

LONGSHEN, THE HEAVENLY DRAGON

Eternal Sovereign of the Skies



Endless and majestic, positively brimming with radiant energy as they shape the winds and skies around them; that is Longshen, the Heavenly Dragon. The eternal safekeeper of mortals, they have lived alongside their subjects for a truly immeasurable amount of time. Even high above the clouds, Longshen's presence and generosity can be felt by those below with every warm ray of sun and every drop of rain.

WATCHER IN THE SKY

Within their lair amongst the clouds, Longshen watches over all. Having defended the realms from a great evil long ago, they wait for a time of great peril when their power is needed once again. They travel the skies, bringing rains for bountiful harvests, clear skies during floods, and thunderous storms to deter villainous schemes. Their palace drifts amongst the clouds, inviting the strongest of heroes to prove their prowess and determination.

BESTOWER OF BOONS

As defender of the meek and patron of the just, Longshen often grants great heroes the power to uphold their virtues. Paragons of justice may find their way to Longshen's lair, whether by invitation or by seeking them out themselves. The latter proves a challenge on its own, but Longshen will surely test any would-be champions to ensure they are worthy of their blessings. When a hero is chosen, Longshen will often bestow them with an artifact imbued with their power to enhance the warrior's own abilities. With their boons granted, the chosen heroes ascend to become Warriors of the Heavenly Dragon, agents of their divine will, tasked with defending the realms from evil.

FURIOUS STORM

While Longshen allows their chosen warriors to fight most battles, Longshen wields the power of the heavens themselves. If called to action, Longshen can summon the might of a hurricane, decimating those who would dare harm the innocent. It is this threat that keeps many villains at bay, the most conniving biding their time for a moment of weakness. The masterminds of these plots send their minions to keep the Dragon Warriors busy, waiting for the perfect moment to strike a decisive blow against the dragon himself. Longshen vigilantly awaits such a day when the forces of evil make their move, ready to call down the full fury of the storm upon their foes.

Longshen, the Heavenly Dragon

Gargantuan Dragon (celestial), Lawful Good

Armor Class 24 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	29 (+9)	24 (+7)	30 (+10)	28 (+9)

Saving Throws DEX +12, INT +16, WIS +19, CHA +18

Damage Resistances Acid, Cold, Fire, Lightning, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Deafened, Frightened, Paralyzed, Stunned

Skills Insight +19, Perception +19, Persuasion +18

Senses Truesight 120 ft., Passive Perception 29

Languages Celestial, Common, Draconic, Telepathy 8 miles

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Heavenly Wrath. If Longshen would be reduced to 0 hit points, their current hit points rest to 500 hit points, they recharge their Breath Weapon, and they regain any expended uses of Legendary Resistances. Additionally, they can now use the options in the “Mythic Actions” section for 1 hour. Award a party an additional 155,000 XP (310,000 XP total) for defeating Longshen after their Heavenly Presence activates.

Innate Spellcasting. Longshen’s innate spellcasting ability is Wisdom. They can innately cast the following spells, requiring no material components (spell save DC 27, +14 to hit with spell attacks):

At will: control weather (does not require concentration), control water, call lightning

3/day: arcane hand, dispel evil and good, far step, greater restoration

1/day each: heal, holy weapon, regenerate, storm of vengeance

Legendary Resistance (5/day). If Longshen fails a saving throw, they can choose to succeed instead.

Magic Weapons. Longshen’s weapon attacks are magical.

Actions

Multiattack. Longshen makes one Bite attack, one Claw attack, and one Tail attack.

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 22 (4d10) lightning damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. Hit: 23 (2d12 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. Longshen can have only one creature grappled this way at a time.

Tail. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. Hit: 23 (2d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Storm Breath (Recharge 5-6). Longshen exhales a spiraling torrent of thunder and lightning in a 300-foot radius. Each creature in that area must make a DC 26 Dexterity saving throw, taking 33 (6d10) lightning damage and 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one. Any creature that failed the save by 5 or more is lifted off their feet and thrown 30 feet away from Longshen, falling prone.

Heavenly Boon. Once per day, Longshen can bless a number of other creatures up to their proficiency bonus and bestow the targets with immense divine power. For the next hour or until Longshen dies, each creature gains a +10 bonus to the ability score of their choice, to a maximum of 30. Each affected creature also regains all uses of an ability or regains one spell slot of their choice, and any conditions or diseases affecting the creature end. If a creature under the effects of this feature drops to 0 hit points, this effect ends for that creature.

Legendary Actions

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

Attack. Longshen makes one Claw or Tail attack.

Surging Twister (Costs 2 Actions). Longshen’s body twists and writhes with tremendous force, buffeting each creature close to them. Each creature within 15 feet of Longshen must make a DC 27 Dexterity saving throw. On a failed save, the target takes 29 (4d10) bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage but suffers no additional effect. Creatures under the effects of Longshen’s Heavenly Boon are immune to this ability.

Mythic Actions

If Longshen’s Heavenly Wrath has activated in the last hour, they can use the options below as legendary actions.

Shrouding Clouds (Costs 2 Actions). Longshen conjures a blanket of obscuring clouds to guard them; they gain 66 temporary hit points until the start of their next turn. As long as Longshen has these temporary hit points, they are invisible.

Piercing Sky (Costs 3 Actions). Longshen conjures a spear of pure elemental force that plummets to a point they can see within 300 feet of them then disappears. Each creature in a 40-foot radius centered on the point must succeed on a DC 27 Charisma saving throw or take 44 (8d10) force damage. On a successful save, the creature takes half as much damage.

LONGSHEN'S LAIR: THE PALACE IN THE SKY

Longshen's lair is a drifting palace high in the clouds, never long to linger in a single place as its resident soars above the land to keep an eye out for their loyal subjects. Without a proper invitation, gaining access to Longshen's lair, let alone the inner sanctum where they reside is a monumental task as the surrounding clouds rumble with lightning and thunder that strikes at any potential intruders.

As an extension of the Heavenly Dragon, their floating lair is one that dispenses mercy and joy just as easily as punishment. While Longshen rarely leaves their lair personally, their many attendants and warriors make frequent reports to keep their master up to date with the goings on about the world.

REGIONAL EFFECTS

The region surrounding Longshen's lair is warped by the dragon's magic, which creates one or more of the following effects:

When Longshen, the Heavenly Dragon casts Control Weather while in their lair, the spell takes effect instantly as their magic affects the clouds surrounding their temple. Additionally, the range of the spell is increased to 8 miles but is centered on the lair. Another creature who attempts to take control of the weather Longshen is affecting can only do so by casting Control Weather at 9th level.

Swarms of air and water elementals drift alongside the lair, born from the winds and rains spurred on by the Heavenly Dragon. Water elementals gain a fly speed of 60 feet and can hover while within the lair.

Longshen is aware of the use of any teleportation and planar travel magic used within 1 mile of their lair.

If Longshen dies, changed weather reverts to normal. their lair disappears, and these effects fade over the course of 1d10 days.

Read Out: *The thunder rolls around you as you gaze upon the entrance of the palace in the sky. Long have you awaited the chance to prove yourself, to meet the sovereign of the skies and be deemed worthy. No matter what lies before you, you stand determined to be granted the honor of becoming a Warrior of the Heavenly Dragon. With a rumble akin to the storm surrounding you, the doors of the palace opens. A voice as clear as the summer sky and as cacophonous as a hurricane speaks but one word: "Enter..."*

ADDITIONAL LAIR ACTIONS

On initiative count 20 (losing initiative ties), Longshen can take one of the following lair actions:

Protective winds swirl around Longshen, shielding them from harm. Until initiative count 20 on the next round, attacks made against Longshen gain disadvantage and Longshen takes half damage from spells and magical effects.

Longshen imposes their divine authority upon a creature within 60 feet of them. The creature must succeed on a DC 15 Wisdom saving throw or follow Longshen's commands until initiative count 20 on the next turn as though affected by the Dominate Person spell.