



## STORMFORGED DRAKE

The stormforged drake is a hybrid creature that blends organic and arcane magitech technology. Its sleek, streamlined body is adorned with metallic armor and intricate glowing runes that harness the power of the storm. Electricity shimmers across its body, hinting at its dynamo core. Stormforged drakes vary in size, but they typically have a wingspan of 15 to 20 feet and can reach up to 10 feet in length. Their eyes emit an intense, otherworldly light that pierces the darkness, and their wings combine organic membranes with metallic supports for agile flight.

These formidable creatures are most commonly found in the wilds of Etheria, near ancient ruins or other places of arcane significance. Fiercely territorial, stormforged drakes use their cunning nature to defend lairs built in the ruins of a fallen magitech civilization. Created by the ancient astromagi that once ruled Etheria, the drakes were bred as guardians and protectors, and their loyalty remains strong despite the passage of time.

**Ancient Remnants.** The drake's lair contains valuable relics or knowledge from the lost magitech civilization.

**Tacticians.** Stormforged drakes are capable of forming alliances or temporary truces with other creatures or adventurers if it serves their purpose.

**Magitech Dynamo.** Stormforged drake's cores are magitech dynamos that store lightning and transform it into devastating offensive and defensive abilities.

## STORMFORGED DRAKE

*Large Dragon, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	12 (+1)	12 (+1)	14 (+2)

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

**Skills** Persuasion +5, Stealth +4

**Damage Immunities** lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

**Proficiency Bonus:** +3

**Arcane Dynamo.** Whenever the drake deals lightning damage, it gains a charge counter (up to a maximum of 3). As a bonus action, it can expend any number of charge counters to activate a stored magitech ability. Each expended charge counter increases the ability's potency. The drake regains all expended charge counters when it finishes a short or long rest.

### ACTIONS

**Multiattack.** The drake makes two attacks: one with its Bite and one with its Tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much damage on a successful one. The drake gains a charge counter.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

### BONUS ACTIONS

**Magitech Core.** The drake expends charge counters to activate one of the following magitech abilities:

**Grappling Hook (1 charge).** The drake shoots a retractable grappling hook from its tail at a creature within 30 feet. The drake makes a ranged weapon attack with a +7 bonus to hit. On a hit, the target is grappled (escape DC 15). While grappled in this way, the drake can use its bonus action on subsequent turns to pull the target up to 20 feet closer to it.

**Arcane Burst (2 charges).** The drake releases a burst of arcane energy in a 15-foot radius centered on itself. Each creature in the area must make a DC 15 Intelligence saving throw, taking 9 (2d8) force damage on a failed save or half as much on a successful one.

**Rune Shield (3 charges).** The drake activates its glowing runes to create a shimmering, ethereal shield. For 1 minute, the drake gains resistance to all damage types.