

A 5E ADVENTURE

FEAR THE DRAGONS

THE VENGEANCE OF THE RED DRAGONS HAS ARRIVED AND ONLY TRUE HEROES WILL BE ABLE TO HELP SAVE THE INNOCENT...

KELFECIL'S
TALES

FEAR THE DRAGONS

A COLLABORATION BY



NARRATIVE DESIGN AND COLLABORATION ORGANIZATION:

CONSTANTINE "KELFECIL" CHRISTAKIS

WRITING: CARLO CASTAGNA

MAP AND TOKEN ARTWORK:

VENATUS MAPS



A RECKONING OF INTENT

A flame is being fed, out of sight; the hand that feeds it holds a milky dandelion. A douter descends, but the flame isn't snuffed, and it shimmers in protest and disdain.

The draconic language plots schemes with hisses and screeches, trills and clicks, with frication and spiration. In particular, its Incarnadine dialect rolls the stridor in its machinations, typically in darkness. Once the dark is to be dispelled, percussive embers are uttered into the conversation.

Translations often fail to account for the sonority of warm rhymes that run on forked tongues between spiky teeth, but the acoustic is preserved once in a while, in a handful of terms that followed this derivation, like thrasonical, rufescent, and assassin.

The inverse path even more rarely occurs; dragonish speakers masticate morphemes, rip lemmas apart, and spit the inflection out, leaving an unrecognizable carcass of a word for us to decipher.

A flame is being fed, out of sight; the hand that feeds it holds fresh grass and leafy branches. The hand is growing it into a wildfire, and no hand is about to remain.



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ART CREDITS

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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 14
- **General Theme:** City Siege, Protect the Weak
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x2 session (~6 hours)

SETTING INFO

More information on the campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

We also Kickstarted our very own Supplement & Campaign tome, *Starlight Arcana*. You can [find more about the Kickstarter on the website](#).

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Map 1: Urban Map 1](#)
- [Map 2: Urban Building Night](#)
- [Map 3: Urban Map Night](#)
- [Map 4: Xurvikor's Fall Night](#)

For more variants and gridless versions of the maps go to [Venatus Maps' Website](#).




KELFECIL'S TALES



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BACKGROUND

The red dragonflight is a proud tribe of red dragon clans that has long fostered resentment toward non-draconic humanoids, who expanded in the continent, driving the species into a handful of habitats across the land.

The Path of Crimson Flame, a sect of devotees to red dragons, and an extension of the red dragonflight, has now been forcibly disbanded; news of this outrage reached the dragonflight, whose members feel more cornered than ever by the humanoid enemy they've been warned against. The leader of the dragonflight feels now compelled to retaliate against humanoids; as the influence of red dragons on humanoids wanes, control must be established through violence.



NPC BACKSTORIES

TOSTRASZ, THE RAMPANT PYRE

Tostrasz is an Adult Red Dragon, son of Adastrasz and trailblazer of the red dragonflight. Growing up, he's tried to do honor to his father, making his own lot in life to bring forward the legacy of the Flame of Legends in his future leadership; however, he ended up misconstruing Adastrasz' ideals, coming to the realization that the eternal goal of the dragonflight should be to keep its honor growing with its combativeness.

Upon his designation as trailblazer, Tostrasz was both joyful of the apparent trust his father had placed in him, and disconcerted by Adastrasz' repudiation of the authority over the dragonflight. Over time, he became more and more convinced that he would have to live up to the expectations of his people, contrary to, and on behalf of, his own father.

- **Unique Phrase:** The wings of the few outmatch the armaments of the many.
- **Desire:** I wish my initiative made my father proud.
- **Fear:** I dread not being able to rise to the occasion when my tribe would need me.
- **Misbelief:** The age of bipeds is bound to soon come to an end; a new age of Dragons approaches.

ADASTRASZ, THE FLAME OF LEGENDS

Adastrasz is an Ancient Red Dragon, although he has the habit to shapeshift into many different forms on different occasions. He is the father of Tostrasz, and former trailblazer of the red dragonflight.

During his time as trailblazer, he believed dragons should have a way to keep humanoids in check as a somewhat innocuous part of the ecosystem under dragons; to this end, he steered Irvos toward creating the Path of Crimson Flame, as a foothold of influence within humanoid society. However, this led to the aggravation of the animosity between the red dragonflight and other communities, including the white dragonflight.

Realizing he wasn't able to give his species the sovereignty it was entitled to, he left his position as trailblazer and decided to separate from his dragonflight, taking the aspect of a biped, although living outside of the humanoid society. In time, he's come to consider the place of dragons and humanoids in a common ecosystem, although in unequal roles where one sustains upon the other, but may fall victim to its hubris and break the fragile balance that allows its existence. Due to this, he's been objecting to an open conflict against humanoids.

- **Unique Phrase:** You think yourselves lions while staring your hunter in the eyes.
- **Desire:** I wish my dragonflight found its place in a world that wants to make a prey out of this predator
- **Fear:** Under my son's guidance, my dragonflight risks becoming bent toward its own destruction
- **Misbelief:** Neutrality is my only option now, my intervention would inevitably bring ruin to one species or the other

ADVENTURE HOOKS

These are a few ways that characters may find themselves in town during the attack.

If you ran the adventure **Path of Ivory Flame** before:

- **Timely Tip-Off.** A member of the Path of Ivory Flame has caught wind of the imminent attack, and informed the characters so that they would be able to reach the town just in time:

"OUR LORD AGHAS AGREES THAT YOU SHOULD KNOW THE PERIL YOUR KIND WILL FACE IN A FEW DAYS' TIME: THE RED DRAGONFLIGHT PLANS TO EXHALE VENGEANCE ONTO THE CROSSROAD TOWN EAST TO THE FOREST PASS. MIND, IT IS NO WAR AWAITING THOSE PEOPLE, IT IS MASSACRE. I PRAY SO THAT THE PRICE YOU PAY DOESN'T NULLIFY YOUR INTERVENTION HERE. HELP THEM AS YOU HELPED US, ADVENTURERS."

- **Tail-End Threat.** If Irvos has been fought at any time after the adventure, he might have revealed, with his final breath, the upcoming assault on the town as a last act of gloating:

"YOU WILL KNOW THE FLIGHT OF MY PEOPLE IS THE WILL OF THE DESERT THAT ADVANCES ON YOUR GREEN LAND, THIS I PROMISE YOU; NO AMOUNT OF RAIN WILL RESTORE WHAT WILL BE LEFT OF YOUR CITIES. EVEN NOW, OUR DRAGONFLIGHT PREPARES TO DESCEND ON YOUR CAMP BEYOND THE EASTERN PEAKS; OUR RETRIBUTION WILL BE SWIFT AND SCORCHING."

If you are running this adventure on its own:

- **Sylvan Stopover.** The characters could be resting in town after traversing the Forest Pass, while traveling toward the eastern portion of the continent.



PROLOGUE

Sunlit Surprise. The dragonflight attacks the town at dusk, hiding their arrival by flying between one of the suns and their targets. If the characters have been made aware of the upcoming attack, they arrive at the settlement immediately before it starts.

● **"Perception."** Any character in a location of visual advantage, such as the town ramparts, can make a DC 16 Wisdom (Perception) check; on a success, they can see multiple pairs of wings beating against the sunset a mile away, and they're able to alert the town of the dragonflight's arrival. At this moment, read the following:

THE CORONA OF THE LAST SETTING SUN IS HARD TO LOOK AT, BUT SEEMS TO FLICKER AT THE EDGES EVERY FEW SECONDS. THE MORE YOU LOOK AT IT, THE MORE SPECKS IN YOUR VISION APPEAR, AND THE WIDER THEY BECOME. IT TAKES YOU A COUPLE OF SECONDS TO REALIZE THAT THE SPOTS DON'T LIVE IN YOUR EYE, BUT INSTEAD ARE SOARING ABOVE THE LAND WITH POWERFUL, MEMBRANOUS WINGS, CLOSER AND CLOSER, LIKE A CHARGING BATTALION.

● **"Dexterity."** Three minutes later, as the dragonflight reaches the town, it rains fire on the population. All characters currently outdoors must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. If the alarm was given after the previous check, everyone makes this saving throw with advantage. At this moment, read the following:

THE RED FLOCK IS ANNOUNCED BY A CONCERT OF ROARS, FOLLOWED BY AN INCREASINGLY SIBILANT AIR, FOLLOWED BY A WAVE OF HEAT THAT SWEEPS YOUR FACE. THE FLARE HITS YOUR CHEST LIKE A TIDAL WAVE, YOUR SIGHT IS IMPAIRED BY THE SUDDEN BRILLIANCE, AT ONCE ALL AROUND YOU, OF THE SKY. WITH A BACKLASH TO YOUR EYES, IT QUICKLY TURNS INTO BLACK SMOKE, SLITHERING INTO YOUR MOUTH LIKE BITTER SAND, AND VITIATING YOUR VISION JUST AS MUCH. YOU CAN HEAR, HOWEVER, DOZENS AROUND YOU SCREAMING OUT OF PAIN OR DESPERATION, AND RUNNING THE WAY ONE RUNS WITH URGENCY, BUT NOT KNOWING WHERE THEY'RE RUNNING.

ACT I: REGROUP

After regrouping, if necessary, the characters enter the area from the **arrow on the map**. Unless the town has been alerted before the beginning of the attack, place up to 10 townsfolk (which are **Commoners** of any race), who are currently fleeing eastward, anywhere on the map.

➤ **"Encounter!"** At **1. on the map**, a **Young Red Dragon** has landed and has set fire to the bank and market stands immediately surrounding it; a few charred corpses are among the debris. **x2 Wyverns** are perched on top of the buildings at **2. and 3. on the map**. All foes will attack the closest character or townsfolk.

● **"Nature."** While fighting the wyverns, a character can make a **DC 13 Intelligence (Nature) check**; on a success, they remember that wyverns don't breathe fire and prefer to hunt on open fields rather than narrow spaces. If the characters lure the wyverns from inside one of the buildings at the center of the map, or from one of the adjacent alleys, they will try to squeeze through the door or alley, attacking the characters with disadvantage.



ACT 2: RED DRAGONS!

While rejoining the townsfolk, the characters learn that the town guard is coordinating a shelter from the attack at a fortified temple at the center of town, the Tabernacle of the Spring. The characters enter the area from the arrow on the map. Once the characters reach the location, read the following:

THE WALLS OF THE SOMEWHAT OCTAGONAL STEEPLE ARE SLANTED AND PRESENT FEW EMBRASURE-LIKE OPENINGS, GIVING IT THE LOOK OF SOMETHING BETWEEN A WATCHTOWER AND A PYRAMID. WITHIN, YOU CAN SEE TERRIFIED LOCALS ARE DESPERATELY TRYING NOT TO SCREAM; THEY ARE USHERED BY HALF A DOZEN GUARDS, WHO HURRY FROM PLACE TO PLACE, AROUND AN ORNATE FOUNTAIN. MANY MORE ARE RECKLESSLY MAKING THEIR WAY TOWARD THE BUILDING, AS YOU HEAR HISSES AND BELLOWS FROM THE ADJACENT STREETS.

➤ **"Encounter!"** x4 Red Dragon Wyrmlings (x2 each at 1. and 2. **on the map**) are reaching the Tabernacle where the townsfolk are taking shelter; at the beginning of the 2nd round of combat, two more wyrmlings (at 3. and 4. **on the map**) reach the location. Unless the wyrmlings are actively engaged in combat with the characters, they try to position themselves in the threshold of the Tabernacle to breath fire on the townsfolk; each time they're able to use their fire breath inside the Tabernacle, they kill 3d4 townsfolk.

Seeking Refuge. There are 60 townsfolk (outside of the map) that are trying to enter the Tabernacle to take shelter from the attack; if the town has been alerted before the beginning of the attack, 10 of these townsfolk are already inside the building. On initiative count 1 (losing initiative ties), determine the number of townsfolk that are able to enter the Tabernacle and add them to the map anywhere near the center of the building. For each door whose access isn't being impeded by the wyrmlings, 1d6 townsfolk are able to enter the Tabernacle. A character can take an action to help draw the attention of the wyrmlings, adding 1d8 to the next roll. Once 50 townsfolk have entered the building, the town guard will close the doors.

Panic Room. As the scared crowd amasses in the Tabernacle, it is harder to run through it; if at least 15 townsfolk are present in the Tabernacle, the area within the inner circle at the center of the map is considered difficult terrain.



ACT 3: BY FIRE

Once the Tabernacle has been shut and the wyrmlings defeated, the characters can join the fight against the main forces of the dragonflight. The characters enter the area from the **arrow on the map**. Once the characters reach the location, read the following:

OF THE WINGED REPTILES THAT ARE RUNNING AMUCK IN TOWN, THIS ONE IS THE LARGEST YET; HE RESTS WITH HIS CLAWS PIERCED INTO THE ROOF OF THE BUILDING IN FRONT OF YOU. CHIPPED SPINES ARE SPREAD ACROSS THE EDGES OF HIS FACE, HIS HORNS ARE BULKY BUT BEND ASYMMETRICALLY. BROWN STRIPES COVER HIS BACK, AND THE CLAWS ON THE TIP OF HIS WINGS ARE ADORNED WITH RINGS. TWO SMALLER DRAGONS ARE INCHING, THEIR BACKS ARCHED, TO THE SIDES OF THEIR LEADER, SEEMINGLY ACTING AS BODYGUARDS. "I SUPPOSE ONE CAN'T FAULT ANTS FOR RUNNING AROUND AIMLESSLY WHEN THEY REALIZE THEY'RE BEING TRAMPLED." THE WARLORD SNARLS INCANDESCENT SHREDS THAT SLINK UP HIS CHEEKBONES. "THE RESISTANCE OF YOUR LITTLE GAGGLE, HOWEVER, HAS JUST GRADUATED TO NUISANCE."

➤ **"Encounter!"** At **1. on the map**, **Tostrasz** is perched on top of a turret; at **2. and 3. on the map**, **x2 Young Red Dragons** take off from the roofs and fly 30 feet upwards to rain fire on the party, as Tostrasz attacks the characters. Throughout the battle, the young dragons will fly down to take their attacks, then upwards to remain safe from the characters' direct attacks. Tostrasz will remain on the ground while attacking the characters, until he is reduced to less than 70 hit points, after which he will take flight and keep attacking from above.

Claim to Flame. If you ran the adventure *Path of Ivory Flame* before, Tostrasz can make a **DC 11 Intelligence (History) check**; on a success, he recognizes the characters as responsible for the defeat of the Path of Crimson Flame. At this moment, read the following:

"WE'RE FINALLY ABLE TO PUT A FACE TO THE NAMES OF THE CURSED BRIGADE THAT SABOTAGED OUR ENTERPRISE IN THE TUNDRA; OUR ONSLAUGHT HAD EXCELLENT TIMING AFTER ALL. IF IT WEREN'T FOR YOU, I ALMOST WOULDN'T HAVE ENTERTAINED THE IDEA. WHY, YES, I THINK I'LL CROWN THIS VENTURE BY SENDING YOU TO THE UNDERWORLD WITH A COUPLE HUNDREDS OF YOURS ON YOUR CONSCIENCE."

Sunk Cost. Tostrasz can't be swayed from carrying on the attack: his mind averts the thought of betraying the high hopes he ascribed to his dragonflight. Should any character attempt to parley with Tostrasz, read the following:

"I KNOW YOUR DECEITFUL KIND, LITTLE ONE, SCRAMBLING AROUND THE EDGES OF THE WORLD THAT WAS SHAPED BY THE STRENGTH OF A BREED LARGER THAN YOUR HISTORY. YOUR LOT WISHES TO FORCE ITS DESTINY ONTO GREATER BEINGS, AND DRIVE US INTO THE GROUND, FEASTING ON US BIT BY BIT. I WON'T COMPROMISE THE SURVIVAL OF MY PEOPLE FOR THE BENEFIT OF ANY NUMBER OF HUMANOIDS."

Busy Ballistas. During the fight, the town guard will mount ballistas on the walls (outside of the map) to push the dragons back. On initiative count 10 (losing initiative ties), 2d4 guards will reach the walls and, if able, immediately fire ballistas on the young dragons. Each group of 3 guards will be able to manage a ballista, which makes a ranged weapon attack (+6 to hit) and deals 16 (3d10) piercing damage on a hit. Once five ballistas are managed and firing on them, the young dragons will turn their attention from the characters to attack the guards on the ramparts, effectively leaving the map and abandoning the fight.

When Tostrasz is defeated, he'll come crashing down into the wall tower to the north, outside the area.



FINAL ACT

Following the descending trajectory of Tostrasz, the characters enter the area from the arrow on the map. Once the characters reach the location, read the following:

THE VANQUISHED DRAGON LIES IN THE RUBBLE, HIS AURA OF DIGNITY IS NOWHERE TO BE FOUND NOW. AS YOU DRAW NEAR, THE SILHOUETTE OF AN ELDERLY ELF APPEARS, STANDING IN BURGUNDY ROBES NEXT TO THE LARGE, MOTIONLESS HEAD. THE STRANGER'S WHITE MANE DESCRIBES A WIDOW'S PEAK ON TOP OF HIS TALL FOREHEAD; AN ANGULAR, PALE SCAR RUNS UP HIS NECK AND CHIN. HIS EYES PEER THROUGH YOU, THE LEFT ONE MILKY, THE RIGHT ONE BROWN AND DEEP. "A CANDLE IS SNUFFED OUT MORE EASILY WHEN IT BURNS ON TWO EDGES, EVEN BY THE WINGS OF A CRANE FLY. HE FAILED TO SEE THAT; PERHAPS I'VE FAILED TO TEACH HIM THE SAME. THERE'S NOTHING I BLAME MYSELF FOR AS MUCH AS WHAT I'VE CAUSED HIM."

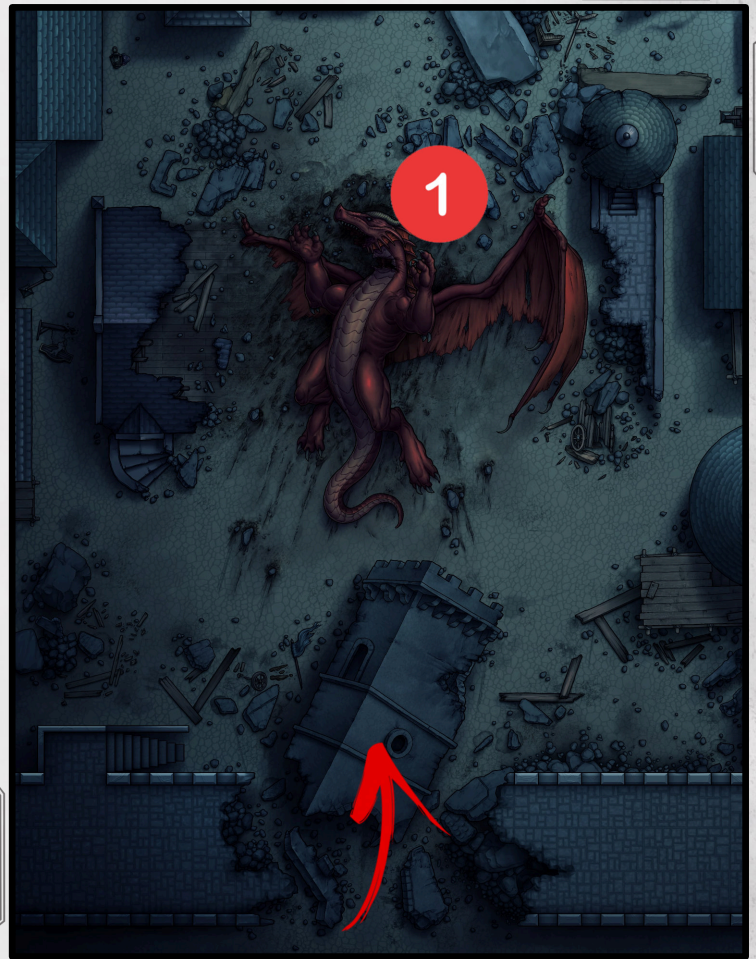
➤ **"Encounter!"** At 1. on the map, **Adastrasz** is standing next to the corpse of **Tostrasz**; in this form, **Adastrasz** is an elvish **Archmage**. At this moment, **Adastrasz** doesn't intend to kill the characters, and instead will cast defensive spells like **counterspell** and **globe of invulnerability**. When the characters attack him, read the following:

"IF NOTHING ELSE, YOU SEEM TO SHARE **Tostrasz**' IMPETUOSITY; I SEE HOW YOU WOULD FIND HIM IN BATTLE, AND HE HIS DEMISE IN YOU. AS MUCH AS HE DESPISED THE SPECIES THAT INHABIT YOUR SOCIETY, HE HAD MORE IN COMMON WITH THEM THAN HE REALIZED. THEN AGAIN, THE TIGER MOSQUITO CAN ONLY BOAST TO BE AN IMITATION OF THE TIGER."

By the 3rd round of combat, **Adastrasz** will cast **blindness** with a high enough spell slot to target all characters. In the following round, he will turn into his **Ancient Red Dragon** form and immediately use his **frightful presence** feature. At this moment, read the following:

THOSE OF YOU WHO CAN STILL SEE WITNESS THE MAGE TRANSFIGURE: A ROILING MASS OF CONFUSED RED WEAVE QUICKLY EXPANDS AND LEAVES BEHIND A MUCH LARGER OUTLINE. MULTIPLE ELONGATED FABRICS OF THAT SAME BURGUNDY ARE DRAPED AROUND THE RED DRAGON'S BODY; HIS HEAD IS CROWNED IN LONG ANTELOPE-LIKE HORNS, AND A TALL DORSAL MEMBRANE RUNS HIS NECK, SLUMPED OVER ONE SIDE. THE SAME EYES AND SCAR STARE DOWN AT YOU. THE SAME SPINES SPANGLE HIS FACE AS THE ONE FALLEN NEXT TO HIM; ONLY, THESE ONES ARE CLEARLY WORN AWAY BY TIME, RATHER THAN FORCE. "DON'T MISTAKE MY CLEMENCY AT THIS TIME FOR FORGIVENESS, NOR MY RESTRAINT FOR RESPECT." THE TITANIC TIMBER ADDRESSES YOU AS MUCH AS EVERY PERSON IN TOWN WHOSE EARS CAN BE REACHED: "IT IS IMPERATIVE TO YOUR PERMANENCE, HOWEVER PETTILY YOU MIGHT LIVE IT, THAT YOU KNOW YOUR PLACE AS I KNOW BOTH OF OURS. IF YOU DON'T HEED ANY OTHER WARNING, HEED THIS ONE: YOU HAVEN'T SEEN THE FINAL FLARE OF THIS DRAGONFLIGHT; THE PATH TO THIS KINDLING, IRREGARDLESS OF MY MERCY, IS THE PATH OF HOSTILITY TO THIS DYNASTY. WALK IT AS YOU WALK THE FUSE TO A POWDER KEG."

Adastrasz will then lift the corpse of **Tostrasz** and fly away westward, followed by any remaining dragons in town.



EPILOGUE

In the aftermath of the battle, the town deals with its wounded and counts its dead; the next morning, the town authority doesn't forget to commend the characters as heroes for preventing the complete destruction that would have befallen the inhabitants without their intervention. No grand ceremony is arranged, but in the field hospital (or a similar encampment), governor Lulla Typechurch, a half-orcish Commoner, publicly honors the characters for their service:

"I THINK I CAN SPEAK FOR OUR ENTIRE COMMUNITY WHEN I SAY: YOUR EXTRAORDINARY COURAGE IS RESPONSIBLE FOR THE PRESENCE OF EVERYONE HERE, AND THE FACT THAT WE STILL HAVE A TOWN TO STAND IN. A TOWN THAT NEEDS REBUILDING, CERTAINLY, BUT EVERY HAND THAT TAKES PART IN THAT RECONSTRUCTION WILL INSCRIBE THIS IN ITS WORK: THAT THE HISTORY OF THIS TOWN NOW FEATURES A GROUP OF HEROES WHO DIDN'T HESITATE TO PUT THEMSELVES IN HARM'S WAY SO THAT IT WOULD STILL HAVE A HISTORY TO SPEAK OF."

REWARDS

Although the town is not able to spare any money right now, each character receives:

- a medal in the shape of the town's crest;
- a potion of greater healing;
- a draft horse, should they need it to travel the region more easily.

Reptilian Recompense. In addition to the rewards listed above, should the characters agree to remain in town for at least a week and assist in the repairs, the townsfolk offer to craft any two items among the following from the dragon remains scattered across town:

- a robe of wyvern skin that might allow swift movement (a cape of the mountebank);
- a large claw sculpted into a blade (a flame tongue);
- an armor forged out of scales (a red dragon scale mail);
- a wand carved out of a bone (a wand of fireballs);
- a musical instrument chiseled out of a wyrmling's horns (horns of flamehail, described below)

To this end, a dozen townsfolk tirelessly work on shifts fashioning the items; the work of the locals demonstrate their immense gratitude, their will to contribute to any help the heroes might be giving to other downtrodden in the future, and their attempt to take the attention away from grief and heartache

Horns of Flamehail

Wondrous Item, rare

This musical instrument is composed of two curved horns, reaped from a red dragon wyrmling, intertwined together in a braid-like shape. Finger holes have been carved along the upper side, and the tips join together into a single mouthpiece.

You must be proficient with wind instruments to use these horns. A bard can use this instrument as a spellcasting focus. When played as part of casting a spell, the horns emit a stream of black smoke.

As an action, you can speak the horn's command word and then blow the horn, which emits a resounding bellow that is audible 500 feet away, to cast flame strike using your spell save DC. Once this property of the horns has been used, it can't be used again until the next dawn.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

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 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

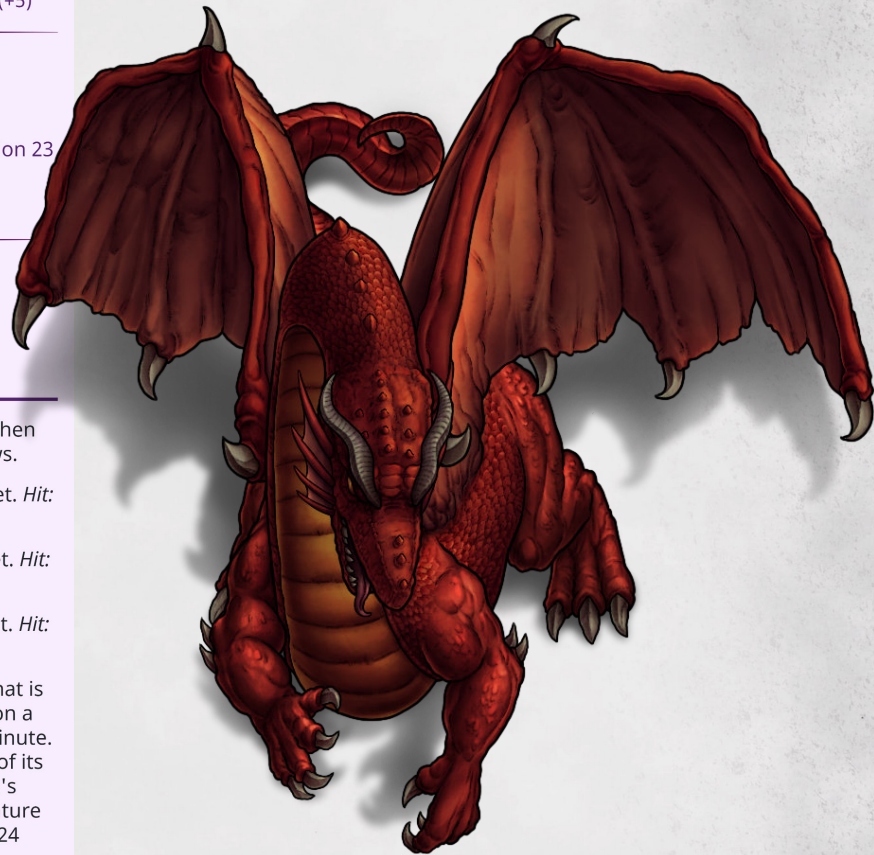
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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

Each creature within 10 ft. of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



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ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Immunities fire

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

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

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:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire 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 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

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 21 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

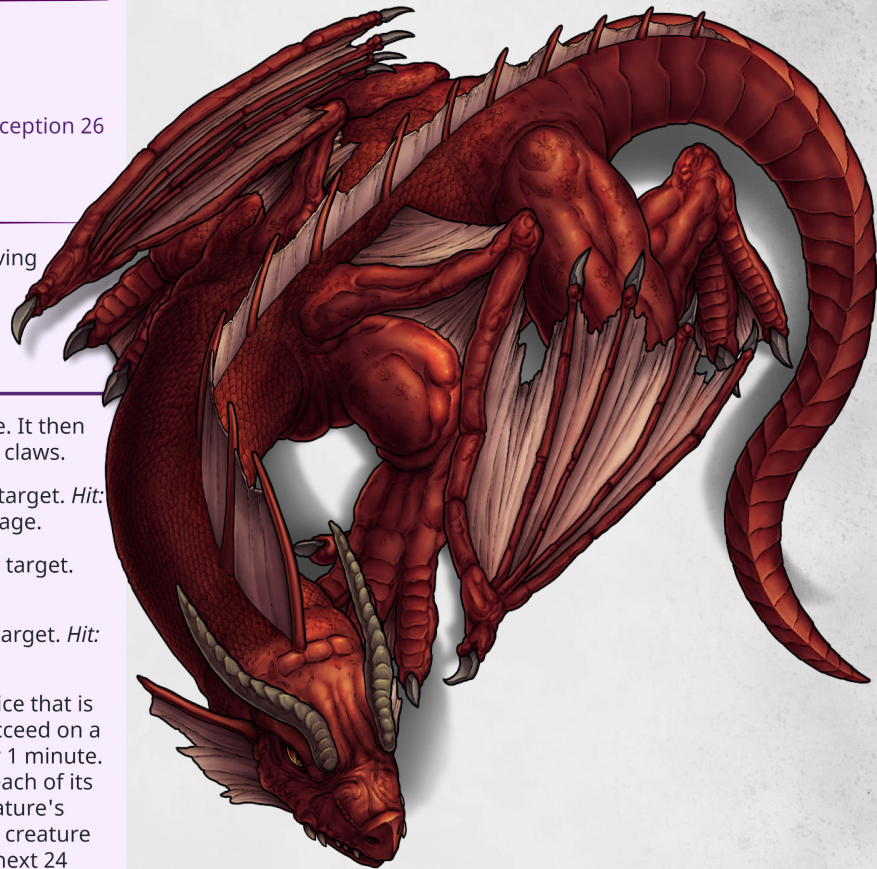
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Tail Attack. The dragon makes a tail attack.

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

Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

* The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

RED DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities fire

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

Languages Draconic

Challenge 4 (1,100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.



WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

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:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) 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 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



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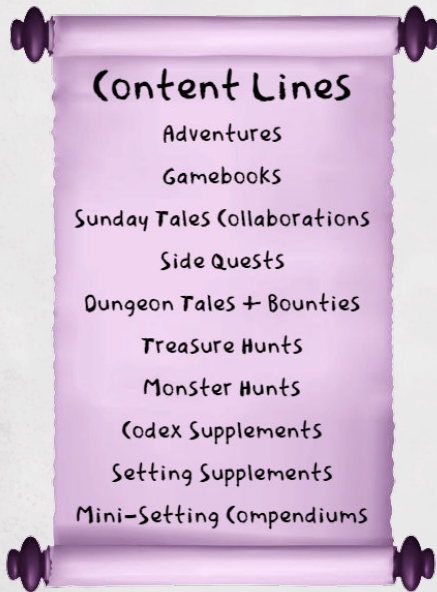
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