Medium dragon, lawful good

**Armor Class** 19 (natural armor)

**Hit Points** 81 (10d8 + 36)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	11 (+0)

**Saving Throws** Dex +2, Con +5, Wis +2, Cha +2

**Skills** Perception +4, Stealth +2

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 3

**Weak Spot.** All boron dragons have a weak spot. To find it, a creature must succeed on a DC 26 Wisdom (Perception) check. To hit the dragon's Weak Spot with a weapon attack, a creature must take a -5 penalty on its attack roll. On a hit, all damage done is doubled and any resistances or immunities are ignored.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d10 + 4) piercing damage.

**Boron Twin Breath (Recharge 5-6).** The dragon exhales a green projectile at high speed against a single creature within 600 feet and poisonous fluids in a 45-foot cone.

The creature targeted by the projectile attack must succeed on a DC 24 Dexterity saving throw or take 4 (1d6) fire and 4 (1d6) force damage. If the projectile has travelled at least 60 feet, the damage is doubled (2d6 fire and 2d6 force total). On a successful saving throw the creature takes half damage.

Each creature in the 45-foot cone area must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

