

LEAF VALLEY CREATURES

THE CREATURES OF Leaf Valley, once harmonious with the land, have become twisted by the dragon's presence. The Purple-Leaf Mandrake, a docile creature harvested and used in local herbalism, has gone back to its aggressive demeanor. They scream violently when uprooted, causing madness in those who hear their cries. Forest wolves and stags, normally timid, have become greatly aggressive and unwary of any intruder. Even the birds of the vale screech in panic, scattering from their nests as the scent of sulfur permeates the air. The once-peaceful creatures seem to sense the looming presence of the dragon, their minds frayed by the constant aura of fear and fire.

THE RUBY DRAGON

Large Dragon, chaotic evil

Armor Class 16 (natural armor)

HP 142 (16d10 + 48)

Speed 40 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	13 (+1)	13 (+0)	13 (+1)

Saving Throws Dex +3, Con +6, Wis +3, Cha +4

Skills Perception +3, Stealth +3

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 13

Challenge 8 (3,900 XP)

Actions

Multiattack. Three attacks: one bite and two claws.

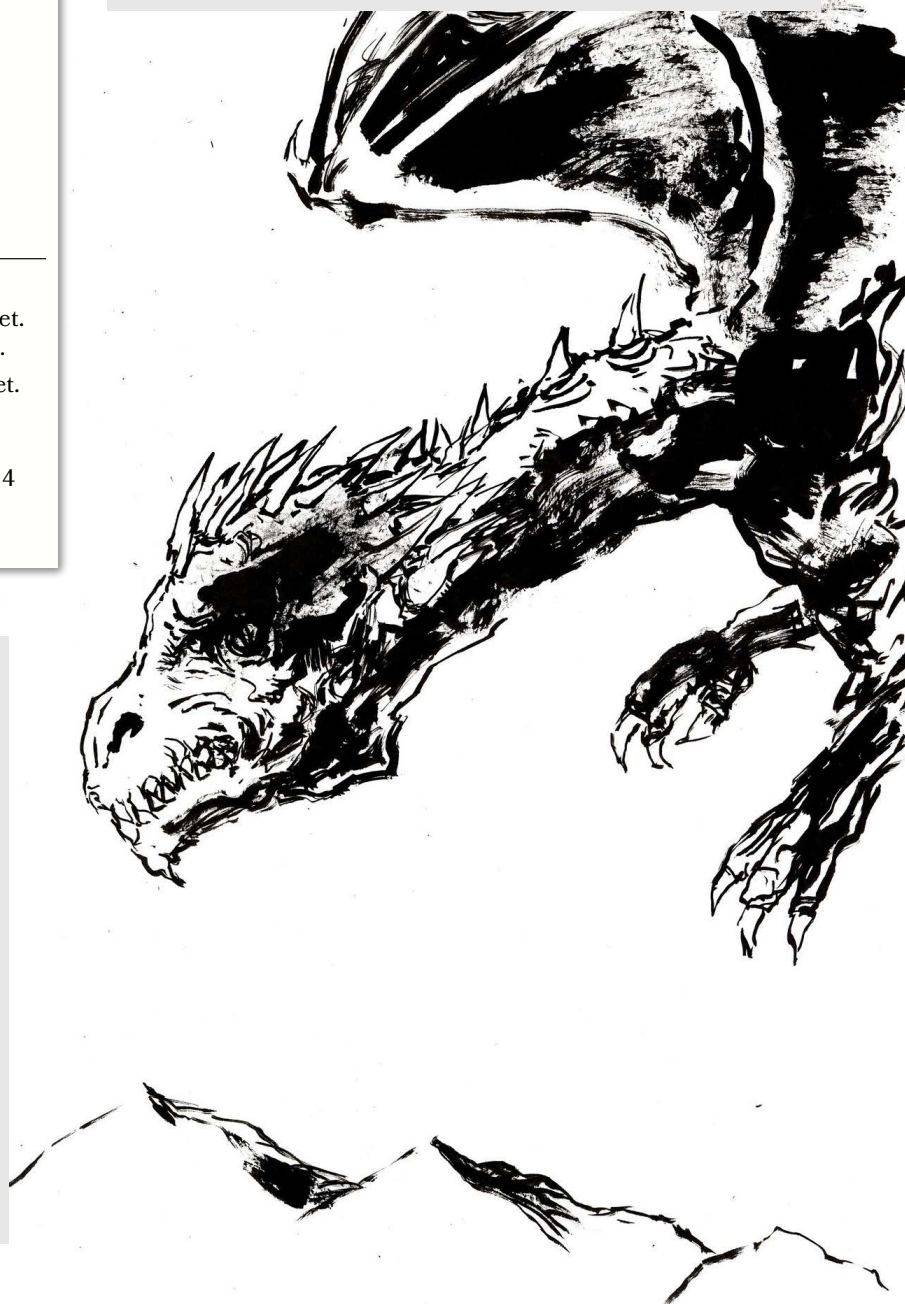
Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 2 (1d4) fire damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 36 (10d6) fire damage on a failed save, or half as much damage on a successful one.

EUSTACE, THE CURSED

Eustace the Cursed is a twisted version of a fire dragon, smaller but no less terrifying. His scales are cracked, uneven. They glow with an angry, molten light. His once-human eyes burn with mindless rage, and his maw constantly drips with flames that sputter and hiss. Every roar that escapes his throat is a cry of agony, a reminder of the curse that has consumed his body and his soul.



THE DRACONIC BAND

The *Draconid Band* is an ancient ring, forged from the molten scales of Targaronath, the Elder Wyrm of the Crimson Flame, by dragonkin long forgotten. It was designed as a conduit for the raw, primal magic of dragons, meant only for their kind to wield. The ring holds immense power, capable of amplifying fire magic and bending dragon spirits to the wearer's will. However, when worn by a mortal, the ring overwhelms their body, twisting them into a draconic form—a smaller, weaker mockery of a true dragon that spawns even more twisted versions of itself. The *Draconic Band* binds to the soul, making it hard, but not impossible, to remove. Thus, perhaps there is still a faint hope for Eustace, the Cursed.



ASHEN WYRMLING

Medium dragon, chaotic evil

Armor Class 13 (natural armor)

HP 40 (6d8+12)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	7 (-2)	11 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Damage Immunities fire

Challenge 2 (450 XP)

Actions

Multiattack. Two attacks, one bite, and one tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage.

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

Fire Bolt. One target the dragon can see within 60 feet must make a DC 13 Dexterity save, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

MANDRAKE

Small plant, unaligned

Armor Class 7

HP 5 (1d8)

Speed None (see Uproot).

STR	DEX	CON	INT	WIS	CHA
2 (-4)	4 (-3)	12 (+1)	8 (-1)	13 (+1)	11 (+0)

Senses passive Perception 11

Challenge 1 (200 XP)

Actions

Cry. When uprooted, the mandrake shrieks. Each creature within 120 ft. of the mandrake that can hear it must succeed on a DC 14 Charisma saving throw or take 1d4 Constitution damage. Creatures reduced to 0 Constitution this way die.

Uproot. Once per day, the mandrake moves its speed to dig itself out. However, it only has a 3-in-6 chance to do so.

