

BATTLEZOO DRAGONS

FAIRY DRAGONS



Jessica Catalan, William Fischer, Stephen Glicker,
Paul Hughes, and Mark Seifter

ROLL FOR
COMBAT

5^E



AUTHORS

Jessica Catalan, William Fischer, Stephen Glicker, Paul Hughes, and Mark Seifter

ADDITIONAL WRITING

Hannah Feywild Fiend

EDITING

Stephen Glicker and Mark Seifter

ART DIRECTION

Stephen Glicker

COVER ARTIST

Brendan Lancaster

INTERIOR ARTISTS

Brendan Lancaster, João Henrique Fraga Mileski,
Mirco Paganessi, and Firat Solhan

PLAYTESTERS/PROOFREADERS

Eric Dahlgren, David Greene, Sébastien “Aleph” Greffier,
Jordan Karotkin, Ryan King, and Tony Saunders

FOUNDRY VTT IMPLEMENTATION

Ian Blackstone and Ian Hildebrandt

GRAPHIC DESIGN

Stephen Glicker

LAYOUT

Stephen Glicker

DIRECTOR OF GAME DESIGN

Mark Seifter

PUBLISHER

Stephen Glicker

SPECIAL THANKS

All the Roll For Combat fans!

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16 Continental Road, Scarsdale, NY 10583
rollforcombat.com



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Introduction

Esteemed Rizanivash,

I'm beyond excited by the discoveries I've enclosed for you! I write these words with an eager hand and a mind still reeling from the thrill of discovery, as your request to seek out and catalog the forgotten and hidden dragons of the realm was a resounding success. As you requested, I began my journey in search of the hidden dragon families by seeking out more information on the so-called "fairy dragons" connected to fairy tales and the realm of the Fey.

As expected of my voracious appetite for field research and skepticism for simply taking others' words at face value, I took it upon myself to head into the Faerie realm in order to verify certain hypotheses and gather information from primary sources. I think you'll find that the results certainly speak for themselves.

You can remain confident, O Dragon Overlord, that my findings are scrupulously sourced and double-checked as much as draconically possible, with an eye toward removing my biases from any conclusions, except as mentioned explicitly within the results themselves. Of course, any synthesis and analysis naturally involves a piece of the author's own self, and so I recommend sending a secondary foray at some point in order to either validate my claims or provide a dissenting opinion. I'll leave it up to you who to send and when, before your term as Dragon Overlord is up.

I remain, as ever, in your devoted service
Kallizandrexx, Sage Aeternal

Welcome to *Battlezoo Dragons: Fairy Dragons*! It's been a whirlwind few years since the release of *Battlezoo Ancestries: Dragons*, and we've heard many requests for more dragons, with fairy dragons first among them. And so, here we are! I brought in Jessica Catalan, a veteran author for both Roll for Combat and Paizo, to design our new dragons, and I think you'll love what she came up with.

As with the original dragon ancestry, it might seem unbelievable that a dragon can be fun and balanced to play alongside characters of other species and classes, but I'm confident that this incarnation delivers, especially with the help of the playtesters, who affirmed the original design while adding tons of great ideas that made it into the final book. Let us know if your group finds anything here to be overpowered compared to the base species and classes in the game and we'll help you! Without further ado, let's take a look at what this book has to offer!

Chapter 1: Fairy Dragon Lore

Enter the world of the fey alongside our narrator, the draconic scholar Kallizandrex. Experience Kallizandrex's journey through imaginative realms and immerse yourself in the Faerie themes common among fairy dragons. This chapter is short and sweet, perfect for GMs and players alike who want to get a sense of how a fairy dragon character might act and what their home realm feels like.

Chapter 2: Player Options

This chapter is the main event for all you players out there. Here we include absolutely everything you need so you can play a dragon character with any of the fairy dragon ancestries. This includes the species basics, the new dragon class, the draconic ravager and dragon mage subclasses, as well as all-new gifts for each of the five fairy dragon ancestries. The chapter ends with some player-focused lore from the desk of Kallizandrex about each of the five ancestries. While GMs are welcome to peruse this section as well, the lore specifically caters to players contemplating their character's backstory and culture.

Chapter 3: Fairy Dragon Bestiary

This chapter is a bestiary containing young, adult, ancient, and great wyrm statistics for all five fairy dragon ancestries, plus GM-focused lore and snippets from Kallizandrex. Here you can also find sidebars and text describing various powerful dragons of each ancestry that you can use as plot hooks or inspiration for your own campaign. Some of these were designed by Jessica or myself, while others were written alongside fellow dragon enthusiasts.

Mini Glossary

The following terms and named characters are defined and explained in context along the way, but we've included them all here for quick reference.

Aeternal Dragon A dragon who has performed the lux aeterna ritual. Aeternal dragons tend to live tumultuous, adventurous lives and grow from their experiences rather than aging over time.

Kallizandrex An aeternal green-horned dragon scholar with an obsession for the lux aeterna ritual and aeternal dragons specifically, though he's also interested in unexplored lore about dragons in general to a lesser extent. Kallizandrex is willing to do whatever it takes to conduct his field research, even putting himself at great risk; he publishes many texts containing the results. He is the book's in-world author and narrator.

Lux Aeterna Ritual This mysterious ritual allows a dragon to charge a lifetime of magical potential into their body all at once, short-circuiting their magic temporarily but allowing them to grow much faster than a normal dragon when they push themselves to the limit. A dragon who successfully completes the ritual is referred to as an eternal dragon.

Rizanivash A powerful aeternal dragon with shining silver scales, Rizanivash defeated the champions of her own dragon family and then all other dragon families at the Dragon Overlord competition, becoming the Dragon Overlord for ten years. This is largely a ceremonial role, as the competition is more of a sporting event than a true exercise in draconic politics, but it allows Rizanivash to propose a course of action for the decade and have a fair number of dragons at least consider helping to fulfill it. In Rizanivash's case, she sought to reach out to the world's hidden dragon families, which she dubbed "secret dragons."

Traditionalist Dragon A dragon who hasn't performed the lux aeterna ritual. Traditionalist dragons tend to be more closely aligned with the draconic norms of their ancestry (which, for many, include gathering a hoard and resting while guarding it).

Supplement: Classic Great Wyrms

This independent article from Kallizandrex's research journals contains information about classic great wyrms, in this case chromatic great wyrms, rather than fairy dragons. Each dragon has enhanced statistics that can offer a greater challenge to your high-level PCs than the default versions, as well as information on a great wyrm and lore about a specific great wyrm, which you can easily add to your game. Also included are two full-page lair maps for the blue and red dragon great wyrms, as well as additional details and lore for those two specific great wyrms.

—Mark Seifter, Roll for Combat
Director of Game Design





Chapter 1: Fairy Dragon Lore



On Preparing for and Surviving Faerie

By Hallizandrex, Sage Aeternal

While I have shared my knowledge in great detail regarding fairy dragons, I have thus far little recounted my actual experience in the fairy realm, that fantastical place of equal parts danger and beauty. The descriptions of Faerie that follow have been pulled straight from my journals, where I kept meticulous track of all that I observed and encountered during my many travels. The nature of this realm demanded a particular attention to detail, as writing all I knew in each present moment better confirmed my persistent suspicion that the many strange happenings around me were as real as the air I breathed and just as difficult to pin down. Pin down I did, however, and given that so little, and for so long, has been understood of Faerie, I consider it my most solemn duty to now remedy this knowledge gap.

Before my trip, I spent long hours in library corridors dusting off archaic tomes and poring over their faded ink, only to uncover the most fleeting and uncertain truths within their pages. When the time came for my journey, I had by then formed a connection with a certain alicorn dragon, an adventurer who, a few years ago, successfully performed the lux aeterna ritual himself. The woefully poor reception of this transformation had driven him to the mortal plane, but this painful circumstance did not dull his naturally cheerful disposition; upon meeting, I soon managed to enter into his confidence. I cannot overstate the valuable knowledge I managed to glean from him, which I will continue to share with you.

That being said, academic preparation will not suffice



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if you wish to enter such a world as Faerie and leave unscathed—if you manage to leave at all! When entering the realm of the fairy, one must possess a keen mind and intuition, an inherent sense of the supernatural, and a grounded purpose—one that illusion and distraction cannot bend and twist to their will. Beware reader! Greater and stronger creatures than I have entered the fairy realm, never to return. Heed my words carefully before attempting what I myself have done. Your own foresight and discernment must carry you from there, bolstered by a prudent study of this text.

So, what knowledge must you possess before embarking on a journey to the fairy realm? Those familiar with my deep affinity for scholarship will know I do not make this declaration lightly: fact and feeling exist as one in this place, dancing and ruling together in perfect harmony, creating their own rules and logic from time immemorial. To enter and survive, one must never split the two in twain, or they risk losing both forever.

And that, dear reader, is where my journey began, in this dance of fact and feeling, as my entrance into Faerie first required their balance within me as a sort of key. Once they clicked into place, the door between realms swung open, and I plummeted into this equal parts maddening and invigorating world.

My Entry Into Faerie

Many stories of children wandering into unknown realms and reappearing decades later, oblivious to the passing of time, speak to the curiosity and innocence often required to activate one's passage. Without the proper mindset, a finely tuned emotion, and a sense of wonder and adventure, the doorway to Faerie remains closed, even to one desperately knocking at its door. Already that blend of fact and feeling plays their role; to enter the fairy realm, one must both find an invisible path and possess the internal key to unlock it. I'm sure some would prefer it if the path were a deadly swamp, with the key hidden in the maw of a particularly upset rage dragon.

So how do the young and inexperienced manage such an incredible feat? When children play, a moment occurs when they truly believe in what they imagine. Their stick is a sword, their home a fortress, and their backyard woods are wild and dangerous—and then, without warning, they actually are. These hatchlings look up from their play, and the world around them is filled with wonder because they have entered a new one entirely.

More often than not, children who have managed to return from the realm of Faerie cannot explain exactly how or when they crossed over that threshold. Few possess the ability to control the fleeting magic of the fairy realm and its portals; regardless of whether

the entrance still exists in its original location or has always remained, many struggle on how to activate it once again. They linger between ancient trees, in city ruins, in twilight ponds, ever-present yet invisible to the untrained eye.

When I learned of my need to enter Faerie, that dear friend I mentioned pointed me in the direction of one such child he met while still in that other realm. The child has since returned home, grown into adulthood, yet claimed to know the key to the particular passage they once stumbled through. I set out to find them at once.

Out of respect, I won't pinpoint the locale to which I first traveled. Needless to say, this quaint little town sits in the foothills of a grand mountain range, where the morning air chills the bones even in the summer season. This individual had anticipated my coming and knew I intended to move with all haste, so after a brief cup of tea, we went without hesitation to the place through which I was to pass into Faerie.

To my immense dismay, they took me to a frigid mountain lake. Given the crystal-clear water and preternatural silence that hung in the air, I knew immediately that I would have to submerge myself in this chilling pool. My new friend confirmed this suspicion.

With the path clear, only the key remained for me to discover. When my present acquaintance accidentally transported themselves long ago, they explained that they had then dived into these waters—fully dressed—invigorated by the joy and freedom of youth, feeling that it mattered not the day to come. Entering in the same manner, diving in with a sense of glory and invincibility, would allow me to break free from the water and into the new realm.

Well, reader, you see now the difficulty in possessing such a key, especially if you have known the weariness of time and age. The wisdom and knowledge of books does not often make an unburdened mind, but in that moment, unburden mine I must, as I soon stood alone on the water's edge.

Allow me to be frank: I spent many hours there, staring into that still lake, fearing I would never build the courage to throw myself into its icy grasp, worried that once I did, I would emerge in this world still, only colder and more disappointed than before I had leapt in. I stared and thought, and my mind wandered. Eventually, I pulled it back to the present conundrum, and I cannot explain how I finally did it, but I felt a snap somewhere in the back of my mind. I will spare the details of how I managed to remember the joy of youth—let's just say that my first experience reading a truly fascinating work of scholarship might have had something to do with it—just know that I did, in fact, find my way again to that state of mind. Then I jumped.



The Vernal Court

When I burst forth from those waters, I knew instantly that I had succeeded in my endeavors to reach the fairy realm. Though the forest before I jumped possessed a weighty sort of beauty, it paled in comparison to the splendors that nearly blinded me in their wide spectrum of colors and lights.

A world transformed—a beating heart of color and light. In place of trees now stood flowers—not measly, pluckable flowers, but wild and immense, towering over me and filling the air with an indescribable sweetness that stung my sensitive nose. The light shining through their petals dappled the earth in colors like I've never witnessed before or since. I was, simply put, dazzled, and I likely stood and stared for a long while before coming to my senses, suddenly aware that I was completely and utterly lost.

Luckily, I recalled the conversation I had over tea with my accidentally well-traveled informant, who advised that I climb the towering stems, using the leaves for leverage, and seek out a shimmering on the horizon. Having done so, I soon spied the hazy spot to which they must have been referring, but not before having to once again catch my breath at the unexpected sight before me.

The fairy realm exudes a vast and whimsical grandeur and beauty that is unparalleled. Shimmering waterfalls flowing upward, stained glass pools, opal boulders, water-soft blue grass—this glorious realm sang. Even without strange magic to twist and distract the mind, the mind could easily be distracted by all the wonders here. Though I wished often to stop, observe more closely, and consider how this magnificent ecosystem functioned, necessity and purpose propelled me toward my destination. I admit that I questioned all warnings of danger, feeling at that time perfectly safe.

I spotted no small number of fauna, to be sure. Faerie never rests, always buzzing with thrilling forms of life. In that perpetual dawn, I saw butterflies that were as large, if not larger, than the giant flowers they landed on, and they displayed more colors than I knew existed. Less thrilling were the bees of similar dimensions, their stingers the length of my arm. I silently passed below, making it clear that I posed no threat, and their buzzing followed me long after I had passed, vibrating the flowers for quite some distance. Once, some large creature shook the ground as it passed not far off, and while a putrid smell reached my repulsed senses, I never managed to spot the hulking monster.

Increasingly, I imagined myself as a bug among beasts when I realized I had for a long time not checked my path, so I climbed once more atop the floral forest. The shimmering haze I had sought for some unknown time permeated the air around me, and my stomach lurched



as the leaf on which I stood tipped downward, sending me plummeting to the earth below, only to be caught by another and tossed upward again, at which point I was once more caught, dropped, caught, tossed, in a terrifying game of catch in which it seemed I would play the ball. I thought some creature's magic must be responsible for this lively trick, so I laughed and cheered, figuring this reaction would surely gain the favor of my host.

This determination proved successful, as I felt myself finally, safely, brought once more to the forest floor. A flitting sound behind me signaled my successful first meeting: the pixie dragon known as Darudy appeared before me, laughing and seemingly pleased with my reaction to his game.

Darudy allowed me to ask many questions about pixie dragons as a whole, the answers to which you will find in the other pages of this book. I additionally learned much about the local Vernal Court, one filled with the delight of youth and the joy of a new spring. All of what he shared aligned with my experiences and encounters thus far.

From Darudy, I learned yet another new tidbit of information that became indispensable to my journey: the more powerful a creature in any particular realm within Faerie, the more that region will shape itself to those feelings. Darudy's pure joy brought a safety and vibrance to this place, one that I would not be so lucky as to find elsewhere I traveled. Fortunate are the children who accidentally wander into Darudy's realm, as here they would find nothing but welcome and delight. Few may count themselves so lucky.



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The Ambrosial Court

I had, of course, explained my purposes to my amicable host, who offered to acquire an invitation for me to the Ambrosial Court, a palace of finery beneath a deceptively proximal mountain. Rather than linger on the details of the communication that acquired my passage, I will explain the difficulty of travel between different fairy realms and courts.

Though a path might appear straightforward, routes in Faerie—sometimes called “Ways” or “Fairy Paths”—tend to possess a mind of their own, weaving and changing at will. A traveler often requires a “key” to traverse an open plain or ancient forest, much like the keys required to enter the fairy realm in the first place. For instance, you might seek to traverse a treacherous mountainside path, only to find that doing so proves impossible unless you walk backward without a single glance behind. Despite all logic, the journey will pass much more safely and quickly in that manner. Traveling through a swamp might require you to sink into the mire rather than traverse atop it. You might only reach a kingdom by walking away from it, declaring loudly that its streets are far too fine for such a beggar as yourself.

If performed at the incorrect time or place, these actions could, at best, cause a traveler to become inevitably lost. They could also, of course, bring about a most untimely death. Many native fey prefer to make their fortunes by acting as guides for those unfamiliar with the confounding terrain, though their preferred payments might strike a tourist as exceedingly strange. A creature of Faerie might request one’s favorite childhood book, a flower plucked from the garden of a mother with exactly three children, a fine spoon with no match, or in stranger cases still, one’s ability to skip or to sing in the G Major key, the color of their hair, or their desire to always shop at the same market. If these requests are not handled as expected—perhaps the plucked flower belonged to a mother of two—the guide might still offer their services but decline to return their charge to their original home plane.

One of a fey mind will not find this behavior at all fickle or confounding but rather perfectly reasonable. Mishandling of the terms of agreement truly falls on the one seeking aid, unless they have by mistake chosen an untrustworthy or particularly tricky guide.

To reach my next destination, that of a court dragon’s lair, I found myself weaving through a number of underground tunnels, under the explicit instruction that intentionally getting lost would allow me to find my way. This task proved a great difficulty for one such as myself, who would have preferred to track the many twists and turns in my journal. In order to distract myself thoroughly enough, I recited to myself a book of poetry I had encountered a few days prior, focusing on the author’s astounding use of language, and before long, I

found I had arrived at my destination.

Rather than encrusted with glittering jewels, this cavern displayed a magnificent fruit growing on the vine—much like vineyard grapes—hanging from far above one’s head, growing from the sides of the rock, lining one’s path so that all footwear in this place soon stains red. A regally dressed sidhe, with equally ruby-colored hair and eyes, welcomed me and led me into an astounding hall lined with goblets of which no two were alike. The smell of some unfamiliar meat wafted toward me from a hidden room, and my host’s many attendants flowed about so gracefully that I thought for a moment I must have dipped into some invisible underground river.

As I came up for air, the same sidhe led me to a room where I could bathe and change, leaving me with regalia surely befitting kings. Once I thoroughly cleaned myself and donned something seemingly appropriate for the occasion, I was greeted by Amokray, a great court dragon with his horns in a twisting, jagged crown atop his head. Amokray greeted me with a formal, sudden sweep and guided me to the hall, where we’d feast for many hours.

A strain overtook my mind after some little time, and as I wrote all I could, comparing what I heard to that of my research before arrival, I came to understand the secret narrative that he so desperately sought to rewrite, which the food and drink and finery sought to cover, and which had crept upon him so quietly and inevitable, I hardly thought he could have known his fate had already arrived: my host’s mind was failing him, and to escape that fate, he was completely and utterly desperate.



Amokray





A Fortune Turned Sour

Rest assured, I have verified everything I've written about court dragons with others throughout my journey, discarding any information he imparted that remained uncertain or clearly false. But during that long meal—in hindsight, I know not how long we sat and dined, but I suspect it was far longer than I felt at the time—my host shared all he knew or thought to be true, until he announced that his end of the deal had been fulfilled, and I must now fulfill mine.

If you, the reader, are now wondering what the nature of the deal I had made was, I must admit that at that moment, I couldn't begin to guess. Apparently, at some point, he had slipped in some comment about the importance of reciprocation, to which I had nodded my assent, and all shared from then on must have been deemed equal, including the sharing of knowledge. Near the end of the meal, my body felt heavy, my mind numb with exhaustion yet keenly aware of its need to remain alert, and that is when he asked me to share all I knew of the lux aeterna ritual. My host then revealed his intention to forego an end trapped in his own mind in favor of a life of excitement and adventure, which the ritual could surely provide.

I shared all I could, of course, but the questions asked and the comments interjected made clear that my description fell on confused ears. Though the ritual cannot be performed on behalf of another, he continually asked how exactly such a thing could be done by another for him, suddenly stating that it must be done after a much-needed rest. You can imagine my concern, realizing that I had effectively been commanded to do the impossible on the morrow.

Luckily, before I could even attempt to rest, one of his many subjects—another sidhe who, it would seem, served as an advisor to my host—grabbed my attention and led me to a path that would free me from the cavern. Though my mind and body both begged for sleep, I knew this chance to leave would be my only one, and I forged ahead, leaving behind the fine clothes I had come to regard with a certain anxiety.

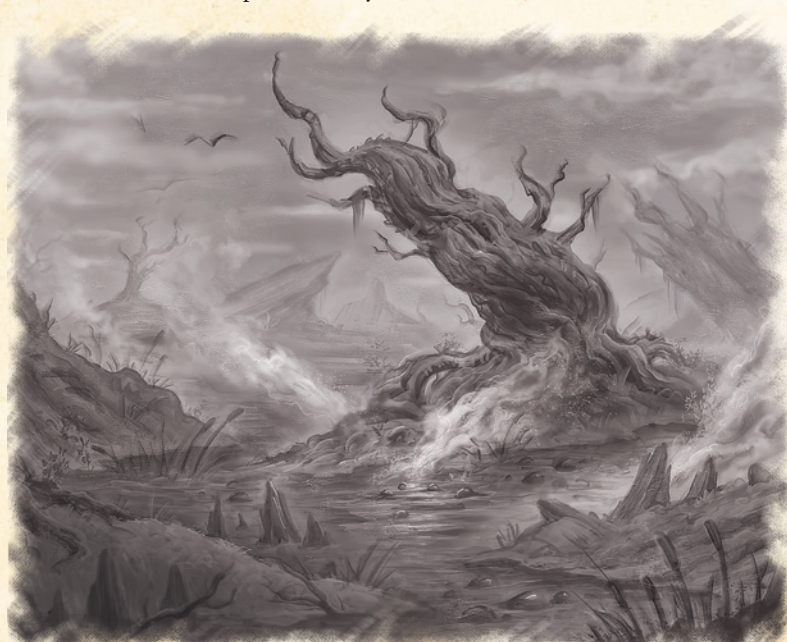
This path, much more straightforward than my previous route, released me to a heavy, heady swampland, where putrid blue and purple bubbles floated above the murky surface, and the thick swamp air seeped into my nostrils, consuming any memory they had of the fine spices of the Ambrosial Court. The sky above felt stale, dark, and unmoving. I sought any guidepost with which

I could continue in relative safety, to no avail. I had been led, it would seem, to a wild space, one unruled by any one emotional creature or other force.

Dear reader, should you ever find yourself in such a place, my best advice is to forge ahead, seek either rescue or release, and maintain a sound mind. Without a powerful fey ruling over these lands, all features become more prone than others to change; a tree might appear safe for an overnight rest only to grow in an opposite direction, depositing you in a much less favorable spot by the time you wake. And though you might feel abandoned, creatures lurk all around, thriving in these chaotic and muddled realms. You might encounter particularly unpleasant gremlins or sprites or, more likely, fey who, for whatever reason, were unable to exist peacefully within the bounds of Faerie courts.

I found myself pinched by unseen forces or pushed into previously absent waters. Sometimes laughing would follow these interruptions, but more often, and more disturbingly, I would hear nothing, only certain that something had made itself known. Strange mirages swam before me, promising an oasis and a release into a place of more beauty and structure. However, the longer I followed these paths, the more dangerous the terrain around me became, and I soon realized that heading in the opposite direction of these promised havens proved to be safer. I could only hope that my precautionary measures did not lead me to overlook a real exit.

With shame, I admit that my spirit almost began to falter. I had heard of these terrible places where one can hardly hope to find escape, and where no living creature will help a poor, lost soul find safe ground. Did I spend hours, days, months, or years in this place? In truth, despite even my best efforts, I fear I will never know.





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The Obsidian Court

When I did finally escape that dark and terrible place, I did so through renewed efforts of communication. Though I possess no magical means for speaking with an unknown person far away from myself, I knew I was in a realm of possibility. Therefore, I would persistently speak aloud, as if I were speaking to a friend, with the hope that someone would somehow hear my conversation and reach out to me, if only for the opportunity to continue our conversation. Incredibly, this plan worked. The next time I fell asleep, my head against a tree with fuzzy, soft bark—not moss, but bark—I woke with a soft pillow under my head, a lovely light streaming in through an open window. Never has fresh, clean air tasted so pure.

I knew that I must have found myself in the realm of an alicorn dragon. No other host would have such crisp sheets, stone walls that shine just so, and lovely art made of, upon close inspection, oil paints with natural hues pulled straight from the buds of flowers and leaves. Glancing outside, I observed a sprawling landscape of black obsidian, dotted with steaming pools flowing into one another from different heights, as well as a perfect view of a nearby ocean. Its waves lapped against the shore so peacefully that they seemed controlled by someone who seeks only the calmest, most lovely environments.

If you have read my notes on alicorn dragons, you will find this sight consistent with everything I describe. To my new host, who I soon learned went by the name Renfel, their realm is their art, the preservation of its purity their most solemn priority. I am grateful for the time they allowed me to stay in their realm, even when our business regarding my book had concluded.

The Obsidian Court provides a safe home to a variety of fey creatures. They move quite slowly there, intent on getting nothing in particular done yet always engaged in some pleasant activity. I met a number of naiads, as well as hulking yet peaceful creatures made of the same black stone as the landscape—who react quite reasonably when accidentally sat upon—and several sidhe deep in thought, often with open books or journals beside them, which they would on occasion pick up in order to read or write just a sentence or so before putting the book down again for another long period.

I suppose they found my hurried hand—the speed at which I noted all around me—a bit odd for the sake of thorough and proper scholarship. I wondered how long they lived and what they sought to accomplish, as I myself felt the passage of time keenly, despite that gentle light in the sky never fading into the night or a new day.

I wondered, too, how much time had passed since leaving my home plane. Each entry into a new realm of Faerie carries with it the risk of time moving at a much



Renfel

faster or slower pace than in other realms. With no night or day cycle to speak of in most courts, I wondered whether time flew at an unimaginable pace or labored on as slowly as my new companions. I recalled that I would eventually have to find magic powerful enough to send me back home and to the correct year. With Faerie seemingly having an endless number of courts and realms to speak of, I wondered how many I'd have to enter even to find such an individual.

Truly, creatures in Faerie live their own unique schedules, no two the same. They sleep at different times, eat at other times, and play all the time. Some wake only to host a dinner party. Others do not sleep at all but always paint, or garden, or construct paintings and sculptures that only make sense to them, or from one particular angle, or not at all.

To join any one of their many activities, even for a moment, implies your participation in said activity to the end. When the party ends, so does your time there—not before, and certainly not after. Joining a companion in bathing in a hot pool signals to the other creature that you have become partners in that endeavor. When one of you stands to leave, so must the other, or you risk displaying terrible rudeness. But despite the uncertainty of these new social codes, I will admit that I navigated quite well, and when it came time to move on, I said goodbye to not a few good, albeit peculiar, new friends.



A Court of Decay

As for the next realm, I shall skip the details of my journey in favor of describing its most unpleasant nature.

When seeking a mischief dragon, I knew I must take care should I find myself in one's realm. The jovial trick of the pixie dragon, as he tossed me through the air, could, in a more mischievous nature, end with my being tossed into some sharp rocks or a deep pit, even should I deploy my wings to avail myself of a respite against normal gravity. I steeled myself to be on the lookout for any unsavory schemes.

The realm in which I eventually found myself reflected the first in several ways: giant trees made of something other than bark and leaves, in this case, mushrooms, and large creatures flying about overhead, but of a more aggressive, buzzing sort. I witnessed not giant butterflies but giant cockroaches and wasps instead of bees. The mushrooms all smelled rotten, too, though I learned which to eat after watching a camp of gremlins for a few quiet hours.

I grew to understand the reason someone would stay in such an unpleasant place: an abundance of food and shelter. Though many unsavory creatures and monsters lurk about, plenty of hiding spaces are available, all lined with even more mushrooms. A knowledge of what's safe to eat allows any creature staying in this place a constant feast since, despite the horrendous smell of these specimens, many of their flavors proved surprisingly pleasant. A toadstool dragon gourmand would surely delight here!

While wandering about, I encountered several creatures raised in the realm who were able to share their stories about the mischief dragon that ruled there and their own experiences in this dank forest. Many creatures in Faerie adopt physical characteristics that mirror their surroundings, not only for effective camouflage but also to demonstrate their profound connection to their surroundings. Those in the Court of Decay grew mushrooms from their skin, as well as moss from their hair. A dryad plucked from this realm and placed in the Obsidian Court would, with enough time, alter to once again become one with their environment. I shudder to imagine what would have happened had I stayed there too long.

The Court of Decay used to be a much different place: when a new, sufficiently powerful creature moves into a part of Faerie, in this case the mischief dragon I was seeking, their inherent magical strength shifts the world around them, rather than the creature shifting to match the world. In this case, a lovely, bright forest, full of flowing pools with waters known for their clarity and often used for divination purposes, went too long without a particularly powerful magical presence, so when one moved in, she had no trouble bending it to her will.

Many shared with me the cruel tricks this dragon, called Dercallen, plays upon the realm and her subjects. She has been known to recolor safe and dangerous mushrooms alike, instilling a sometimes permanent confusion in those who feast upon the wrong fungi. She destroys any home constructed in plain view, though she occasionally sends the gremlins who swear loyalty to her to perform the task. These same gremlins enjoy laying traps in presumably safe places and taking over little communities before they can even hope to form.

To put it differently, I found myself in a wretched location, striving to grasp every aspect of mischief dragons but never encountering the individual in charge. I couldn't determine what exactly Dercallen sought to hoard until I remembered the inextricable link between emotion and Faerie. I determined that she must be hoarding some form of light or joy in her wretched Court of Decay.

I do not jest. The perpetual dark, the low mood of all who live there—except the gremlins, of course—the dullness of even smooth, damp mushrooms that should surely shine at least a little bit in the light of a torch, all pointed to a creature actively absorbing any shiny feeling or sheen that she could. And Dercallen did not have to make much effort to do so, either; the longer I stayed, the more I felt my own motivations and hopes fading before me, almost as if they were wandering off into the forest and away from me. I held onto them only by the thinnest tether before I realized what must be happening and, having learned all I could, I gladly took my leave.



Dercallen

The Court of Mist

Throughout my time in the realm of Faerie, I had journeyed through many other realms, so many that did not make it into this account, places where feelings and morality played a more uncertain role. A realm with hot sands and hot pools could have felt brutal and destructive, but never once did my tongue dry out or my energy sap from the heat. I concluded that whichever fey creature ruled that land had to be both dangerous and benevolent. Another realm, with shady glades and wide-open, lovely fields, contained an ever-present feeling that one was being watched and not by kind eyes, though I never did spot another soul in that place. Yet another realm displayed a night sky always filled with stars winking mischievously as I passed through, seeming to remind me of some joke we were in on together. I left that place with a strange feeling of deep sorrow.

However, dear reader, my journey did end; otherwise, you wouldn't be reading my recount! In time, I discovered the Court of Mist and embarked on my final adventure.

The waterfalls surrounding the entrance of the Court of Mist, their mists concealing the beauty within, including that of the allure dragon herself, contributed to the name of this place. Indeed, words almost fail to describe the realm in which I found myself at the end of my long and arduous journey.

As opposed to the Court of Decay, here a light shone out from every surface, especially from the dew of the many waterfalls, grand and small, through which I traveled or beside which I passed. I climbed to enormous heights and found myself at lookouts that laid before me a divine world, where clouds chased one another like children playing a game and where trees swayed in a frenzied and utterly delightful dance. I felt that any painter who stood where I stood might have lost themselves trying to capture that movement, that life, that otherworldly glow. I found myself in a place of true goodness; the realm was indeed a perfect reflection of the essence of its dragon, called Belsa, whom I eventually had the pleasure of meeting.

Beauty and danger, humor and gravity, all exist in chaotic harmony in Faerie, beating together as one heart. All are enhanced here, and all live and breathe, whether a pebble is angry to have been kicked into a puddle or a cloud lonely for having been left behind by its brothers.

I completed my work on Faerie while in the Court of Mists and had by then known the pleasure of meeting Belsa, who had, unbeknownst to me, endorsed my stay upon my entrance. By the end of our talk, a haze had overtaken my mind again, this time one filled with an overwhelming sense of peace. Through the fog, I understood that I'd have to return home before long, though I might have stayed much longer had Belsa not



pushed me to share when, exactly, and where I'd need to return.

Moments later, I found myself near a waterfall, and a strong urge came over me to walk into it. I don't believe the feeling was caused by a magical compulsion or even an external effect. Rather, I'm sure I felt by then the necessity of my return and that my own instincts drove me forward through that water. As I immersed myself, I found a pitch-black cave behind the falls and, from there, kept walking. Though I could not see a thing, I soon felt a chill in the air. I could tell that something was changing.

When the mists parted and the light returned, I found myself standing beside a familiar lake once again. As if from a childhood memory, I remembered the path back to the nearby cabin. I set out immediately; after all I had endured, I figured I deserved a hearty cup of tea.

As I sipped my tea from the cozy confines of the cabin, toweling the moisture off my scales, I pondered all that I had learned from my travels through this other realm. The various lessons. The near misses with catastrophe. The friends I made along the way. The realm of Faerie was at once exactly as I had expected, as well as far beyond my imagination.

I can describe to you in this text, as best as I am able, what it felt like to enter a place where thoughts, feelings, and stories could shape the world around me. However, dear reader, I fear that my words don't do justice to the experience. If there's one thing I can tell you for sure about my perilous field research, it's that you have to live through Faerie to truly understand it. Even then, and even as a scholar of esteemed credentials, I wouldn't say that I understand it in full. And in that case, there's only one thing to do: perform even more research on the topic!

—Kallizandrex, Sage Aeternal





Chapter 2: Player Options



Fairy Dragon Tactics and Techniques

While my journey through the realm of Faerie offered me great insight into the environs of fairy dragons, I also strived to provide a deeper understanding of how they engage in battle. I was, perhaps, fortunate in that I didn't engage in pitched combat with a fairy dragon throughout my journey, but the side effect was that I didn't get to experience those skills firsthand in a visceral way.

Despite this, I gathered a wealth of tales from my aeternal alicorn dragon friend Karkane, who spent some time in the realm of Faerie before transitioning to the mortal realm due to the consequences of his lux aeterna ritual and continued to traverse both realms throughout his ongoing adventures.

Why ask Karkane? Well, for one, the information he provided me about the realm of Faerie had been spot on and gloriously detailed for my plethora of notes and records. In addition, locating him in the realm of Faerie was surprisingly simple, something that is never guaranteed when venturing here. But more importantly, he presented me with information from the perspective of an aeternal alicorn dragon, which I found sorely lacking in my cultural canvassing of Faerie.

I spoke to more than a few intriguing and illuminating fairy dragons while I was there, but all of them were traditionalists, and that represents a certain bias in the information I was able to receive from them. Not that aeternal dragons don't have biases of their own, but after undergoing the lux aeterna ritual, the world and interacting with it can present a very different viewpoint. And it was this viewpoint that I sought.

And so I asked Karkane to provide me with details on the capabilities of aeternal alicorn dragons, and it turned out that once again, he was able to exceed my expectations. He had worked together with other aeternal fairy dragons of all sorts in the past—surprisingly, including even a mischief dragon! And from that show of mutual cooperation, he had managed to discern much about the capabilities of aeternal fairy dragons, both on and off the battlefield.

As always, I listened with a skeptical ear; aeternal dragons are all different, both in the ritual's effects and the magic's growth on the dragon thereafter. However, I will outline his encounter and subsequent journey with numerous other aeternal fairy dragons for you, albeit briefly.



BATTLEZOO DRAGONS: FAIRY DRAGONS

Introduction

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Hunting the Shadow Wolf

In the mortal world, wolves are usually cautious and opportunistic hunters. They go after the weakest possible prey, so dragons, even hatchlings, aren't on the menu. However, some wolves dare to hunt mortal children, prompting their parents to regale their offspring with tales of the "Big Bad Wolf" to reassure them and prevent them from venturing into the woods at night. Consequently, these mortal stories helped shape the wolves found in Faerie, making them absolutely terrifying.

That is when Karkane enters the story, as he was working with an allure dragon associate, a fellow aeternal dragon, to hunt down one such storybook wolf for a sizable reward from a local court. The two tracked the creature across a lonely moor, then into dark woods, all the way to a foreboding castle. Was this castle always here? What connection did the castle have with the wolf? Karkane wanted to investigate immediately.

The wolf, as clever and crafty as the tales suggested, had used the castle as a distraction, circling back around its own trail to pursue the hunters. And at the moment that Karkane stopped to think about the mysterious edifice, the wolf struck, its eyes glowing with wisps of purple energy.

This shadow wolf was a monster, in the truest sense. The Faerie realm produced a foe that should have been far too powerful for them to handle, but luckily Karkane's aura shielded them from the worst of the wolf's aura of primal fear. The two dragons quickly unleashed their breath; Karkane's brilliant beam weakened the wolf's shadowy composition, while his alluring dragon comrade's perfumed breath threw the wolf off-balance. The wolf tore into Karkane, and he responded with a horn. Fortunately, the horn of an alicorn dragon can penetrate a creature of mist and shadow, such as the shadow wolf, which possesses no corporeal form except when it chooses to solidify in order to attack. The exchange continued, with the allure dragon casting spells to protect Karkane and soothe both of their minds and wounds.

But it wasn't enough to outpace the wolf's ferocity and relentless attacks. As the allure dragon unleashed a final, desperate spell, and Karkane shielded his staff with a dazzling rainbow of energy, it appeared that the wolf was about to strike Karkane with a ferocious bite. Suddenly, the two dragons noticed something lurking behind the wolf—a mischief dragon! Were they allies of the wolf? The owner of the castle? If Karkane's group had any chance, it was fighting the wolf two-on-one, and it looked like the odds were about to even out in the wolf's favor.

Only... things weren't as they appeared! The mischief dragon suddenly swooped down and vomited a gout of acid at the wolf. While the wolf instinctively retreated from this new threat, it unintentionally stepped into a spotlight snare that the mischief dragon had strategically placed beforehand. The wolf howled in pain, unable to

finish off Karkane once and for all.

In combat, as in many things in life, timing is key, and such was the case here. That one crucial moment likely made the difference between life and death, as Karkane's group were able to magically recover from their wounds and continue the assault in full force. With the mischief dragon flitting about behind the foe and flanking with Karkane, the three unlikely allies had no problem finishing off the wolf.

After the battle, they took some time to discuss matters with the mischief dragon, who also happened to be an eternal dragon! They had planned to trap and defeat the wolf themselves, only to realize the creature was far more dangerous than they had anticipated. After a short deliberation, the three agreed to split the reward for the quest equally among themselves.

And that's how an unlikely group of three powerful aeternal fairy dragons first met! The story, as Karkane tells it, is longer and even more detailed, and I was able to use the extensive notes I took in order to discern more than a few secrets about aeternal fairy dragons, as well as prove several of my hypotheses correct. In the journal enclosed with this introduction, I've attempted to quantify this information for you as best as I can. I hope that this serves as a source for other scholars to continue to refine our knowledge even further.

And if you're a fairy dragon considering whether or not you should pursue the lux aeterna ritual, allow the following pages to be your inspiration! This is who you could become, and all of these powerful abilities may be available to you if you work for them. And of course, once you become a famous aeternal dragon hero and the envy of other dragons everywhere, dear reader, I do hope you'll take some time out of your busy schedule to remember your old friend Kallizandrex, who provided you the blueprints you used to achieve your success. Nothing would make me happier than to receive an exclusive interview with you!

—Kallizandrex, Sage Aeternal

Become a Dragon!

Aeternal Fairy Dragons Overview

This chapter contains everything you need to play a fairy dragon. The dragon species (page 20) presents details on the lux aeterna ritual, playable dragons, and additional options for fairy dragon ancestries. The draconic ravager (page 29) and dragon mage (page 30) archetypes allow you to transform your class feats into powerful new draconic benefits to embrace the draconic side of your character. Lastly, delve into the motivations of playable aeternal dragons of your chosen ancestry with player-focused lore entries penned by draconic scholar Kallizandrex (pages 45-49).

Dragon Species

Ancient beyond measure and mighty as legend, dragons awe, frighten, and inspire other species the world over. To some cultures, dragons are the very symbol of power. To others, the heralds of rulership. But to dragons, it is simply who they are. This simple truth colors the relationship between dragons and other species at a fundamental level. But not all dragons live like those in the pages of human storybooks, sleeping in a cavern full of treasure until some foolhardy adventurer dares to challenge them for their hoard. Sometimes the adventurer is the dragon!

Dragons are beings of magic, suffused with so much power that it is sometimes difficult for other species to recognize just how much of a dragon's arsenal depends on it. Even the greenest adventurer is likely to realize that a dragon's special breath weapon might be magical, along with the dragon's innate magical spells. But much of a dragon's magic is subtler, with dragons using magic for fundamental biological processes as naturally as a fish swims and breathes water.

For instance, the incredible resilience that builds up in a dragon's scales arises from the constant flow of magic through the scales, growing their strength over time. This same principle applies to the rest of a dragon's body, causing dragons to become more and more powerful as time goes on, unlike other creatures that grow to a physical peak and then decline past that point. Furthermore, dragons use extreme amounts of magic in order to fly. Normally a creature of a dragon's size and mass wouldn't be able to stay aloft through the use of wings. Dragons, on the other hand, augment their wings with significant magical expenditures, allowing them to not only fly despite their mass, but also to fly extremely quickly.

The magical potential of a dragon is vast, and by using those magical pathways over and over again, day after day, year after year, century after century, dragons become inordinately powerful. But the process is slow. And wherever delayed gratification exists, so too will there always be impatient innovators

seeking to find a way to achieve a goal faster and more easily. Most such efforts were either doomed to failure or produced dragons who quickly grew to immense power through unique and completely unreproducible means involving specific external factors. But the ritual known as lux aeterna stands out from all the others. Shrouded in mystery, the ritual has more conflicting stories purporting to describe its origin than there are opinions about proper hoard organization at a draconic moot.

While only some dragons know how to perform the ritual, all know its effects, both in terms of the incredible benefits it can offer a dragon, and the price the dragon must pay. The lux aeterna ritual is designed with several ingenious features, using a mix of physical transmutation, energy modulation reminiscent of the magic used to tap into ley lines, time magic, and spiritual magic, altering both the physical and metaphysical self. Despite the many deeply advanced magical techniques needed to create the ritual in the first place, it is deceptively simple for any dragon to learn the secrets to perform the ritual, even without a secondary caster. The best way to visualize

the effect of the ritual is that the recipient, either the dragon casting the ritual or a willing participant dragon, attempts to reach out across time and fate and drag all of the magic that would run through their bodies' pathways in a lifetime through themselves all at once. If this seems incredibly dangerous and likely to



have significant side effects and costs, that's because it is. But the rewards can be just as great.

If all goes according to plan, the magical pathways in the dragon's body permanently change, becoming slightly less efficient in some of their usual functions in the short term in exchange for greatly increasing the pathways' speed and capacity to learn and grow over time. Growth in power that might take an ordinary dragon centuries or millennia can happen across the space of just a few years, or even faster if the dragon participates in escalating stressful situations that flex their pathways to the limit. Additionally, a successful lux aeterna ritual flushes so many centuries of raw potentiality through the dragon's system that the process heals the dragon of all ailments, even life-threatening conditions. The dragon can also choose to use another dragon, or even a non-dragon, as a conduit for the energy, granting that creature the same benefit of being fully healed, and potentially increasing the creature's longevity if it wasn't a dragon. The conduit becomes metaphysically linked to the dragon through sharing the entirety of the dragon's former potential across the dragon's lifespan, which can have a variety of unusual side effects, such as adopting some of each other's mannerisms or an uncanny increased likelihood they run into each other again at random throughout their lives. Some dragons who are wary of the lux aeterna ritual claim that it shortens a dragon's natural lifespan, but there's been no way to prove this claim. It just seems intuitive to some that it must, since it's pulling power from your future, so doesn't that mean it must be at the expense of that future? Proponents of the ritual point to the lack of evidence, or to examples of dragons who have lived to become ancient after performing the ritual with no apparent issues. It is true that many dragons who receive the benefits of the ritual (known as aeternal dragons) die young, but the confounding factor is that the ritual incentivizes those dragons to take risky actions in order to gain power quickly, and it's been impossible to disentangle those two facts.

If you want to play a powerful character from a proud and ancient species, who has found a unique perspective among other species that your peers might call lesser, you should play a dragon.

You Might...

- Hoard treasure in various forms, whether it be material wealth, knowledge, or allies.
- Rush to challenge yourself so you can grow your magic and gain greater power.
- Either hew to traditional draconic battle with claws, jaws, and scales or choose to employ weapons and armor like other adventurers.

Others Probably...

- Don't understand the difference between you and a dragon who hasn't performed the lux aeterna ritual.
- Worry that you might try to eat them or confiscate their treasure for your hoard.
- Treat you with great respect and awe and expect you to be extremely powerful.

Names

Many aeternal dragons stick with the name they had before the ritual, typically a lengthy name in draconic. However, a growing number have decided to take a new name after their rebirth as an aeternal dragon to signify a fresh start. This is more common for aeternal dragons attempting to abandon their old ties among other dragons, as the new name makes it harder for their past to catch up to them. New names might be equally traditional to the original, but they might also be derived from any number of other means, such as a title gained for a great deed, or even a simple descriptive word in common.



Sample Names

Amaranth, Aishivarenn, Demon's End, Faelixien, Invincible, Kallizandrex, Lichbane, Mountainshaker, Obsidian, Rizanivash, Scribe, Shadow, Silverhorn, Varvaxelyndrill

Dragon Traits

Your dragon character possesses a number of traits, some of which depend on their draconic ancestry.

Ability Score Increase. One ability score of your choice increases by 1.

Age. Dragons of any age can perform the lux aeterna ritual, and thus even a fledgling aeternal dragon could be thousands of years old, technically speaking. However, the impressive magical energies of the ritual wipe away the effects of old age. Fledgling aeternal dragons emerge from the ritual brimming with youthful vigor and incredible potential. Though some scholars believe otherwise, aeternal dragons can live as long as their traditionalist counterparts, unless violence or some other tragedy cuts their life short.

Alignment. An aeternal dragon's ancestry strongly informs their beliefs, though far less so than traditionalist dragons of the same ancestry. Silver aeternal dragons, for example, are often champions of goodness, whereas black aeternal dragons tend to be conniving and mean-spirited. However, aeternal dragons know that their draconic blood need not determine their destiny. There's no reason any aeternal dragon can't abandon the ways of their ancestors and pursue a path of their own.

Size. Unless an aeternal dragon focuses their magic on increasing their size (which many do), they are no larger than members of the more common humanoid species. Your size is your choice of Small or Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You share the keen senses of traditionalist dragons. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table (**Table 1**). Each draconic ancestry is associated with a specific damage type (alicorn dragons, for example, are associated with fire). Furthermore, your ancestry determines the nature of your breath weapon (if any) and grants you additional dragon traits (see page 22). If an ancestry lists multiple damage types with an "and," that means half the damage for the breath weapon is of each type. If it lists an "or," that means you choose one of the types at character creation, after which the decision can't be changed unless your ancestry says otherwise.

Draconic Gifts. You gain one draconic gift from those listed in the dragon class (see pages 31–43). If a gift has prerequisites, you must meet them to gain it.

Dragon. Your type is dragon, rather than humanoid.

Natural Weapons. In addition to your normal unarmed strike, you gain two natural weapon attacks: a bite attack and a claws attack. Your bite attack deals 1d6 piercing damage. Your claws attack deals 1d4 slashing damage. You must have at least one free hand to make a claws attack.

You can use Dexterity instead of Strength for the attack and damage rolls of your claws attacks, but not with your bite attack.

Languages. You can speak, read, and write Common and Draconic.



TABLE 1: FAIRY DRAGONIC ANCESTRY

Dragon	Family	Damage Type	Breath Weapon
Alicorn	Fairy	Fire	5 by 30 ft. line (Dex. save)
Allure	Fairy	Psychic	15 ft. cone (Wis save)
Court	Fairy	Slashing	15 ft. cone (Dex save)
Mischief	Fairy	Acid or Poison	15 ft. cone (Dex save for acid, Con save for poison)
Pixie	Fairy	Poison	15 ft. cone (Con save)

Fairy Dragon Ancestries

Each type of fairy dragon introduced in this book represents a distinct fairy dragon ancestry, with a distinctive aesthetic, culture, and special abilities. Each ancestry also includes a damage type and shape for your breath weapon, and ability score increase, and a special ability. Your key spellcasting ability score for dragon species spells is your choice of Intelligence, Wisdom, or Charisma.

Alicorn Dragon Ancestry

You are descended from a line of peaceful seclusionists who take pride in offering guidance and inspiration to mortal visitors. You are a member of the fairy dragon family. Your associated damage type is radiant, and your breath weapon is a 30-foot-long, 5-foot-wide line of searing, rainbow-colored light, with a Dexterity saving throw.

Ability Score Increase. Your Charisma score increases by 2.

Glowing Horn. Your horn glows with magical, colorful light, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. You can use a bonus action to extinguish, rekindle, or change the color or colors of this light. Whenever you cast a spell or use your breath weapon, the light emitted by your horn brightens. If the light was extinguished, it immediately rekindles. Otherwise, the radius of bright and dim light shed by your horn increases by 20 feet until the end of your next turn.

Allure Dragon Ancestry

You are descended from a line of inspiring muses. You are a member of the fairy dragon family. Your associated damage type is psychic, and your breath weapon is a 15-foot cone of perfumed gas that produces regret in your foes, with a Wisdom saving throw.

Ability Score Increase. Your Charisma score increases by 2.

Composure. You're accustomed to dealing with big feelings and emotions. You have advantage on saving throws against being charmed.

Fairy Dragon Humor

Fairy dragons nearly universally possess a rich sense of humor, but unfortunately, what makes a fairy dragon laugh is quite different from what a mortal finds funny. Mischief dragons in particular have cruel and vicious senses of humor that share much in common with the most sadistic pranksters among mortals. Pixie dragons are equally focused on their merriments, but they pay much more attention to the reactions of those they prank and avoid truly mean-spirited hijinks. Court dragons prefer refined humor, satire, and wit, while allure dragons often find humor in the stories of the world around them. Meanwhile, alicorn dragons often engage in wordplay duels.

Court Dragon Ancestry

You are descended from a line of cunning fey politicians. You are a member of the fairy dragon family. Your associated damage type is slashing, and your breath weapon is a 15-foot cone of jagged mirror shards, with a Dexterity saving throw.

Ability Score Increase. Your Charisma score increases by 2.

Personal Narrative. You have a personal narrative, which you either seek to embrace, alter, or cast aside. Regardless, your knowledge of your narrative has made you confident in your abilities, aware of your flaws, and cool-headed under pressure. You have advantage on saving throws against effects that would frighten you.



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Fairy Dragon Bargains

While fairy dragons range in temperament greatly, from the relatively friendly allure dragon to the malevolent mischief dragon, few can resist a traditional fey bargain, even after performing the lux aeterna ritual. A future favor or an esoteric reward, such as a sigh of a dying first love, a tear of dawn's grief, or the laughter of lost innocence, can hold significance for them. In some ways, the lux aeterna ritual is like a traditional fairy tale bargain all its own, trading current capabilities for added growth potential.

Mischief Dragon Ancestry

You are descended from a line of cruel pranksters and vindictive saboteurs. You are a member of the fairy dragon family. Your associated damage type is your choice of acid or poison (chosen once when you first choose the mischief dragon ancestry), and your breath weapon is a 5-foot-wide, 30-foot-long line of either caustic vomit or noxious gas, with either a

Dexterity saving throw (if your damage type is acid) or a Constitution saving throw (if your damage type is poison).

Ability Score Increase. Your Charisma score increases by 2.

Saboteur. You have proficiency with one set of artisan's tools of your choice. When you make an ability check using your selected tools to cause mischief or mayhem, you have advantage.

Pixie Dragon Ancestry

You are descended from a line of joyful pranksters and friendly comedians. You are a member of the fairy dragon family. Your associated damage type is poison, and your breath weapon is a 15-foot cone of colorful, euphoric gas, with a Constitution saving throw.

Ability Score Increase. Your Charisma score increases by 2.

Natural Comedian. You have an innate sense of comedic timing and enjoy performing for a crowd. You have proficiency in the Performance skill. When you make a Charisma (Performance) check to give a comedic performance, you have advantage.

Physical Description

Aeternal dragons look mostly similar to dragons of the same ancestry who haven't performed the lux aeterna ritual. However, there are telltale signs, especially to creatures who can sense the flow of magic. An aeternal dragon's magic is weakened substantially at the moment of the ritual but becomes an unstoppable force, growing rapidly and adapting to every experience, and this is visible to those who can see magic's flow. Even to others, there are signs. For one thing, a larger dragon shrinks down to around the size of an orc after the ritual, and it requires practice and exerted effort to grow further. This means that while adventurers can usually guess a dragon's strength based on the dragon's size, an aeternal dragon might be much more powerful than their size suggests, as well as older, smarter, and more emotionally mature. An aeternal dragon's scales also very slightly reflect the new magical flow, in coloration patterns that are similar to but not identical to the dragon's coloration before the ritual. Noticing such a subtle difference, however, requires an incredibly keen eye, deep familiarity with the dragon's old scale coloration, or in most cases both. Of course, since aeternal dragons sometimes use armor and weapons,





a practice nearly universally abhorred by traditionalist dragons, the dragon's equipment can sometimes be the most obvious clue to an aeternal dragon's identity at a glance.

Some ancestries are harder to distinguish than others, however. For instance, among fairy dragons, court dragons often conceal their eternal status to shield themselves from courtly intrigue. This allows them to avoid notice and strike when they grow even stronger. Similarly, among wild dragons, harlequin dragons' scale reflection is almost impossible to notice without extensive analysis, and so aeternal harlequin dragons who choose to remain at a smaller size can often pass as younger traditionalists.

Society

Aeternal dragons haven't established a society of their own, and so they often take part in the society of other dragons, or of shorter-lived species, enjoying both as long as they can find acceptance, but never quite fitting into either perfectly. The exact reception they receive from traditionalist dragons depends on the specifics of the dragon's community and varies by ancestry (see pages 45-49), though it's almost never exactly the same as it was before the ritual. Traditionalists of many dragon ancestries react with disapproval, disappointment, or outright hostility. A rare few traditionalist dragons don't treat their aeternal kith or kin any differently than before, or work to understand the differences between aeternal and traditionalist dragons and act with tolerance. Regardless of the situation with other dragons, aeternal dragons feel a special kinship with other aeternal dragons.

Interactions with humanoids and their ilk are even more varied depending on the dragon's attitude and ability to blend in with a humanoid shape. Nonetheless, while the separation is not always a bad thing, sometimes born out of awe and respect, ultimately a dragon is still considered an "other" compared to even the most well-meaning of humanoid species. In many ways, an adventuring group is where an aeternal dragon can most feel at home, especially among other aeternal dragons. Fellow adventurers of other species might not share an aeternal dragon's lived experience, but they share a mission, a great power that sets them apart from others, and an ambition to grow stronger.

Beliefs

Aeternal dragons have a much weaker connection to specific philosophies than traditionalist dragons of the same ancestry. However, whatever philosophy other dragons of their ancestry usually possess has likely shaped the aeternal dragon's perceptions of others

Dragons and Dragonborn

The relationship between aeternal dragons and dragonborn is complicated, to say the least. Like many traditionalist dragons, some dragonborn are skeptical of the lux aeterna ritual and the benefits it purportedly affords. While dragonborn can understand the motives of dragons who perform the ritual at a young age or to save a life, many simply can't fathom why a fully grown dragon would willingly sacrifice their expansive wings and devastating breath weapons, even if it's only for a short time. To these dragonborn, the lux aeterna is a thoughtless waste at best and, at worst, an outright betrayal of their proud and noble bloodline. Those who are especially belligerent toward the ritual might actively shun or even attack aeternal dragons, though fortunately for aeternal dragons, those sorts of dragonborn are few and far between.

The disdain some aeternal dragons reserve for dragonborn who express such feelings does little to assuage these suspicions. While many aeternal dragons would just prefer to get along with dragonborn, some arrogant aeternals pity their "lesser" cousins, while others regard them with outright contempt. Still others are actually jealous of dragonborn, who are able to advance rapidly without the lux aeterna ritual and didn't have to struggle like the aeternal dragon did, potentially ruining relationships, in order to become this way. For this reason, it's possible for relationships to be frosty from the dragon's direction as well.

As always when it comes to dragons, these attitudes vary wildly from dragon to dragon, and from family to family. Dragons and dragonborn who share a common ancestry can be quite friendly, each regarding the other as a member of their extended family. Even individuals who would traditionally be enemies—those descended from red and gold dragons, for example—have been known to overcome their ancestral prejudices and forge enduring bonds. In this way, dragonborn and aeternal dragons can be close allies if they get to know each other.

and how they might act, so it's useful to know how traditionalist dragons of that ancestry usually think. This weakened connection is even true for dragons who would normally be forced to behave a certain way by the magic essence within them.

Aeternal dragons who choose to worship a deity most typically worship dragon deities, but they are far more likely than other dragons to resonate with the teachings of a deity popular among other species instead. Their choice of religion fits their new role in life as an aeternal dragon, rather than the preconceived assumptions of traditionalist dragons who share their ancestry.

Popular Edicts engage in challenging situations to grow your magic, seize the moment, become who you were meant to be

Popular Anathema allow "tradition" or "propriety" to hold you back, stagnate and give up, stop challenging yourself to reach new heights and settle for what you have



Dragon Class

The mysterious magic that flows in the blood of every dragon means they don't have to train or study to realize their maximum potential: they simply have to wait. Dragons who undertake the lux aeterna ritual, on the other hand, sidestep this requirement, but in return their latent abilities must be actively awakened through rigorous exercise and hard-won experience. To put it another way, in order to develop the powers that traditionalist dragons take a millennium or more to attain, an aeternal dragon must go on adventures! Aeternal dragons progress in restoring and then improving their draconic power via the dragon class. While fairy dragons are often focused on testing their skills, magic, and other indirect means of conflict resolution compared to some other dragon ancestries, ultimately they're still dragons, and many of them love a good fight when the time is right. Those aeternal fairy dragons who engage the most directly with their violent instincts, those who stand victorious time and time again in martial combat, are draconic ravagers. Meanwhile, those who focus more on the mystic arts are dragon mages. Either way, they unlock powerful abilities that might take other dragons millennia to learn.

How an aeternal dragon's power manifests depends greatly on how they choose to apply their magic once the lux aeterna ritual is complete. Dragon mages, as their name implies, focus their abilities into the casting of spells, performing complex rituals to protect their hoards and calling forth maelstroms of elemental energy to devastate their foes. As their abilities develop, dragon mages learn to channel the power of their spells into their claws, their teeth, and even their breath weapons. Indeed, for many dragon mages, the pinnacle of achievement is the ability to animate their breath weapon, imbuing it with such magic that it takes on a life of its own.

Draconic ravagers, on the other hand, choose not to channel their magic into spells, but into their own bodies. At the same time, they undergo periods of intense martial training, honing their skills on the battlefield until they rival those of the greatest mortal tacticians. While some draconic ravagers take up swords and other weapons to combat their foes, and may even wear armor to protect themselves, just as many rely on their claws, teeth, and scales. The most powerful draconic ravagers often grow to monstrous size and may be nearly indistinguishable from the great wyrms of their traditionalist counterparts.

Class Features

Special: Your species must be dragon to gain levels in the dragon class.

As a dragon, you gain the following class features.

Hit Points

Hit Dice: 1d8 per dragon level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dragon level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Acrobatics, Animal Handling, Arcana, Athletics, History, Intimidation, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon (if proficient) or (b) any simple weapon
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) leather armor or (b) chain mail (if you are proficient)
- (a) a dungeoneer's pack or (b) a scholar's pack

Instead of this starting equipment and the equipment granted by your background, you can choose to start with 3d4 x 10 gp, which you can use to purchase your starting equipment.

Breath Weapon

You have regained your breath weapon, the devastating signature of draconic might. You can take an action to exhale a blast of destructive energy. Your draconic ancestry determines the size, shape, and damage type of your breath weapon.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw is equal to 8 + your proficiency bonus + your Constitution modifier. A creature in the area of your breath weapon takes 2d6

damage on a failed save, or half as much damage on a successful one. The damage increases to 3d6 at 3rd level and every 2 levels thereafter, to a maximum of 11d6 at 19th level. Once you use your breath weapon, you can't use it again until you complete a short or long rest.

Draconic Surge

When you make claw attacks, you can surge to attack again, albeit with less force. If you use the Attack action to attack only with your claws on your turn, you can make one claws or bite attack as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Evolutions

Your growth mirrors that of traditionalist dragons who refuse to perform the lux aeterna ritual, albeit at a greatly accelerated rate. Depending on how you chose to focus your innate magic, you might develop the sturdy scales, terrifying presence, or devastating breath weapon of the most ancient of wyrms.

At 1st level, choose one of the following options and gain the benefit listed under lesser evolution. You can choose an additional evolution, or advance an evolution you already chose to the next tier of power, at 3rd, 6th, 10th, 14th, 18th, and 20th level. Other sources, such as your dragon archetype, might grant you additional evolution advancements. You can't take an evolution more than once.

When you select an evolution, you gain certain benefits. As you increase in dragon levels, you become capable of more powerful forms of your evolutions, using your evolution advancements. At 6th level, you can take moderate evolutions, at 10th level, you can take greater evolutions, at 14th level, you can take major evolutions, and at 18th level, you can take supreme evolutions. When advancing an evolution, you must do so in order; for instance, you couldn't skip straight from the lesser evolution of size to the supreme evolution, you have to take each one, one at a time. While some evolutions have all five tiers of advancement, many evolutions only have three of the five tiers, which vary by evolution.

Draconic Resistance

Your scales protect you against a type of damage determined by your ancestry.

- **Lesser Evolution (Level 1):** You have resistance to the damage type associated with your draconic ancestry. Magma dragons gain resistance to fire damage, and occult and tumult dragons gain resistance to the type of damage they chose.
- **Moderate Evolution (Level 6):** You can use

TABLE 2: THE DRAGON

Proficiency		Features	Evolutions		Gifts
Level	Bonus				
1st	+2	Breath Weapon, Draconic Surge, Dragon Archetype, Evolution	1	—	
2nd	+2	Draconic Gift	1	2	
3rd	+2	Archetype Feature	2	2	
4th	+2	Ability Score Improvement	2	2	
5th	+3	Extra Attack	2	3	
6th	+3	Archetype Feature, Moderate Evolution	3	3	
7th	+3		3	4	
8th	+3	Ability Score Improvement	3	4	
9th	+4		3	5	
10th	+4	Archetype Feature, Greater Evolution	4	5	
11th	+4		4	5	
12th	+4	Ability Score Improvement	4	5	
13th	+5		4	6	
14th	+5	Archetype Feature, Major Evolution	5	6	
15th	+5		5	6	
16th	+5	Ability Score Improvement	5	7	
17th	+6		5	7	
18th	+6	Supreme Evolution	6	7	
19th	+6	Ability Score Improvement	6	8	
20th	+6		7	8	

an action to become immune to the damage type associated with your draconic ancestry for 1 minute. Once you use this ability, you can't do so again until you finish a long rest.

- **Supreme Evolution (Level 18):** You are immune to your associated damage type.

Dragon Scales

Over time, your scales become as strong as adamantite, offering you unparalleled defense.

- **Lesser Evolution (Level 1):** Whenever you aren't wearing armor, your AC equals 13 + your Dexterity modifier. If you are proficient in heavy armor, you can instead choose to have your AC equal 16.
- **Greater Evolution (Level 10):** Whenever you aren't wearing armor, your AC equals 17 + your Dexterity modifier (with a maximum Dexterity modifier of +2). When you are subjected to a critical hit, roll a d20. On a roll of 15 or higher, the critical hit becomes a normal hit.
- **Supreme Evolution (Level 18):** Whenever you aren't wearing armor, your AC equals 21. When you are subjected to a critical hit, you no longer need to roll a d20: any critical hit against you becomes a normal hit.

Multiiclassing and the Dragon

Follow these guidelines if you use the multiiclassing optional rule to gain a level in the dragon class.

Ability Score Minimum. To take a level in the dragon class, or to take a level in another class if you are already a dragon, you must have a Constitution score of at least 13 or a Charisma score of at least 13.

Proficiencies Gained. You gain proficiency with simple weapons and light armor when you take your first level as a dragon.

Spell Slots. If you choose dragon mage as your Dragon Archetype, add half your dragon levels (rounded up) to the levels from other spellcasting classes to determine your available spell slots.

Flight

You surge your power through your wings. Though at first they are too weak to support your weight for long, you grow stronger as you continue.

- **Lesser Evolution (Level 1):** The distance of both your running long jump and running high jump is doubled. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your dragon level.
- **Moderate Evolution (Level 6):** You gain a fly speed of 30 feet, but you fall if you don't end your turn on a solid surface.
- **Major Evolution (Level 14):** You gain a fly speed of 60 feet.

Frightful Presence

You may be small, but you can be as terrifying as your larger dragon kin.

As an action, you can project your awe-inspiring might onto those around you. Each target of your Frightful Presence that is aware of you must make a Wisdom saving throw. The DC for this saving throw is equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is frightened of you until the end of its next turn. If a target's saving throw is successful or the effect ends for it, the target is immune to your Frightful Presence for the next 24 hours.

You can use Frightful Presence a number of times equal to your Charisma modifier (minimum 1). You regain any expended uses when you finish a long rest.

- **Lesser Evolution (Level 1):** Your Frightful Presence affects one creature you choose within 30 feet of you.
- **Greater Evolution (Level 10):** Your Frightful Presence affects up to three creatures you choose within 60 feet of you. In addition, you now regain all expended uses of Frightful Presence when you finish a short or long rest.

- **Supreme Evolution (Level 18):** Your Frightful Presence affects every creature you choose within 120 feet of you.

Improved Natural Weapons

Your body is a natural killing machine, and every part of you can end your enemies' lives.

- **Lesser Evolution (Level 1):** You gain an additional natural weapon attack. Choose from horn, tail, or wings. Your horn attack deals 1d6 piercing damage, and your tail and wings attacks deal 1d4 bludgeoning damage. You can use Dexterity instead of Strength for the attack and damage rolls of your tail or wing attacks. Dragons from the imperial dragon family don't have wings, so if you're a dragon from that family, you can't gain wing attacks.
- **Moderate Evolution (Level 6):** The damage die of all natural weapons you gained from the dragon species or class increase one step (from a d4 to a d6, for example, to a maximum of d12). In addition, your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Greater Evolution (Level 10):** Choose an additional natural weapon. The damage die of all natural weapons you gained from the dragon species or class increase an additional step (to a maximum of d12).
- **Major Evolution (Level 14):** The damage die of all natural weapons you gained from the dragon species or class increase an additional step (to a maximum of d12).
- **Supreme Evolution (Level 18):** Choose an additional natural weapon (if you're a dragon from the imperial family, there aren't any more to choose). You gain a +2 bonus to damage rolls with all natural weapons you gained from the dragon species or class.

Size

As your power grows, so too does your physical stature, which also increase your hardiness.

- **Lesser Evolution (Level 1):** Your dragon class hit die increases to a d10. If you took this evolution after 1st level, to make up for previous levels where you used a d8 hit die instead of a d10, increase your hit points by 1, plus another 1 for each such level.
- **Moderate Evolution (Level 6):** Your size becomes Large. If you have a tail natural weapon, the reach of that attack increases to 10 feet.
- **Greater Evolution (Level 10):** Your dragon class hit die increases to a d12. To make up for the levels where you had a d10 hit die, increase your hit points by an additional 9 (or by 1 for each dragon

class level where you used a d10, if you took this evolution advancement after 10th level).

- **Major Evolution (Level 14):** Your size becomes Huge. If you have a tail natural weapon, its reach increases to 15 feet. The reach of all your other natural weapons increases to 10 feet.
- **Supreme Evolution (Level 18):** Your size becomes Gargantuan. If you have a tail natural weapon, its reach increases to 20 feet. The reach of all your other natural weapons increases to 15 feet.

Unconquerable

So long as you live, no enemy can defeat you.

- **Lesser Evolution (Level 1):** You gain proficiency in your choice of Strength saving throws or Intelligence saving throws.
- **Moderate Evolution (Level 6):** When you fail a saving throw, you can reroll the die and use the new result. Once you have used this ability, you must finish a long rest before you can use it again.
- **Greater Evolution (Level 10):** You gain proficiency in a second saving throw in which you are not already proficient.
- **Major Evolution (Level 14):** You can reroll a saving throw twice between rests.
- **Supreme Evolution (Level 18):** You can reroll a saving throw three times between rests.

Draconic Gifts

The ways in which dragon magic manifests differ from dragon to dragon, and this is particularly true for dragons who undertake the lux aeterna ritual.

At 2nd level, you gain two draconic gifts of your choice. Your draconic gift options are detailed at the end of the dragon class description. When you reach certain dragon levels, you gain additional gifts of your choice, as shown in the Gifts column of the Dragon table (Table 2).

Dragon Archetype

At 1st level, you choose a dragon archetype: Draconic Ravager or Dragon Mage. Your choice grants you features at 1st level and again at 3rd, 6th, 10th, and 14th level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you are a dragon mage, you can cast a cantrip on your dragon mage spell list that you gained from the dragon class in place of one of those attacks.

Dragon Archetypes

Your dragon archetype determines whether you choose to focus on developing your physical might or magical prowess.

Draconic Ravager

As a draconic ravager, you understand that the fastest way to end a conflict is through the application of immediate and inexorable force. You focus your magical power into enhancing your muscles, scales, natural weapons, and martial prowess.

Additional Evolution

At 1st level, you gain an additional lesser evolution of your choice.

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons, medium armor, heavy armor, and shields. You gain proficiency in your choice of Acrobatics, Athletics, or Intimidation.





When Ravagers Attack!

Fairy dragon draconic ravagers aren't always as likely to reach for a violent solution immediately as other draconic ravagers might be... but that just means the threat of sudden extreme violence is just another tool in their tool kit. Those who fear the risk of angering the fairy dragon lose the momentum in a negotiation and start on the back foot. On the other hand, when a fairy draconic ravager *does* choose to lose themselves in violence, the result is quite impressive and memorable. In that way, the contrast serves to strengthen the impression.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

AERIALIST

You gain the Flight evolution, or a different evolution of your choice if you already have the Flight evolution. You gain a +1 bonus to attack rolls you make while flying or jumping.

CATACLYSM

The damage dice dealt by your Breath Weapon increase from d6 to d8, and the number of damage dice dealt by your Breath Weapon increase by 1 die (from 3d8 to 4d8 damage at 3rd level, from 4d8 to 5d8 at 5th level, and so on).

JUGGERNAUT

You gain the Dragon Scales evolution, or a different evolution of your choice if you already have the Dragon Scales evolution. While you aren't wearing armor, you gain a +1 bonus to AC.

TOOTH AND CLAW

You gain the Improved Natural Weapons lesser evolution, or a different lesser evolution of your choice if you already have the Improved Natural Weapons lesser evolution. When you use Draconic Surge, you add your ability modifier to the damage of the bonus attack.

Additional Draconic Gift

At 6th level, you gain an additional draconic gift of your choice. The gift must have the Draconic Ravager Archetype as a prerequisite, and you must meet all of the gift's other prerequisites.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Second Additional Evolution

At 12th level, you gain an additional lesser evolution of your choice. You can advance one of your existing evolutions instead, but you must meet the level requirements of that advancement to do so.

Natural Strike

At 14th level, your natural weapons deal an additional die of damage (2d6 instead of 1d6, for example) of the same type dealt by the natural weapon. At 20th level, your natural weapons deal two additional dice of damage (3d6 instead of 2d6, for example).

Dragon Mage

As a dragon mage, you have perfected the magic that flows through you, gaining the ability to cast spells alongside your other magical abilities.

Bonus Proficiencies

At 1st level, you gain proficiency in your choice of Arcana, Nature, or Religion.

Spellcasting

You have developed your natural affinity for magic, allowing you to cast magical spells. When you gain this feature, choose cleric, druid, or sorcerer. The spell list of that class becomes your dragon mage spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from your dragon mage spell list. You learn additional dragon mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Dragon Mage Spellcasting Table (Table 3). At 5th level, when you gain the extra attack feature from the dragon class, you can cast a cantrip on your dragon mage spell list that you gained from the dragon class in place of one of the two attacks.

SPELL SLOTS

The Dragon Mage Spellcasting table (Table 3) shows how many spell slots you have to cast your spells of 1st level and higher to a maximum of 5th level. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level dragon mage spells of your choice.

The Spells Known column of the Dragon Mage



BATTLEZOO DRAGONS: FAIRY DRAGONS

Introduction

Chapter 1: Fairy Dragon Lore

Chapter 2: Aeternal Fairy Dragons

Chapter 3: Fairy Dragon Bestiary

Supplement: Classic Great Wyrms

Spellcasting table (Table 3) shows when you learn more dragon mage spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the dragon mage spells you know with another spell of your choice from your dragon mage spell list. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Your spellcasting ability for your dragon mage spells is whichever of Intelligence, Wisdom, or Charisma your dragon ancestry can grant a +2 increase, or Charisma if your dragon ancestry doesn't allow you to increase any of those three ability scores. You use that ability whenever a spell refers to your spellcasting ability. In addition, you use that ability modifier when setting the saving throw DC for a dragon mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your spellcasting ability modifier

Spell attack modifier = your proficiency bonus +
your spellcasting ability modifier

Recover Power

At 3rd level, you can use a bonus action to recover an expended spell slot. Once you have used this ability to recover an expended spell slot, you must finish a short rest before you can do so again.

Additional Draconic Gift

At 6th level, you gain an additional draconic gift of your choice. The gift must have the Dragon Mage Archetype as a prerequisite, and you must meet all of the gift's other prerequisites.

Bespell Natural Weapon

At 10th level, you learn how to imbue magic into your natural weapon attacks. When you hit a creature with one of your natural attacks, you can expend one dragon mage spell slot to deal extra damage to the target, in addition to the natural attack's damage.

The type of this extra damage is the same type of damage that's associated with your draconic ancestry (for instance, fire damage for red dragons). The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8 for a 4th- or 5th-level dragon mage spell slot.

Breath Magic

At 14th level, you learn to imbue magic into your breath weapon. When you use your breath weapon,

TABLE 3: DRAGON MAGE SPELLCASTING

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	3	3	2	—	—	—	—
2nd	4	3	2	—	—	—	—
3rd	4	4	3	—	—	—	—
4th	5	4	4	2	—	—	—
5th	5	5	4	2	—	—	—
6th	5	6	4	3	—	—	—
7th	5	6	4	3	—	—	—
8th	5	7	4	3	2	—	—
9th	5	8	4	3	2	—	—
10th	6	8	4	3	3	—	—
11th	6	9	4	3	3	—	—
12th	6	10	4	3	3	—	—
13th	6	10	4	3	3	1	—
14th	6	11	4	3	3	1	—
15th	6	11	4	3	3	2	—
16th	6	11	4	3	3	2	—
17th	6	12	4	3	3	3	1
18th	6	12	4	3	3	3	1
19th	6	12	4	3	3	3	2
20th	6	13	4	3	3	3	2

you can expend one dragon mage spell slot to deal extra damage to all targets in the area of your breath weapon.

The type of this extra damage is the same type of damage associated with your draconic ancestry (for instance, fire damage for red dragons). The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6 for a 4th- or 5th-level dragon mage spell slot.

Draconic Gifts

If a draconic gift has prerequisites, you must meet them to gain it. You can gain the gift at the same time that you meet its prerequisites.

Some draconic gifts grant you the ability to cast a spell. To cast one of these spells, you must use its normal casting time and follow the general rules for spellcasting, unless otherwise noted. Your spellcasting ability for spells granted via draconic gifts is whichever of Intelligence, Wisdom, or Charisma your dragon ancestry can grant a +2 increase, or Charisma if your dragon ancestry doesn't allow you to increase any of those three ability scores. You use your spellcasting ability when setting the spell's saving throw DC and when making attack rolls with it.

Spell save DC = 8 + your proficiency bonus +
your spellcasting ability modifier

Spell attack modifier = your proficiency bonus +
your spellcasting ability modifier



1ST LEVEL GIFTS

Alicorn Honesty

Prerequisite: alicorn draconic ancestry

You're honest to a fault and hold others to the same standard. You have advantage on Wisdom (Insight) checks to sense when others are lying and Charisma (Persuasion) checks to convince others you speak the truth when you are telling the truth. You have disadvantage on Charisma (Deception) checks to lie.

Amphibious Ease

Prerequisite: You must have a swim speed

You channel your magic through your body, allowing you to move through water with ease. Your swim speed increases by 10 feet.

Amphibious Mischief

Prerequisite: mischief draconic ancestry

You pull pranks both on land and underwater. You gain a swim speed equal to your walking speed, and can breathe both air and water.

Animal Shape

Prerequisite: mischief draconic ancestry

You can use an action to magically polymorph into a Tiny beast or back into your true form. You revert to your true form if you fall unconscious or die. Any equipment you are wearing or carrying is absorbed into your beast form. While in beast form, you retain your ability to speak but can't cast spells or use any ability that would be prevented by the nature of your new form (typically, any benefit you gain from an evolution).

Caustic Corrosion

Prerequisite: mischief draconic ancestry

Your bite can melt solid objects and other defenses. When you score a critical hit with your bite attack against an object or construct, you deal additional acid damage equal to your proficiency bonus.

Change Shape

You can use an action to magically polymorph into a specific Small or Medium humanoid, or back into your true form. Your game statistics remain the same in either form, although your size may change, and you lose any abilities that rely on a part of your body that you don't have in your humanoid form (typically, any benefit you gain from an evolution). You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by your new form (your choice).

Draconic Advance

Prerequisite: Draconic Ravager archetype

You surge into battle with a rush of speed. When you use your action to Dash, you can use a bonus action to make one natural weapon attack at the end of the movement.

Draconic Cantrip

You learn one cantrip from the cleric, druid, or sorcerer spell list.

Draconic Pride

Prerequisite: Unconquerable evolution

You are unbeatable, insurmountable, monumental, and more than a mere mortal—that's what you tell yourself at least. As a bonus action, you can convince yourself that you are nigh immortal. For the next minute, you have advantage on saving throws against effects that impose the frightened condition. However, if you fail a saving throw against a frightening effect while Draconic Pride is active, you suffer a catastrophic wave of anxiety. Your Draconic Pride ends, and you have disadvantage on saving throws against frightening effects for the next minute.

Once you've used this ability, you must finish a short or long rest before you can do so again.

Draconic Verve

Your innate magic grants you the ability to shake off torpor, making it harder for others to force you to sleep or paralyze you. Magic can't put you to sleep, and you have advantage on saving throws against effects that impose the paralyzed condition.

Dragon Lore

You gain proficiency in Arcana and History. Whenever you make an Intelligence (Arcana or History) check related to dragons, add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dragon Scent

You have proficiency in Perception. You have advantage on Wisdom (Perception) checks related to smell.

Dragon's Endurance

You can use a bonus action to surround yourself with a magical protective force field, preventing harm before it can reach you. You gain temporary hit points equal to twice your dragon level. The temporary hit points last for 1 minute. Once you've used this ability, you must finish a long rest before you can do so again.

Fairy Bond

Prerequisite: alicorn, allure, court, mischief, or pixie draconic ancestry

You have a deep connection to the fey. You have advantage on Charisma checks made to influence fey creatures.

Fated Defense

Prerequisite: court draconic ancestry

While your story hasn't reached the climax, you can shake off lesser threats in your way. When you would make a saving throw and aren't facing the final campaign villain (or another narratively appropriate villain, as determined by the GM), you can use your reaction to make the saving throw with advantage. Once you use this gift, you can't do so again until you finish a short or long rest.

Hoard Hauler

Years spent carrying your hoard from place to place has made it easier to lift and carry burdensome loads. You gain proficiency in Athletics, and your carrying capacity doubles.

Hoard Warden

Prerequisite: Dragon Mage archetype

You've learned to use abjurations to alert you of burglars coming after your hoard. You can cast *alarm* without expending a spell slot. You must finish a long rest before you can do so again.

Inspire Ally

Prerequisite: allure draconic ancestry

Over the course of 10 minutes, you can inspire a willing creature within 5 feet of you by giving them an inspirational speech and your undivided attention. As long as the creature remains in good standing with you, they have advantage on Charisma (Performance) checks and ability checks using artisan's tools. The effect lasts until you use this gift to inspire a different creature or until you decide to revoke your inspiration (which doesn't require an action).

Nature Tongue

Prerequisite: allure draconic ancestry

You've got a knack for conversing with the flora in areas similar to your old sanctuary. Choose a type of plant or fungus, such as deciduous trees, vegetables, or flowers. You can speak to plants of that type as if you shared a language, and you have advantage on Charisma checks made to influence them. Most non-creature plants have a distinctive view of the world around them, so they don't recognize details about creatures or know anything about the world beyond their immediate vicinity. Cunning plant creatures are likely to be terse and evasive, while less intelligent ones often make inane comments.

Reptile Speaker

Prerequisite: alicorn, allure, or mischief draconic ancestry

While the claim that dragons are related to reptiles is preposterous, you nonetheless have a strong affinity for scaly animals. Using sounds and gestures, you can communicate simple ideas with reptilian beasts of Small size or smaller, such as snakes, lizards, and tortoises.

Soaring Leap

With a flap of your wings, you make a mighty leap. As an action, you jump up to 30 feet in any direction, but you fall if you don't end the jump on a solid surface. Once you've used this ability, you must finish a long rest or short rest before you can do so again.

Speedy Sabotage

Prerequisite: mischief draconic ancestry

You're an expert saboteur and trapsmith, capable of picking locks and breaking objects in a flash. You gain proficiency in the Sleight of Hand skill and with thieves' tools. At 4th level, you can use a bonus action on your turn to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Spiritual Horn

Prerequisite: alicorn draconic ancestry

Your horn glows with a spiritual power, allowing you to harm spirits and other incorporeal creatures more easily. Damage you deal to

Draconic Ravager Techniques

Fairy dragon draconic ravagers vary in their use of martial techniques and the way they channel their evolving magic into their bodies. Most draconic ravagers cultivate unique magical martial techniques that set them apart from other aeternal dragons. These techniques and styles are constantly evolving and differ from dragon to dragon. Some aeternal dragons name their draconic ravager style in a fashion that describes the way they fight on the battlefield. For instance, an aeternal allure dragon draconic ravager might fight with the Immortal Blossom, a combat style that emphasizes maintaining your composure and health in the face of constant assaults.

Meanwhile, an aeternal mischief dragon draconic ravager might fight with the Nasty Surprise, a combat style emphasizing unpredictability and catching your foe off-guard to strike them when they least expect it, while an aeternal court dragon draconic ravager might employ the Rapier Wit, a combat style that taunts foes into revealing a weakness and then focuses on drilling down on that weakness until the foe is defeated.

incorporeal creatures is considered magical for the purposes of overcoming resistance or immunity to nonmagical damage.

Weave Narrative

Prerequisite: court draconic ancestry

You can use an action to proclaim a goal you aim to accomplish, weaving the goal into a story to leverage your own narrative to your benefit. For the next minute, you gain a +1 bonus to attack rolls against creatures that directly oppose your efforts to achieve your stated goal, as well as a +1 bonus to ability checks that could directly help you achieve your goal. If you achieve your goal before the effect ends, you feel a rush of self-righteous elation, and you gain a number of temporary hit points equal to your level. If you fail to achieve your goal, you are instead overcome with disappointment, and you become frightened for 1 minute.

Once you use this gift, you can't use it again until you finish a short or long rest.

5TH LEVEL GIFTS

Aeternal Stride

Prerequisite: 5th level

You can tap into the lingering magic of the lux aeterna ritual to move in the blink of an eye. As an action, you can move up to twice your speed without provoking opportunity attacks. Once you've used this ability, you must finish a short or long rest before you can do so again.

Animal Speaker

Prerequisites: 5th level, Reptile Speaker gift

Reptiles might be your favorites, but that doesn't mean they're the only animals with whom you converse. You can cast *speak with animals*. Once you use this gift to cast *speak with animals*, you must finish a short or long rest before you can do so again.



Anoint Temporary Sanctuary

Prerequisites: 5th level, allure draconic ancestry, Dragon Mage archetype

As an action, you can form a temporary bond with a region of the wilderness, which becomes your sanctuary for 24 hours or until you anoint another sanctuary. The sanctuary is a 10-foot-radius area centered on yourself when you anoint the sanctuary. All creatures other than you and creatures you designate when you create the sanctuary treat the area as difficult terrain. In addition, plants within the area intervene to shield you from harm, causing creatures to have disadvantage on attack rolls against you and the designated creatures while you or the designated creature are inside the sanctuary.

Once you use this gift, you must finish a long rest before you can do so again.

Antipodal Duality

Prerequisites: 5th level, Draconic Ravager or Dragon Mage archetype

While most dragons focus their magic toward either combat techniques or advanced spellcasting, the unique way you've progressed after the lux aeterna ritual makes you especially suited to

learn it all. If your archetype is Draconic Ravager, you gain proficiency in your choice of Arcana, Nature, or Religion. If your archetype is Dragon Mage, you gain proficiency in your choice of Acrobatics, Athletics, or Intimidation. In addition, you are considered both a Draconic Ravager and a Dragon Mage for the purposes of meeting the prerequisites of draconic gifts.

Bite of Opportunity

Prerequisites: 5th level, Draconic Ravager archetype

When you hit a creature with an opportunity attack using your bite attack, the creature's speed is reduced to 0 for the rest of the turn.

Caustic Breakdown

Prerequisites: 5th level, mischief draconic ancestry

The acid in your jaws breaks down hard materials with ease. When you hit an object or construct with your bite attack, you deal the target additional acid damage equal to your proficiency bonus (or twice your proficiency bonus on a critical hit if you also have the Caustic Corrosion gift).

Conductive Scales

Prerequisites: 5th level, Dragon Mage archetype, Dragon Scales evolution

When you cast spells, magical power surges through your scales, briefly granting you increased protection. Whenever you cast a dragon mage spell of 1st-level or higher, you also gain a bonus to your AC equal to half the spell's level (rounded down, minimum 1) until the start of your next turn.

Deep Breath

Prerequisites: 5th level, Breath Weapon

You can breathe in deep to deliver a more powerful breath. When you use your breath weapon, you can choose to take a deep breath. If you do, your breath weapon deals two additional dice of damage. In addition, the area of your breath weapon increases to a 60-foot line if it was a 30-foot line, a 30-foot cone if it was a 15-foot cone, or a 10-foot burst within 60 feet if it was a 5-foot burst within 30 feet. Once you've used Deep Breath, you must finish a long rest before you can do so again.

Defensive Flutter

Prerequisites: 5th level, pixie draconic ancestry, Draconic Ravager archetype

When a creature you can see misses you with a melee attack, you can use your reaction to flutter your wings, showering the triggering creature with a cloud of sparkling pixie dust. The creature has disadvantage on attack rolls until the end of its turn. The creature can end the effect early by moving at least 10 feet away from its current location.

Devastating Bite

Prerequisites: 5th level, Draconic Ravager archetype

Your bite attack scores a critical hit on a roll of 19 or 20, assuming it hits the target's AC.

Dive and Exhale!

Prerequisites: 5th level, Breath Weapon, Flight evolution

As an action, you can fly up to half your speed to an unoccupied space on a solid surface, unleashing your breath weapon as you land. Each creature within 10 feet of the space where you land is affected by your breath weapon, if it is available. This uses your breath weapon, making it unavailable until the next time you take a short or long rest.

Draconic Frenzy

Prerequisites: 5th level, Draconic Ravager archetype

You can thrash at your foes with a frenzy of natural attacks. As an action, you can make three attacks with any combination of your claws attack, bite attack, or another natural weapon you've gained from the Improved Natural Weapons evolution. At most, one of these attacks can be from each of your bite, horn, or tail attacks, and at most two of the attacks can be from each of your claw or wing attacks. You can make the attacks in any order. For example, you could attack with your bite once and your claws twice, or with your bite once, your tail once, and your claws once, but you couldn't attack with your bite twice and claws once, or with your claws three times.

Draconic Haste

Prerequisites: 5th level, Dragon Mage archetype

You draw upon the power of the lux aeterna ritual to increase your physical speed. You can cast *haste* on yourself without expending a spell slot. You must finish a long rest before you can do so again.

Draconic Hubris

Prerequisites: 5th level, Draconic Pride gift

Your self-image has reached dizzying heights, leading you to believe that nothing can harm you. While under the effects of Draconic Pride, you have advantage on all saving throws, not only those that impose the frightened condition. However, if you fail a saving throw, your hubris spells your undoing. Your Draconic Pride ends, and you have disadvantage on all saving throws for the next minute.

Draconic Secrets

Prerequisites: 5th level, Dragon Mage archetype

When you take this gift, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Dragon Mage table (Table 3), or a cantrip. The chosen spells count as dragon mage spells for you but don't count against the number of dragon mage spells you know.

You learn an additional spell at 10th, 14th, and 18th level.

Dragon's Instincts

Prerequisite: 5th level

Your draconic instincts alert you to danger. When you make an

Breath Magic and Edge Cases

In some rare cases, changing a spell's area might lead to unusual circumstances and situations where the spell no longer has a similar effect to the one it had with its original area. In all such cases, the GM determines how to adjudicate these circumstances based on the intent of the spell, and they might choose not to allow Breath Magic for spells that no longer make sense when using the new area from the Dragon Breath instead of the spell's original area.

For instance, a spell with a line area that deals damage and deposits the caster at the end of the line has a clear effect, but it's not obvious what you would need to do if you change the area from a line into a cone using Breath Magic. In this case, the GM might decide to deposit the caster at the far end of the cone in the center of the cone, as the caster travels along the imaginary line drawn through the center of the cone to reach the far end alongside the spell's effects.

initiative roll, you can choose to gain advantage on the roll. Once you've used this ability, you must finish a long rest before you can do so again.

Dragon's Tenacity

Prerequisite: 5th level

You pull forward the strength of your future self in order to avoid the first bit of damage you take each day. Each time you finish a long rest, you gain temporary hit points equal to your dragon level. These temporary hit points last until the next time you finish a long rest.

Dual Venomed Breath

Prerequisites: 5th level, mischief draconic ancestry, Dragon Breath evolution

You've practiced with your breath weapon enough times to recover the part you've been missing since the lux aeterna ritual. Your breath weapon can deal either acid or poison damage, chosen by you each time you use your breath weapon. Your breath weapon requires a Dexterity saving throw if you deal acid damage and a Constitution saving throw if you deal poison damage.

Earthbound

Prerequisites: 5th level, Dragon Mage archetype

Your inability to fly makes it particularly satisfying to bring flying creatures low. As an action, you can use your magic to force a creature you can see within 300 feet of you to make a Strength saving throw against your spell save DC. On a failure, the creature's flying speed is reduced to 0 for 1 minute. If it is in the air when you use this ability, the creature descends at a rate of 60 feet per round until it reaches the ground, where it lands without taking damage. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Once you've used this ability, you must finish a long rest before you can do so again.



Exhale Spell

Prerequisites: 5th level, *Breath Weapon*, *Dragon Mage* archetype

Magic fuels every dragon's breath, and in studying that process, you've learned how to deliver your spells through your breath. When you cast a dragon mage spell with an area and without a duration, you can expend your breath weapon to change the area of the spell to that of your breath weapon. The spell's other effects remain unchanged. If you have a gift that alters the size of your breath weapon, such as *Deep Breath*, you can choose to apply it to change the shape of your spell.

Fated Counterstrike

Prerequisites: 5th level, *court draconic ancestry*, *Draconic Ravager* archetype

Drawing on your knowledge of the narratives of both you and your attacker, you launch a quick and decisive retaliatory strike, taking advantage of an opening long foreseen. When a creature you can see targets you with a melee attack and rolls a 1 on the attack roll, you can use your reaction to make a melee attack against that creature.

Flare Light

Prerequisites: 5th level, *alicorn draconic ancestry*, *Improved Natural Weapons* evolution (horn)

You can cause your horn's light to flare brightly, dazzling your foe. When you hit a creature with your horn attack, you can force that creature to make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target is blinded until the end of your next turn. Once you use this gift, you must finish a short or long rest before you can do so again.

Gusting Trigger

Prerequisites: 5th level, *mischievous draconic ancestry*

You can flap your wings to create a gust of magical wind that triggers traps or picks locks from a distance. You can make Dexterity checks using thieves' tools as if you were standing in a space up to 30 feet away from you.

Hoard Deposit

Prerequisite: 5th level

The magical connection you maintain with your hoard allows you to deposit items into your hoard from afar. You can spend 10 minutes to perform a magical ritual, allowing you to teleport up to 30 pounds of nonmagical nonliving matter you touch to your hoard. Once you've cast this ritual, you must finish a long rest before you can do so again.

Horn Parry

Prerequisites: 5th level, *Draconic Ravager* archetype, *Improved Natural Weapons* evolution (horn)

When a creature within 5 feet of you makes a melee attack, you can use your reaction to impose disadvantage on the attack roll. You must be able to see the triggering creature.

Leverage Narrative

Prerequisites: 5th level, *Weave Narrative* gift

You prepare to strike down a creature directly opposed to your current narrative. While your *Weave Narrative* gift is active, you can use a bonus action to select one creature you can see that opposes your stated goal. You have advantage on the next attack you make against that creature before your *Weave Narrative* gift ends.

Once you use this gift, you must use the *Weave Narrative* gift again before you can do so again.

Majestic Spell

Prerequisites: 5th level, *Dragon Mage* archetype

Dragon magic is older and more awe-inspiring than the magic of other creatures. When you cast a dragon mage spell, you can suffuse the spell with draconic majesty, causing it to manifest with outlandishly powerful visuals, roaring sounds, and other effects. For instance, your *fireball* might take the form of a sinuous dragon made of flame that launches itself towards your foes, curls up into a compact coil, and then explodes in a shower of fireworks. Alternatively, it might appear as a miniature sun that explodes in a supernova.

In addition to the spell's normal effects, until the end of your turn you can use a bonus action to frighten those who see the spell's effects. When you choose to do so, each creature you choose that can see the spell's effects must make a Wisdom saving throw against your spell save DC. On a failure, the target is frightened until the end of its next turn. Once you have used this ability, you must finish a long rest before you can use it again.

One with Nature

Prerequisites: 5th level, *allure draconic ancestry*

You can spend 1 minute to meld your senses into those of a nearby animal or plant. Choose a beast or plant creature you can see within 120 feet of you. For the next hour, you can use an action to switch your senses between your own and those of the beast or plant you chose. If the target is unwilling, it can attempt a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier to resist the effect, although most animals and plants don't attempt to do so.

Penetrating Breath

Prerequisites: 5th level, *Breath Weapon*

The damage dealt by your breath weapon ignores resistance to that damage type.

Purifying Aura

Prerequisites: 5th level, *alicorn draconic ancestry*

You can use a bonus action to surround yourself with an aura of purification, which cleanses the body and soothes the mind. The aura surrounds you in a 15-foot radius, moving with you when you move. The aura lasts for 1 minute, until you fall unconscious, or until you use another bonus action to dismiss it. While the effect lasts, you and each creature you choose within the aura has advantage on saving throws against poison, disease, and effects that would frighten them.

Once you use this gift, you must finish a long rest before you can do so again.

Scaled Bulwark

Prerequisites: 5th level, Draconic Ravager archetype, Dragon Scales evolution

Your scales protect you from harm, even when your reflexes aren't enough on their own. If you're not proficient in Dexterity saving throws, you gain a bonus to Dexterity saving throws equal to half your proficiency bonus (rounded down).

Spellcasting Saboteur

Prerequisites: 5th level, mischief draconic ancestry

You've learned to perform your sabotage with magic. You can cast the *invisibility* and *shatter* spells. Your spellcasting ability for them is Charisma. Once you use this gift to cast one of the spells, you can't cast that spell again until you finish a long rest.

Sudden Growth

Prerequisite: 5th level

Your burgeoning magical energy allows you to increase your size for a short time. You can cast *enlarge/reduce* on yourself without expending a spell slot. When you cast the spell in this way, you must choose the enlarge version of the spell. Once you've used this ability, you must finish a short or long rest before you can use it again.

Tail Swipe

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons evolution (tail)

You can swing your tail in an impressive arc, knocking creatures off their feet. As an action, you can make a tail attack against up to three different targets you can see. On a hit, in addition to taking damage, the target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the creature is knocked prone.

Tricky Spellcaster

Prerequisites: 5th level, pixie draconic ancestry

You've learned some magic that can push your pranks to the next level. You can cast the *grease* and *silent image* spells. Your spellcasting ability for them is Charisma. Once you use this gift to cast one of the spells, you must finish a short or long rest before you can do so again.

Twisting Tail

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons (tail)

You can swing your tail to intercept your enemy's path. When you hit a creature with an opportunity attack using your tail attack, the creature's speed is reduced to 0 for the rest of the turn.

Underwater Mastery

Prerequisites: 5th level, Amphibious Ease gift

Your swimming abilities increase further, even as you learn to sense the currents of the waves around you. Your swim speed increases an additional 10 feet. In addition, while underwater you have blindsense out to a range of 30 feet.

Widen Breath

Prerequisites: 5th level, Breath Weapon

You can channel your breath to affect a much wider area. When you use your breath weapon, you can choose to increase its area up to a 30-foot cone, 60-foot line, or 10-foot burst (as appropriate). If you also use the Deep Breath gift, the area instead increases to a 60-foot cone, 120-foot line, or 20-foot burst, as appropriate.

Wing Deflection

Prerequisites: 5th level, Draconic Ravager archetype, Improved Natural Weapons (wings)

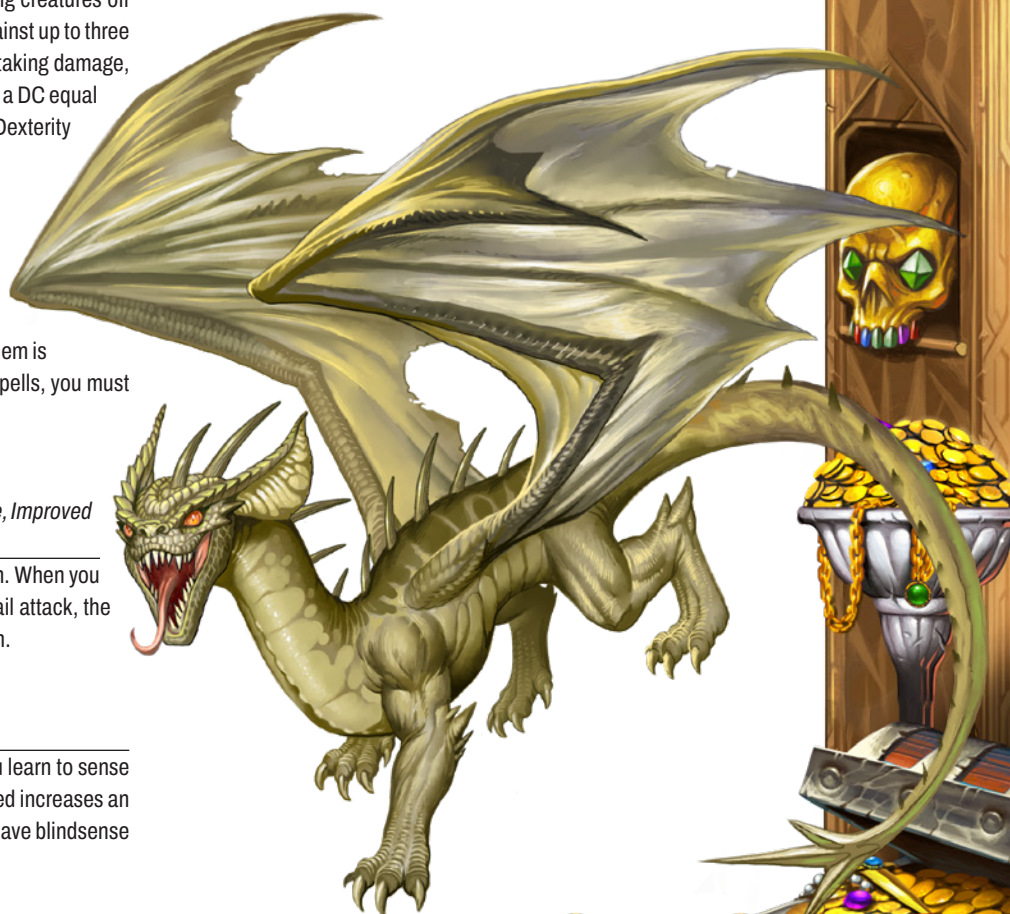
When you are hit by a ranged weapon attack, you can use your reaction to deflect the attack. When you do so, reduce the damage you take from the attack by an amount equal to your Dexterity modifier + your dragon level.

9TH LEVEL GIFTS

Alicorn Magic

Prerequisites: 9th level, alicorn draconic ancestry, Dragon Mage archetype

You possess a unicorn's ability to purify yourself and others with magic. You can cast *calm emotions*, *cure wounds* at 2nd level, and *dispel evil and good*. Your spellcasting ability for the spells is Charisma. Once you use this gift to cast one of the spells, you must finish a long rest before you can cast that spell again.



Alluring Presence

Prerequisites: 9th level, allure draconic ancestry

You can use a bonus action to tap into your inner beauty and emit it as an aura of allure. The aura surrounds you in a 20-foot radius, moving with you when you move. The aura lasts for 1 minute, until you fall unconscious, or until you use another bonus action to dismiss it. While the effect lasts, whenever a creature starts its turn within the aura, you can force that creature to make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target is charmed by you until the end of its turn. If the saving throw fails by 5 or more, the target is charmed for 1 minute instead. While charmed in this way, the target is incapacitated and must move on its turn toward you by the most direct route, trying to get within 5 feet of you. The target doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage, it can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A creature that successfully saves against the effect becomes immune to your Alluring Presence for 24 hours.

Once you use this gift, you must finish a long rest before you can do so again.

Bullying Bite

Prerequisites: 9th level, Draconic Ravager archetype

You can deliver even more powerful bites against foes caught in your clutches. Your bite attacks deal an additional die of damage to creatures you are grappling.

Bullying Frenzy

Prerequisites: 9th level, Draconic Frenzy, Draconic Ravager archetype

Your frenzied attacks batter foes who face your wrath. You can replace any number of attacks in your Draconic Frenzy with attempts to grapple or shove your foes.

Clinging Dust

Prerequisites: 9th level, pixie draconic ancestry

As an action, you can flutter your wings, spraying pixie dust in a 15-foot radius centered on you. Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target is covered with sticky, sparkling pixie dust for 1 minute. While covered in dust, the target can't benefit from being invisible. If the saving throw fails by 5 or more, the target is also blinded while covered by the dust. A creature can use an action to wipe the dust off an affected creature, ending the effect early for that creature. Once you use this gift, you must finish a short or long rest before you can do so again.

Corona of Power

Prerequisite: 9th level

You can use a bonus action to surround yourself with a magical aura related to your draconic ancestry. The aura lasts for 1 minute, until you fall unconscious, or until you use another bonus action to dismiss it. While the aura is active, a creature that ends its turn within 10 feet of you takes 4d6 damage of the type associated with your draconic ancestry, or half as much damage with a successful Dexterity saving throw. The DC of this saving throw is 8 + your proficiency bonus + your highest ability score modifier. The damage dealt by your Corona of Power increases to 5d6 damage at 14th level and to 6d6 damage at 18th level.

Once you've used this ability, you must finish a long rest before you can do so again.

Draconic Absorption

Prerequisites: 9th level, Breath Weapon, Dragon Mage archetype

You can absorb magic from your foes' spells to recharge your breath weapon. When you roll a natural 20 on a saving throw against a spell or magical effect, you regain use of your breath weapon as if you had finished a short or long rest. You can benefit from draconic absorption at most once until the next time you finish a short or long rest.

Draconic Blood

Prerequisite: 9th level

Your blood flows with the energy of your draconic ancestry. When a creature within 5 feet of you hits you with a melee attack that deals piercing or slashing damage, that creature must make a Dexterity saving throw. The DC of this saving throw is 8 + your proficiency bonus + your Constitution modifier. On a failure, the target takes 2d6 damage of the type associated with your draconic ancestry. This damage increases to 3d6 damage at 14th level and to 4d6 damage at 18th level.

Energize Jaws

Prerequisites: 9th level, Breath Weapon, Draconic Ravager archetype

Whenever you deliver a telling bite, your jaws leave behind the lingering energy, mental aftereffects, or persistent poison of your breath weapon. When you score a critical hit with your bite attack, the target also takes 1d10 damage at the start of each of its turns. The damage type is the same as the one associated with your draconic ancestry. This damage increases to 2d10 damage at 14th level and to 3d10 damage at 18th level. The effect lasts for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw against your breath weapon DC, ending the effect on a success.

Enspelled Breath

Prerequisites: 9th level, Breath Weapon, Dragon Mage archetype, Exhale Spell gift

You are able to combine your breath weapon with a spell to deliver a devastating combination. When you use your breath weapon, you can also cast a dragon mage spell with a casting time of one action. Creatures in the area of your breath weapon are affected by both effects simultaneously. Once you've used this ability, you must finish a long rest before you can do so again.

Ethereal Hoard

Prerequisite: 9th level

You can spend 10 minutes to perform a magical ritual, at the end of which you send your hoard deep into the Ethereal Plane, or return your entire hoard to your current location. Each time you perform the ritual, you can transport an amount of nonliving material weighing a number of pounds equal to 10 times your dragon level. Though unlikely, it's possible for a creature on the Ethereal Plane to stumble upon your hoard. Dragons with Ethereal Hoard often maintain hoards consisting of a few, small items of significant value—rather than mountains of copper or silver coins—so they can send their entire hoard to the Ethereal Plane at once.

Euphoric Breath

Prerequisites: 9th level, pixie draconic ancestry, Breath Weapon evolution

When you use your breath weapon, you can alter the toxins in your breath weapon to cause euphoria, rather than poison damage. If you do, each creature in the area must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. Creatures immune to the charmed condition automatically succeed on this save. On a failed save, the target is slowed for 1 minute. While slowed, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. A slowed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this gift, you must finish a long rest before you can do so again.

Euphoric Exhalation

Prerequisites: 9th level, pixie draconic ancestry, Devastating Bite gift

When you score a critical hit with your bite attack, you can exhale a puff of euphoric gas into the face of your target. If you do, the target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target has disadvantage on attack rolls until the end of its next turn. Once you use this gift, you must finish a short or long rest before you can do so again.

Fey Skin

Prerequisites: 9th level, alicorn, allure, court, mischief, or pixie draconic ancestry

You recover more of your fey metabolism through the lux aeterna ritual, granting you greater resilience in exchange for weakness to cold iron. Whenever you take damage from a weapon made of iron (most metal weapons that aren't specifically made of a different metal), you take additional damage equal to half your level. In exchange, you gain the following benefits:

- Your hit point maximum increases by an amount equal to your level. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 point.
- Every hour, you regain hit points equal to your level.

Flexible Breath

Prerequisites: 9th level, Breath Weapon

Each time you use your breath weapon, you can choose for its shape to be either a 30-foot line, a 15-foot cone, or a 5-foot-radius sphere within 30 feet of you. Other than the fact that you can choose between the shapes freely, the area of your breath weapon functions normally and increases with effects such as Deep Breath and Widen Breath.

Ground Slam

Prerequisites: 9th level, Draconic Ravager archetype, Size evolution

You can use an action to slam into the ground with great force, creating a shockwave that damages your foes and potentially knocks them over. If you're flying within 10 feet of the ground, you can use this ability by landing, which you can do as a part of the action; you can also use this ability when you're on the ground. Each creature on the ground within 10 feet of you must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the target takes 2d6 bludgeoning damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone. If you were flying, the area increases from a 10-foot radius to a 15-foot radius, and the bludgeoning damage increases from d6s to d8s. At 14th level, the bludgeoning damage increases to 3d6, and at 18th level the bludgeoning damage increases to 4d6.

Guileful Spellcaster

Prerequisites: 9th level, pixie draconic ancestry, Tricky Spellcaster gift

Your spellcasting capabilities have improved. You can cast the *invisibility* and *misty step* spells. Your spellcasting ability for them is Charisma. Once you use this gift to cast one of the spells, you must finish a short or long rest before you can do so again.



Illuminating Beam

Prerequisites: 9th level, alicorn draconic ancestry, Breath Weapon evolution

Your breath weapon is so bright, it banishes the darkness. Your breath weapon dispels any darkness it passes through that was created by a spell of half your level or lower (rounded down).

Lingering Breath

Prerequisites: 9th level, Breath Weapon

Whether with burning flames, clouds of poison, storm bolts from above, or swirling snowflakes, you can modify your breath weapon to leave behind an area hazardous to those who linger within its confines. When you use your breath weapon, you can cause the breath's area to become hazardous until the end of your next turn. A creature that ends its turn within the area must make a saving throw against your breath weapon DC. On a failed save, the target takes 4d6 damage of the type normally dealt by your breath weapon, or half as much damage on a successful save. This damage increases to 5d6 damage at 14th level and to 6d6 damage at 18th level.

Once you've used this ability, you can't do so again until you finish a long rest.

Perfumed Breath

Prerequisites: 9th level, allure draconic ancestry, Breath Weapon evolution

You can transform your breath weapon to create alluring perfume, rather than a cone of psychic energy. When you use your breath weapon, instead of dealing psychic damage, you can force each creature in the area to make a Wisdom saving throw. On a failed save, the target can't take reactions until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Rebuff Advance

Prerequisites: 9th level, allure draconic ancestry, Draconic Ravager archetype

When a creature within 30 feet of you that you can see would move closer to you, you can use your reaction to snub the triggering creature, tipping your snout to the sky and ignoring the approaching creature completely. The triggering creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature is overcome with grief at your rejection and has disadvantage on attack rolls and skill checks until the end of its next turn. On a success, the creature becomes immune to Rebuff Advance for 24 hours.

Reflect Spell

Prerequisites: 9th level, Dragon Mage archetype

You can cast *counterspell* as a 5th-level spell without expending a spell slot. You must finish a long rest before you can do so again. If you roll a natural 20 on your spellcasting ability check while casting this spell, you interrupt the spell's casting and can reflect the spell back at the caster as though it had originated from you, turning the caster into the target.

Reflective Scales

Prerequisites: 9th level, Dragon Scales evolution

You can use an action to concentrate magical energy into your scales, surrounding yourself with an aegis of shimmering, reflective magic. The aegis lasts for 1 minute. While the aegis lasts, whenever you are targeted by a *magic missile* spell, a line spell, or a ranged spell attack, roll a d20. On a 10 or higher, you are unaffected. On a 20, you are unaffected, and the spell is reflected back at the caster as though it had originated from you, turning the caster into the target. Once you've used this ability, you must finish a long rest before you can do so again.

Resplendent Rainbow Regalia

Prerequisites: 9th level, alicorn draconic ancestry, Dragon Mage archetype

You can use a bonus action to surround yourself or a willing creature you touch in a shifting nimbus of colorful and glittering sparkles. The regalia lasts for 1 minute, until you fall unconscious, or until you use another bonus action to dismiss it, whichever of the three comes first. While the rainbow effect lasts, attacks against the target by creatures using vision to perceive the target are made with disadvantage. In addition, when a creature hits the target with an attack, the target can use its reaction to dismiss the regalia. If the target dismisses the regalia in this way, the regalia disperses in a burst of brilliant, blinding light. The triggering creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target is blinded until the end of your next turn.

Once you use this gift, you must finish a long rest before you can do so again.

Spiteful Curse

Prerequisites: 9th level, mischief draconic ancestry, Dragon Mage archetype

When a creature you can see hits you with a melee attack, you can use your reaction to spit a vindictive curse at the triggering creature. The target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target becomes cursed with misfortune until the start of their next turn. While cursed in this way, the target has disadvantage on attack rolls. In addition, whenever the target misses with an attack, they injure themselves and deal themselves 1d6 damage of the appropriate type. This damage increases by 1d6 at 14th (2d6) and 18th (3d6) level.

Stunning Frenzy

Prerequisites: 9th level, Draconic Frenzy gift, Draconic Ravager archetype

The full power of your frenzy is too much for one opponent to handle. If all the attacks of your Draconic Frenzy hit and deal damage to the same target, that target must also make a Constitution saving throw. The DC of this save is 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is also stunned until the end of your next turn.

Summon Draconic Servitor

Prerequisites: 9th level, Dragon Mage archetype

You can use an action to summon a weaker dragon to serve you. Although it appears to be a dragon of your ancestry, the dragon uses stats for a **silver dragon wyrmling**, with the following changes:

- Its immunity to cold damage is replaced with resistance to the damage type associated with your draconic ancestry.
- Instead of its normal Breath Weapons action, the dragon's breath weapon deals 4d6 damage of the type associated with your ancestry. The size of its breath weapon is the same as your ancestry's breath weapon.

The dragon appears in an unoccupied space within 90 feet of you that you can see. The dragon is friendly to you and your companions. Roll initiative for the dragon, which has its own turns. The dragon obeys your verbal commands, which you can issue to it without using an action, as long as they don't violate its alignment. If you don't issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no actions. The dragon remains for 1 hour, until you or the dragon are reduced to 0 hit points, or until you dismiss the dragon as a bonus action.

Once you've used this ability, you must finish a long rest before you can do so again.

Teleporting Charge

Prerequisites: 9th level, alicorn draconic ancestry, Draconic Ravager archetype, Improved Natural Weapons evolution (horn)

You disappear in a flash of light, reappearing across the battlefield to skewer a foe with your horn. You can use an action to teleport to an unoccupied space within 5 feet of a creature you can see within 60 feet of you and then make a horn attack against that creature. You make the attack with advantage and, if the attack hits, you deal an additional 1d6 piercing damage.

Once you use this gift, you must finish a short or long rest before you can do so again.

Tempt with Desires

Prerequisites: 9th level

You can use an action to make an impassioned speech or tell an entrancing tale, reminding a creature of their greatest desires and implying that they might achieve those desires if only they listen to your words. So vivid is your tale that the target can "see" their desires made manifest before them. Make a Charisma (Performance) check contested by the Wisdom saving throw of a creature within 60 feet that can hear and see you. If you win the contest, the creature is charmed by you for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The effect also ends if the affected creature takes damage or if someone else uses an action to shake the creature from its stupor.

Once you use this gift, you must finish a long rest before you can do so again.

Vexing Wings

Prerequisites: 9th level, Draconic Frenzy, Draconic Ravager archetype, Improved Natural Weapons (wings)

Repeatedly buffeting a foe with your wings sends them off balance. A creature hit by two wing attacks during your Draconic Frenzy must also make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failure, the target is knocked prone.

13TH LEVEL GIFTS

Aura of Fear

Prerequisites: 13th level, Frightful Presence evolution

Your presence billows from you in fearsome waves, creating a 30-foot-radius aura that terrifies creatures who dare approach you. Whenever a creature enters your Aura of Fear or starts its turn inside the aura, you can force that creature to make a Wisdom saving throw against your frightful presence DC. On a failure, the target is frightened of you until the end of its next turn. If the target's saving throw is successful or the effect ends for it, the target is immune to your Aura of Fear for the next 24 hours.





Blasting Bite

Prerequisites: 13th level, Breath Weapon gift, Draconic Ravager archetype

You can accompany your bite attack with an explosion of power that blows your foe backward. When you hit a target with a bite attack, you can use your breath weapon if it is available. If you do, instead of the breath's normal effects, the target takes an additional 5d6 damage of the type normally dealt by your Breath Weapon. This damage increases to 6d6 at 18th level. In addition, the target must make a Strength saving throw against your breath weapon DC. On a failed save, you can push the target up to 10 feet directly away from you and knock it prone.

Dazzling Breath

Prerequisites: 13th level, alicorn draconic ancestry, Breath Weapon evolution

Your breath weapon originates from your horn as a beam of dazzling rainbows. If a creature's saving throw against your breath weapon fails by 5 or more, that creature is also blinded until the end of your next turn.

Draconic Reflexes

Prerequisites: 13th level; Draconic Ravager archetype; Bite of Opportunity, Horn Parry, Lashing Tail, Twisting Tail, or Wing Deflection gift

Your body reacts to your foes almost faster than you can think, lashing out to punish their mistakes or to guard you against assault. You can take an additional reaction each round, which can be used only to use one of the following gifts: Bite of Opportunity, Horn Parry, Lashing Tail, Twisting Tail, Wing Deflection.

Expanded Resistance

Prerequisites: 13th level, Draconic Resistance evolution

When you gain this gift, choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage. Your Draconic Resistance also applies to the damage type you choose.

Fortunate Counterstrike

Prerequisites: 13th level, Fated Counterstrike gift

When you make a counterstrike, you use your understanding of the narrative to ensure it strikes true. You have advantage on the melee attack granted by your Fated Counterstrike gift.

Hyperfocus Speed

Prerequisites: 13th level, Dragon Mage archetype

You've learned to move quickly in exchange for temporarily restricting your access to magic. You can use a bonus action to magically double your speed. The effect lasts for 10 minutes or until you use another bonus action to dismiss the effect. While the effect lasts, you can't cast spells.

Lingering Allure

Prerequisites: 13th level, Alluring Presence gift

You're able to tap into your inner beauty more often. You can use Alluring Presence again after a short rest (instead of a long rest).

Magic Resistance

Prerequisite: 13th level

You have advantage on saving throws against spells and magical effects.

Reveal Flaw

Prerequisites: 13th level, court draconic ancestry, Dragon Mage archetype

You can use a bonus action to reveal scandalous secrets about the past of a creature you can see within 30 feet of you, proclaiming their fatal weakness aloud for all to hear. Choose one of the following damage types: acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, or thunder. The target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target gains a fated weakness to that damage type for 1 minute. While the effect lasts, whenever the target takes damage of the type you chose, it takes an additional 1d6 damage of that type. At 18th level, this additional damage increases to 2d6. On a successful save or once the effect ends for the target, that target becomes immune to this gift for 24 hours.

Once you use this gift, you must finish a short or long rest before you can do so again.

Ride the Breath

Prerequisites: 13th level, Breath Weapon, Dragon Mage archetype

You concentrate your breath into a powerful line and then transform your body into the energy or matter that composes your breath, traveling along with the attack. When you use your breath weapon, instead of the breath's normal effects, you can exhale in a 5-foot-wide line that is 120 feet long. Creatures in that area must make a Dexterity saving throw against your breath weapon DC, taking 8d6 damage of the damage type associated with your draconic ancestry on a failed saving throw, or half as much damage on a successful one. This damage increases to 10d6 damage at 18th level. You then teleport to an unoccupied space at the end of the line. Once you've used this ability, you must finish a long rest before you can do so again.

Sickening Spray

Prerequisites: 13th level, mischief draconic ancestry, Breath Weapon evolution

Your breath is disgusting, rancid, and toxic, and it can sicken those caught in the area. A creature that fails its saving throw against your breath weapon is also poisoned until the end of its next turn.

Strike Bargain

Prerequisites: 13th level, court draconic ancestry, Dragon Mage archetype

Over the course of 10 minutes, you strike a deal with a willing creature with an Intelligence score of 3 or higher. A creature that accepts this deal has a magical, indelible sigil (representing your court or name) appear somewhere on their body as a tattoo. If the target ever breaks the terms of the deal, the tattoo automatically casts either the *feeblemind* or *flesh to stone* spell on the target. You determine which

spell the tattoo casts when you and the target agree to the terms of the bargain. The target automatically fails all saving throws against the chosen spell, although the effect can be ended by a *greater restoration*, *heal*, or *wish* spell, as normal.

Surprising Appearance

Prerequisites: 13th level, pixie draconic ancestry, Draconic Ravager archetype

While you're invisible or hidden, you can use an action to leap out of hiding and become visible (if you're invisible, the invisibility ends), surprising everyone around you. Each creature within 5 feet of you when you appear must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. Creatures immune to the frightened condition automatically succeed on the save. On a failed save, the target is frightened of you until the end of its next turn. If the saving throw fails by 5 or more, the target also moves 10 feet directly away from you and falls prone. Once you use this gift, you must finish a short or long rest before you can do so again.

Targeted Purification

Prerequisites: 13th level, alicorn draconic ancestry, Dragon Mage archetype, Purifying Aura gift

When you finish a short or long rest, you can use your Purifying Aura gift again. Additionally, when a creature within your purifying aura fails a saving throw against poison, disease, or an effect that would frighten it, you can use your reaction to focus your purifying magic on that creature, bolstering its defenses against the corruption. If you do, the creature can reroll the triggering saving throw.

Once you use this gift, you can't use it again for the same use of Purifying Aura.

Trample

Prerequisites: 13th level, Draconic Ravager archetype, Size evolution

You trample through everything that gets in your way. While standing on a solid surface, you can use an action to move up to twice your speed. During this movement, you can move through the spaces of creatures smaller than you, trampling each creature whose space you enter. You can't trample the same creature more than once in a single turn. When you enter a creature's space during the trample, it must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the creature takes 2d12 bludgeoning damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone. This damage increases to 4d12 bludgeoning damage at 18th level.

19TH LEVEL GIFTS

Lethal Claws

Prerequisites: 19th level, Draconic Ravager archetype, Improved Natural Weapons evolution

When you attack with your claws, whenever you roll a 1 or 2 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Living Breath

Prerequisites: 19th level, Breath Weapon, Dragon Mage archetype

You can grant your breath weapon a spark of life, allowing it to continue acting as you command. When you use your breath weapon, after its initial effects, the breath coalesces into the form of a dragon made out of the energy or matter that composes your breath weapon. The living breath appears in a 10-foot-square area you choose within the area of your breath weapon. Creating the living breath requires concentration (as if you were concentrating on a spell).

A creature that ends its turn inside the living breath takes 6d6 damage of your breath weapon's type, or half as much damage with a successful Dexterity saving throw against your breath weapon DC or spell save DC (whichever is higher). Each round on your turn, you can use a bonus action to move your living breath up to 60 feet. The living breath remains for 1 minute, until you lose concentration, or if you and the living breath are ever more than 120 feet away from each other.

Perfect Counterstrike

Prerequisites: 19th level, Fated Counterstrike gift

Your counterstrikes arise from even the smallest opening. You can attempt a Fated Counterstrike whenever a creature misses you with a melee attack (not only when a creature rolls a 1 on the attack roll).

Spellturning Scales

Prerequisites: 19th level, Dragon Scales evolution

You have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a natural 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Sudden Inspiration

Prerequisites: 19th level, allure draconic ancestry

When a creature within 30 feet of you that you can see fails an attack roll, ability check, or saving throw, you can use your reaction to inspire that creature. The creature can reroll the triggering attack roll, ability check, or saving throw and use the new result. Once you use this gift to inspire a creature, you can't inspire that creature again for 1 minute.

Talk in Circles

Prerequisites: 19th level, court draconic ancestry, Dragon Mage archetype

You spout a confusing deluge of illogical arguments, obscure jargon, and challenging conundrums, couching this purposeful nonsense amid a monologue, argument, debate, or song. You can cast *confusion*. Your spellcasting ability for it is Charisma. When you cast the spell in this way, the spell doesn't require material or somatic components, and the spell affects all creatures you choose within 60 feet of you. Once you use this gift to cast *confusion*, you must finish a long rest before you can do so again.



Fairy Dragons and the Lux Aeterna Ritual

Within these pages, I have chronicled information about the interactions between various members of the fairy dragon family and the lux aeterna ritual. Given how secretive fairy dragons have been until this point, I'm confident you've never seen this much information on the topic before! But first, the usual caveat: obviously there are biases any author brings to their work, but I nonetheless did my utmost to present a critical, dispassionate, and neutral opinion of each and every ancestry of fairy dragon in the main text. Facts are facts, after all.

Nonetheless, sometimes color commentary or opinion pieces are an important way to digest information, so I've also included sections of my own unvarnished opinion as well. Naturally, I have kept them distinct from the remainder of the text and clearly defined. I'm a scholar, not some kind of gossip. I'll trust you, a reader of refined tastes, to keep those sources

of information separate. Do not mistake my opinion, informed and brilliant though it may be, for fact, nor the facts, unusual as they may be, for my opinion.

As you read along, I urge you to engage actively with the science of understanding the world around you. Don't take my generalizations as gospel if you see something different going on with your own eyes. Instead, annotate your conflicting data. Write it in the margins. Evaluate it over time and with respect to other data you have collected. If you discover a significant trend and can prove it empirically, please send the information to my publisher, whose address you can find on the title page. After they will forward your message to me, and then, if I can verify your information, I will give credit where it is due in my next edition of this book.

—Kallizandrex, Sage Aeternal

Alicorn Dragons

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Alicorn dragons are natural homebodies. Most of the time, they're content to cultivate their personal domain, which flourishes thanks to their mere presence, and pass judgment on petitioners who come seeking their aid, guidance, and support. While they enjoy helping others, alicorn dragons revel in the fact that people come to them—their legend is so far-reaching and their reputation so pristine that people from far and wide journey simply to speak with them. This combination of contentment, isolationism, and pride means that alicorn dragons very rarely choose to undertake the lux aeterna ritual.

While some alicorn dragons choose to become aeternal dragons for righteous or altruistic reasons, most perform the ritual for self-serving reasons. Often, this involves a young alicorn dragon who was too weak to defend their chosen home from an incredibly dangerous threat, or an aged alicorn dragon who has been forgotten by the people beyond their home and whose ego aches for attention. Rarely, the alicorn dragon themselves is looking for something they can't get from their home, such as a desire to travel or see the world, to meet people from surrounding regions, or to escape the monotony of isolation.

The first barrier aeternal alicorn dragons face in adapting to their new lives and surroundings is their instinctive mistrust of shorter-lived peoples and their societies. Some alicorn dragons bypass this issue entirely by seeking out lands occupied by long-lived ancestries with similar worldviews, such as elves and gnomes, and forging friendships from among these people. For most, their pricklier personality traits are softened by time and exposure to the fast-paced, oftentimes corrupt mortal societies they're forced to interact with on a daily basis. Many aeternal alicorn dragons are forced to get their claws dirty while interacting with the world beyond their home, breaking some taboo or becoming spiritually sullied over time. Regardless of their original intent, those alicorn dragons who choose to become aeternal dragons either loosen their lofty moral standards regarding companionship or spend their lives lonely.

To a traditionalist alicorn dragon, an aeternal alicorn dragon is tainted by all those unworthy souls with whom they choose to associate—no matter how short the interaction. This ensures that most aeternal alicorn dragons are social pariahs among their kin. For their part, aeternal alicorn dragons usually consider traditionalist alicorn dragons too sheltered to understand reality. To aeternal alicorn dragons, traditionalists live apart from the wider world and are simply too stubborn to understand it fully. This willful ignorance is nothing to be proud of but rather pitied.

Most aeternal alicorn dragons find it hard to socialize and work with only those who meet their exacting standards of virtue and purity and instead learn to work with those whose cause is righteous, even if they have some notable flaws or foibles. They tend to join organizations that perform acts of charity and adventuring parties who perform good deeds and acts of heroism out of the goodness of their hearts rather than for the reward. They get along best with bards, whose talents they appreciate; paladins, whose ideals often come closest to their own; and druids and rangers, who treat their surroundings with care. Aeternal alicorn dragons often make excellent bards or paladins, though a fair number instead foster their connection to the natural world and beautiful places, becoming druids or rangers. Some aeternal alicorn dragons emerge from the change already possessing magical powers as sorcerers.

...YOU GET THE HORN

When it comes down to it, alicorn dragons are proud, self-righteous, and more than a little judgmental. While these traits serve them well within their homes, they're not ideal for making friends or getting along in the wider world. While most aeternal alicorn dragons must lower their standards, that isn't always the case. I find that aeternal alicorn dragons who find worthy allies or those they wish to protect tend to be fiercely loyal, almost to a fault. And if you mess with the alicorn dragon's inner circle... well, the results are predictable.





Allure Dragons

LURE OF THE WILD

I must admit, the magical, almost magnetic pull toward an allure dragon can tug even a detached and purely objective scholar's heartstrings.

However, this is insignificant compared to the profound impact an allure dragon can have on a mortal. In the best-case scenario, they inspire mortals to great heights. But that's not always how the story ends, as positive emotions like awe and affection can quickly give way to envy, desire, and rage among weak-hearted mortals. This even applies to some dragons, especially those with poor impulse control! Allure dragons have truly earned their names, for better or worse.

Allure dragons have a natural inclination to settle down—to rest in a place that speaks to their hearts, bond with the area, and transform a patch of wilderness into their sanctuary. Once this bond is forged, allure dragons rarely leave, as doing so causes the lands they've tended and cared for to wither—not dying but regressing for lack of the allure dragon's presence—which causes emotional turmoil for a typical allure dragon. This makes most allure dragons predisposed to stay in one place and remain patient, both of which are traits that make allure dragons unlikely to undertake the lux aeterna ritual. Yet, allure dragons covet company and attention, wanting to inspire others to undertake acts of creation. While most allure dragons fulfill these desires by ensuring their presence is known to those beyond their sanctuary and that visitors are welcome within, others are tempted to join the fast-paced, densely populated lives of mortals and live their lives on the road, seeking out new people and experiences. Such wandering nomads either become accustomed to leaving and creating their sanctuaries anew, as needs dictate, or else remain moving so frequently that they avoid forming a sanctuary in the first place. Other allure dragons become aeternal as a sacrifice to save their sanctuary or one of its inhabitants from a dire fate.

The most common issue that aeternal allure dragons face is interacting with so many people without preparation. Aeternal allure dragons encounter countless people every day who are inspired by the sight of them, become obsessed with their beauty, or otherwise aim to spend time with them. Sometimes this results in people becoming unhealthily obsessed with the allure dragon, seeking to possess the dragon, or performing foul deeds to garner the dragon's attention—all dangerous incidents that can quickly turn a community against the dragon, or result in danger for the dragon and those around them.

Traditionalist allure dragons consider a nomadic allure dragon, an urban allure dragon, or an allure dragon who frequently bonds with new sanctuaries to be impatient, unrefined, and foolish—a child so desperate for attention that they give up the most sacred and fulfilling bond that an allure dragon can forge: that of a permanent sanctuary and home. Furthermore, they hold the belief that the frantic individuals who gather around an eternal allure dragon are ill-prepared to fully utilize the dragon's inspiration and are not ready to interact with an allure dragon at all. Traditionalist allure dragons feel that their own presence is so overwhelming that people must prepare to meet them in order to cope in a healthy manner and move on with their lives. By depriving a person of the choice of whether

or not to meet the dragon and the time to prepare mentally, their lives could be permanently altered, which traditionalists consider irresponsible. For their part, aeternal allure dragons view traditionalists as too controlling and proud for their own good. To an aeternal allure dragon, the belief that a person can't meet an allure dragon without becoming obsessed reveals more about the hubris and self-importance of the allure dragon than it does about the people around them.

It's extremely common for aeternal allure dragons to become bards. Those who remain in the mortal world tend to adopt classes that allow them to interact with others frequently, and they favor magical support or manipulation rather than physical violence. Clerics, druids, sorcerers, wizards, and other spellcasters are all common, as are rogues, for their ability to deftly extricate themselves from tricky situations with flair or subtlety as needs dictate.



Court Dragons

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Most court dragons delight in crafting their own magical realm, creating their own court, and wielding power over all who pass through. From this safe haven, they engage with their narrative and delve headlong into the complex web of fey politics, clashing courts, and tales. Becoming an aeternal dragon isn't incompatible with these urges and norms, but it is a challenge. Many aeternal court dragons abandon their courts while they navigate this transformation rather than try to juggle court politics in their temporarily weakened state.

Traditionalist court dragons consider the act of becoming an aeternal dragon equivalent to attempting to swap one's narrative for another—a sign that the aeternal dragon is acting against their destiny and is upsetting the status quo not only for themselves but for everyone else whose narrative is intertwined with their own. Beyond this deeply ingrained reticence, any court dragon aiming to become an aeternal dragon must also be alert for danger: one's fated enemies and nemesis are certain to use an aeternal dragon's initial weakness against them, seizing the opportunity to attack or seize the aeternal dragon's court... or worse. While some court dragons attempt to hide their transformation from their fellows and grow in power in secret over the course of a few years or decades, the nature of the fey courts makes this plan especially unlikely to succeed. Fey, including sidhe and court dragons, are incredibly nosy and well-informed. Gossip and tales are the lifeblood of the fey courts, and secrets are notoriously hard to keep—especially one so poised to bring change and affect the political equilibrium as the lux aeterna ritual.

Most aeternal court dragons consider the lux aeterna ritual liberating—a way to alter one's narrative and destiny or shed it, becoming something altogether new. Some who undertake the transformation retain their previous narrative and bear it in a new manner. However, most adopt a new narrative of their own devising, then craft a new court when they believe they're strong enough to defend and rule it, or else they shed the entire concept of the narrative completely. Regardless of a court dragon's outlook and plans, nearly all of them leave behind the fey courts for a time, or at least refrain from creating their own court, lest they earn themselves too many enemies in their early, weakened state. Instead, they tend to head out into the wider world and experience a life of adventure free from heavy expectations.

Court dragons are sociable and cunning, good at manipulating people and getting their way. They make allies swiftly and tend to care little for moral quandaries, making them an adaptable comrade. With time, a court dragon can be a challenge to work with, as they tend to seize leadership roles, impose rules upon their fellows, and turn their social groups into their own miniature courts—usually without realizing the correlations and parallels. As they care little for morality but have a reputation for upholding bargains, court dragons tend to make good mercenaries, so long as they don't mind being given orders.

Court dragons are incredibly varied in tactics and passions, befitting their diverse narratives, and thus could adopt a myriad of classes. However, most tend to prefer classes that embrace the big and bold or the underhanded and scheming. Bards are prevalent for their close connection to stories, their power to influence narratives, and their skill at politicking. Sorcerers are also common, as are rogues, particularly among those interested in politics.

THEIR DAY IN COURT

Aeternal court dragons live in a world of fairy politics and intrigue, so it's only natural that they want to hide their aeternal status and the temporary weakness it entails, as sad as that might seem; please think of the poor scholars seeking to quantify the number of aeternal court dragons! Still, hiding that secret is rarely easy, and they often find their deception comes to a head at a courtly function—a party or social engagement they can't avoid or a summons to appear before a sovereign they can't refuse. The way the drama plays out is different for each court dragon, but it can end with as light a consequence as embarrassment and teasing or as heavy as duels, censure, or even exile.





Mischief Dragons

A SCHOLAR'S WORST NIGHTMARE

Because of their higher birth rates and their relative predilection for the lux aeterna ritual, mischief dragons *could* be an excellent source of valuable data about the lux aeterna ritual... if only they weren't mischief dragons. It's a particularly sore point for me to see this potential gold mine of scientific value squandered by the fact that mischief dragons are notoriously prone to flummoxing querying scholars; they're clever enough to maliciously comply with surveys and questionnaires in a way that spoils or muddies the data. Of the other dragons who are hard to quantify, at least they're honest about their malfeasance, typically by trying to murder their interviewer.

Mischief dragons live fast-paced, exciting lives, and though they have infinite patience for wreaking havoc, playing tricks, and carrying out their vengeance, they tend to be impatient in other aspects of their lives. Thus, of all dragons, they're among the most likely to perform the lux aeterna ritual. After their transformation, aeternal mischief dragons continue with their lives as they always have, with few tangible differences from day to day.

Mischief dragons tend to treat one another as a wayward sibling—a potential target for cruel tricks, a rival with whom to compete, and (occasionally) an ally to accomplish something far grander than they could accomplish alone. At times, they're even willing to help another mischief dragon who's in danger—usually by setting snares and other acts of sabotage—in order to prove they're the better prankster. The transition from traditionalist mischief dragon to aeternal mischief dragon doesn't change this dynamic much. Traditionalist mischief dragons don't treat their aeternal kin much differently than any other mischief dragon and don't consider them any less for undergoing their ritual—a mischief dragon's worth remains measured by their tricks, traps, and skill at manipulation, regardless of how they achieve their skill and power.

Mischief dragons are most likely to train in classes that enhance their ability to play tricks and set traps. Rangers and rogues are common, as are bards and sorcerers among those with a talent for magic. Mischief dragons who focus on social sabotage instead are most often to become rogues or bards. They have little patience for book learning, study, or self-improvement and almost never become clerics, monks, wizards, or other intellectuals or contemplatives. Mischief dragons trust themselves first and foremost but are usually willing to form groups. They prefer to rule at the head of an army or gang of gremlins but also consider most fey, gnomes, and halflings good minions. They frequently team up or compete with other mischief dragons, whom they consider a delight.

Regardless of their class, mischief dragons can be a challenge to get along with and befriend, as they play their cruel tricks and pranks upon their companions as often as they do their foes—sometimes more often. It takes patience, indifference, irreverence, or a cruel heart to travel with a mischief dragon for long, or else excellent skill at manipulation. Thus, mischief dragons tend to have short-term friendships and work best as part of a one-time job, as a temporary member of a mercenary group, or as part of a cruel adventuring party that cares little for their reputation.

Whether a mischief dragon is aligned with lifelong friends or one-time coworkers, they expect to be betrayed, tricked, lied to, and manipulated—they do it all the time to others and expect others to do it to them in turn. They don't consider this a bad thing, and instead consider those who never attempt to trick them rather boring or perhaps engaged in a very long con. Mischief dragons are constantly alert for trickery, and though they wouldn't vocally admit to it, they tend to be impressed by a clever prank or trick, especially if delivered with a vocal taunt or hilarious mockery—even if it's at their own expense. Playing a trick on a mischief dragon is a surefire way to spawn a prank war that could last decades, but that is more likely a sign of affectionate rivalry than it is true enmity.

Pixie Dragons

**BATTLEZOO
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FAIRY
DRAGONS**

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Pixie dragons are friendly and sociable, and while they enjoy living in the wilderness, so too do they relish conversation and attention. This frequently drives them into contact with others, ranging from intelligent animals, beasts, and other dragons to fey and short-lived mortals. Regardless of who they seek out and how they approach them, pixie dragons revel in an audience and wither without companionship. This outlook serves pixie dragons well, wherever they roam and however they choose to live their lives. A fair number of pixie dragons are tempted by the lux aeterna ritual, and a fair number of them follow through with it. Thus, while the transformation still isn't commonplace among fairy dragons, it's likelier than among most other ancestries.

Pixie dragons are naturally positive and friendly and care more for the ephemeral than they do for material possessions. The selfishness so rampant throughout the wider world means that pixie dragons who undergo the lux aeterna ritual and choose to integrate into urban life find joining the surrounding society jarring—certainly different than watching from without and interacting on their own terms! Still, thanks to their natural curiosity and adaptability—and their ability to escape confrontations and wait for tempers to cool—they tend to embrace the transition with gusto despite the challenges and the countless missteps they're sure to make.

Traditionalist pixie dragons consider aeternal pixie dragons kin, just as they did before the lux aeterna ritual and its transformation, and aeternal pixie dragons think the same in return. Pixie dragons pass no judgment on one another, regardless of how they choose to age and gain power, instead accepting one another as they are, whatever their choices, dreams, and lifestyles.

Many pixie dragons find themselves drawn to the life of a bard due to their love of playing tricks and making jokes. Pixie dragons, who value subtlety (all the better to perform sneaky tricks and pranks!), frequently choose to become rogues. Other pixie dragons manifest innate magical powers, becoming sorcerers. Those who prefer to avoid urban areas or who feel a particularly close connection with the world's wild places and their gardens make talented druids. Finally, those who choose to live the life of an adventuresome hero, intent on doing acts of heroism and charity, occasionally become paladins of oaths associated with their aspirations.

At their heart, most pixie dragons are do-gooders and pacifists. They tend to join groups that avoid violence completely, such as theater companies, circus troupes, and choirs. Those who favor an adventuresome life instead usually choose to enlist in fellowships of freedom-loving heroes who do good without thought of recompense, fighting evil and banishing cruelty from the world. Pixie dragons typically won't remain in the company of the greedy, mercenary, or mean-spirited, as such self-interest, callousness, and cruelty are contradictory to everything that a pixie dragon holds dear. Pixie dragons only engage in activities they believe in, and they rarely deign to socialize repeatedly with those whose company they don't enjoy. Pixie dragons serve their own whims, hearts, and passions. This causes some to consider them flighty or frivolous, and they rarely have the most reliable reputations, but they always stay true to themselves and spread joy wherever they go.

JOKES ON YOU

When interacting with a pixie dragon, I find it best to moderate your response to their pranks, at least if you hope to foster a good relationship with the pixie dragon while minimizing the amount of aggravation you'll receive in the process. If you act too grumpy, you might receive a retributive prank or two, or the pixie dragon may just give up on you entirely. But if you're too receptive, they might assume you'd love having increasingly frequent, elaborate, and shocking pranks pulled on you. As in all things, moderation is key, though this ideal path can be quite narrow depending on the pixie dragon.







Chapter 3: Fairy Dragon Bestiary



The Wrath of the Fairy Courts

While I was excited to begin this report with information on Faerie and aeternal fairy dragons, it's high time we talk about traditionalist fairy dragons as well. While my attention may be primarily on aeternal dragons, it's crucial to document all the details about traditionalist dragons as we delve into a new dragon family. Aeternal dragons, by their very nature, exist in contrast to traditionalist dragons, so it's vitally important to understand both sides of that contrast if we wish to truly explore either of them. Not only that, our dragon overlord Rizanivash wanted me to uncover *all* the information I could possibly learn on fairy dragons, rather than simply indulge my own passion and make the report into a pet project focused solely on aeternal fairy dragons.

Fortunately for me, my own experiences in Faerie introduced me to a variety of traditionalist fairy dragons, and they had stories to tell that revealed even more information. One story I found especially intriguing involved the fairy dragon Karkane, so much so that I sought them out to hear the same tale from his perspective. Good thing I did, as hearing the story from Karkane himself revealed a very different tale from

other recountings. Remember, dear reader, that every time someone tells a tale, it absorbs the essence of the storyteller, revealing as much about the storyteller as it does about the ostensible topic.

With all of the preceding information in mind, I'll pass the story I discovered on to you for your approval. I've synthesized a blend of the different accounts I heard from Karkane as well as from the traditionalists from the realm of Faerie. In so doing, I become your storyteller, and so I must invariably leave a part of myself in the margins of this story as well. Discerning reader, I wonder what of mine you'll find when you inspect the details and structure of my recounting.

Echoes of Doom

The world of Faerie can be in a tenuous equilibrium at the best of times, as stories come to life and the will of powerful fey bends the world around them into courts and realms. As a result, the plane's morphic properties make it particularly vulnerable to meddling by powerful magical phenomena. One of the memorable instances has since gained the rather over-the-top-sounding name "The Echoes of Doom."



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To the denizens of Faerie, the whole calamity came out of nowhere. Stories and realms twisted in wicked ways, as if roiling bubbles of corruption were suddenly popping, altering the reality of Faerie all around them. Needless to say, the locals weren't thrilled by these pockets of chaos, with reactions ranging from terror to outrage. Karkane and his motley crew of aeternal fairy dragons were on a quest to investigate one such case of corruption, which at the time they had thought to be an isolated incident. This was still early in the phenomenon's path, before they put the pieces together.

Karkane's group was able to find the pocket, defeat several corrupted nightmare beings throughout the area, and even reverse the effects of the echo of doom, but by the time they returned successfully from their mission, there were reports of several other similar incidents nearby. After realizing they couldn't handle this situation on their own, Karkane's group went to the local fey courts to find fairy dragons who might listen to them and help them fight this growing plague.

While many courts refused to lend weight to the words of a wandering band of aeternal dragons, they found a notable exception in Soraxanal, a court dragon with a coterie of pixie dragon jesters. Truth be told, I suspect perhaps Soraxanal wasn't sure whether to believe Karkane or not, but given her legendary sense of humor, she might have just thought these disturbances somehow funny, even if Karkane's group turned out to be wrong. We can't know without asking her directly, and even then, that's assuming she provides a straight answer.

After bringing one court on board with their plan, Karkane was able to gather support from others in turn, until, like dominoes falling, most of the local courts were working together to report the echoes in their domains. Karkane's mischief dragon comrade even managed to convince a court of mischief dragons and gremlins to help out, which they did by setting traps and mayhem in an attempt to "prank" the echoes.

While this gremlin scheme might seem half-baked, in Faerie, such attempts have a higher chance of ironically succeeding, and so it was the mischief dragons who made the first breakthrough. The pattern of disturbances was already showing that the echoes weren't random, and the gremlin traps nearly captured a physical target, revealing something further: there was a single source of the phenomenon, and it was a living creature.

As it turned out, a well-meaning doom dragon from the mortal realm had experienced visions of terrible occurrences in Faerie and had come into the mysterious world of the fey to warn the local courts of the potential dangers. However, before they could reach any fairy dragons to provide explanations, a bogey, a fey of nightmares and fear, preyed on the doom dragon, amplifying all of his anxieties for his own amusement.

As the doom dragon fell prey to those anxieties, they became more and more real in the dragon's mind, until eventually these fears and dooms manifested in the realm's reality, following the dragon throughout their journey through the land. Such can be the way of Faerie.

Of course, the doom dragon had no idea that their own anxieties were the source of these horrible echoes. Instead, they assumed that they were simply running into all the calamities their visions had shown them—the same ones they came to warn others about. Overcome by anxiety and fear, they couldn't help but see other creatures as terrifying monsters who sought to slaughter them. This hindered them from proceeding directly to the courts, contrary to their original plan.

After tracking down several leads, Karkane tracked down the doom dragon and wound up dueling the overwhelmed doom dragon in a stormy sky, wielding his rainbow staff to try to part the clouds of depression and anxiety and free the dragon's heart from the bogey's fear. However, the echoes' power made the otherwise mild-mannered doom dragon far too powerful for Karkane to defeat alone. Thankfully, a court of allure dragons was nearby, and they provided their aid in calming down the doom dragon. As Karkane fought a losing battle, the doom dragon's attacks became less and less hectic and powerful, until finally, just before Karkane fell, they regained their senses entirely.

This is a story that could have only taken place in the storybook realm of Faerie, where the narratives we tell ourselves and the power of our will can yet become reality. It's also one of the few examples I've seen of all five ancestries of traditionalist fairy dragons working together hand in hand towards a common goal. This is due to the fact that typically, attempting to enlist the cooperation of mischievous dragons is futile, as they tend to thrive on chaos and discord. Judicious reader, take what you will from this tale, and when you retell it, it will gain a piece of you in the retelling and become something new again!

—Kallizandrex, Sage Aeternal

The Might of Faerie

Fairy Dragon Bestiary Overview

This chapter is full of fairy dragon statistics that the GM can use to add more fairy-tale hijinks and storybook drama to the campaign. Fairy dragons work well for all sorts of roles in an ongoing campaign, from adversary to ally, from patron to rival, and from loved one or family to major campaign villain. Each ancestry of fairy dragon appears in order, with full statistics for wyrmling, young, adult, ancient, and great wyrms. Alicorn dragons are first on page 54, then allure dragons on page 62, court dragons on page 70, mischief dragons on page 78, and finally pixie dragons on page 86.



The page is framed by a detailed illustration of a treasure hoard. At the top, a large dragon's head with blue eyes and a silver horn is on the left, and a golden chalice filled with colorful gems is on the right. The floor is covered in gold coins, with various items like a sword, a dagger, and a small golden cup scattered around. On the left side, there's a vertical column with a golden dragon head at the bottom and a green gem in the middle. The right side features a golden pillar with a spiral design. The title 'Alicorn Dragon' is written in a stylized, dark red font on a parchment-like background.

Alicorn Dragon

IRIDISSETTA

Iridisetta, or Mother Iridisetta, as she is more commonly known, is an ancient alicorn dragon best known for adopting children of any ancestry, regardless of their “purity” or “worthiness.” Most of Iridisetta’s children are orphans, though she also adopts any children who seek her aid or protection or those who wander unattended into her territory.

Iridisetta nurtures and educates her children equally, including teaching them how to live a virtuous and kind life. Although patient and understanding with her children when young, once they reach adulthood, Iridisetta no longer easily forgives her children’s transgressions.

Ultimately, she ends up sending those who fail to uphold her strict ideals away with enough treasures to start a new, prosperous life in the wider world and wishes them well. But those few who follow her ideals to the end often grow to become legendary heroes and famous sages.

Alicorn dragons are among the most benevolent of dragons. They’re pure of heart and spirit, virtuous and kind, willing to help those in need and offer succor—so long as one’s cause is worthy and one’s heart is unburdened by sin or regret. Despite their goodly nature, alicorn dragons are as proud as any other dragon—confident in their righteousness, grace, and beauty. They can’t stand to have their name or reputation besmirched, slandered, or their motives or virtue questioned. An insulted or threatened alicorn dragon is just as formidable a foe as their more violent kin.

Alicorn dragons have a sleek, slim build with an equine face and mane, as well as a tuft of hair on the tip of their tail. Their scales are usually ivory, white, or cream colored—though pastel shades of pink, blue, purple, and yellow are not unheard of—with feathered wings and a single iridescent spiraling horn central on their brow, much like that of a unicorn. This horn is a conduit for an alicorn dragon’s magical powers. This horn glows with a rainbow of bright colors whenever an alicorn dragon casts a spell, and its breath weapon emits from its horn rather than its mouth. Even when severed from an alicorn dragon’s body, this horn has magical properties, making it greatly prized by unscrupulous spellcasters and alchemists. Yet few would dare try to hunt an alicorn dragon for its horn, making the acquisition and trade of alicorn dragon horns the purview of dragon slayers and their minions. The horn trade is more of a threat to young alicorn dragons and those alicorn dragons who choose to undertake the lux aeterna ritual.

Alicorn dragons reside in idyllic, unspoiled regions of the wilderness, such as sprawling meadows of wildflowers, secluded groves, pristine lakes, or soothing hot springs. An alicorn dragon’s domain is usually considered sacred by mortals who live in the region—a place of utmost beauty, protected by an alicorn dragon, where the pure of heart can go to petition the dragon for aid and guidance. A place that only those sure of their virtue and righteousness (or the incredibly foolish) dare tread...

Alicorn dragons distrust most short-lived mortals, seeing in them a frantic impatience that too often leads to duplicity, greed, selfishness, and unwarranted violence—all traits that an alicorn dragon considers foul and impure. Likewise, they distrust those who exhibit grand ambitions or who desire to expand, possess, and obtain. Regardless of appearance or compelling speeches, alicorn dragons suspect most mortals with brief lifespans of deception and foul intentions. Yet, alicorn dragons haven’t entirely given up hope. They get along well with longer-lived beings, including most goodly fey, virtuous extraplanar beings, gnomes, elves, and unicorns. They also have a soft spot for the young and innocent—children and those yet unblemished by the cruelties of their fast-paced lives and untrustworthy kin—and for the elderly who have learned from their mistakes and taken the time to slow down and enjoy their twilight years. They consider children and innocents something to cherish, knowing that their innocence will fade in the blink of an eye—like a beautiful flower doomed to wither and die in the face of winter’s first frost.

Alicorn dragons pride themselves on offering aid to those who petition them for help or advice, though they only help those who treat them with the proper respect and whom they deem worthy: the pure of heart or spirit, the well-intentioned, and the charitable. Their aid often comes in the form of healing, protection, shelter, or advice. Rarely do alicorn dragons rouse to violence on behalf of evanescent mortals whose passions drive them to impetuosity, whether those mortals have a pure spirit or otherwise. Most alicorn dragons

choose to fight only when their home faces an existential threat or utter destruction—an incursion of demons, the tyranny of an enemy dragon, or the invasion of an army that destroys the lands through which they pass.

ANCIENT ALICORN DRAGON

Legendary Gargantuan dragon, neutral good

Armor Class 21 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 12 (+1) **CON** 26 (+8) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 24 (+7)

Saving Throws Dex +8, Con +15, Wis +11, Cha +14

Skills Insight +11, Nature +9, Perception +21, Performance +14, Persuasion +14, Stealth +8, Survival +11

Damage Resistances fire, radiant

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic, Sylvan

Challenge 23 (50,000 XP) **Proficiency** +7

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Resplendent Rainbow Regalia ends.

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

Purifying Aura. Creatures of the dragon's choice within 30 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +15 to hit; reach 15 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 5 (1d10) radiant damage.

Claw. *Melee Weapon Attack:* +15 to hit; reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Horn. *Melee Weapon Attack:* +15 to hit; reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) radiant damage, and the target must succeed on a DC 23 Constitution saving throw or be blinded until the end of its next turn.

Tail. *Melee Weapon Attack:* +15 to hit; reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

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 22 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.

MUSIC AFICIONADOS

Alicorn dragons pride themselves on discerning if those they meet are pure of heart and spirit. While they're uninfluenced by appearances, silver-tongued speeches, and logical arguments, they have a soft spot for music and poetry and have been known to overlook the flaws and past deeds of those who can sing a beautiful song, compose a complex symphony, or recite inspiring poems. Thankfully, this bias for musicians only goes so far—no aria is compelling enough to make an alicorn dragon forget foul deeds they've witnessed the musician perform nor disregard a truly evil soul.



ALICORN DRAGON SPELLCASTERS

An alicorn dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

YOUNG ALICORN DRAGON

Young (save DC 17):

1/day each: *animal messenger, charm person, heroism, lesser restoration*

ADULT ALICORN DRAGON

Adult (save DC 21): As Young, plus

1/day each: *haste, true seeing*

ANCIENT ALICORN DRAGON

Ancient (save DC 22): As Adult, plus

1/day each: *raise dead, scrying*

GREAT WYRM ALICORN DRAGON

Great Wym (save DC 24):

As Ancient, plus

1/day each: *banishment, foresight*

Breath Weapon (Recharge 5–6). The dragon emits a brilliant, blinding rainbow of light from its horn in a 90-foot-long, 10-foot-wide line. Each creature in that area must make a DC 23 Dexterity saving throw, taking 44 (8d10) fire damage plus 44 (8d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 6th level or lower, the spell that created the darkness is dispelled.

REACTIONS

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Healing Horn (3/Day). The dragon touches a creature within range of its horn. The creature regains 36 (8d8) hit points.

Resplendent Rainbow Regalia. The dragon surrounds itself or a creature it can see within 60 feet of it in a shifting nimbus of colorful rainbows and glittering sparkles. The nimbus sheds bright light for 20 feet and dim light for an additional 20 feet. While the nimbus lasts, creatures that can see the nimbus make attacks against the target with disadvantage, and the target protected by the nimbus gains the following Refract Rainbows reaction. The effect ends after 1 minute or when the target uses Refract Rainbows. Once the effect ends, the creature can't be targeted by Resplendent Rainbow Regalia again for 24 hours.

Refract Rainbows. When a creature you can see hits you with an attack, the Regalia nimbus shatters. The triggering creature must succeed on a DC 23 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Teleporting Charge (Costs 3 Actions). The dragon magically teleports to an unoccupied space within 5 feet of a creature it can see within 90 feet of it, then makes a horn attack against that creature. The dragon makes this attack with advantage, and the target makes its saving throw against the dragon's horn with disadvantage.

ADULT ALICORN DRAGON

Legendary Huge dragon, neutral good

Armor Class 19 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 40 ft., fly 80 ft.

STR 24 (+7) **DEX** 12 (+1) **CON** 22 (+6) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 24 (+7)

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

Skills Insight +10, Nature +8, Perception +16, Performance +13, Persuasion +13, Stealth +7, Survival +10

Damage Resistances fire, radiant

Damage Immunities poison

Condition Immunities frightened, poisoned

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

Languages Common, Draconic, Sylvan

Challenge 17 (18,000 XP) **Proficiency** +6

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.



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Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Resplendent Rainbow Regalia ends.

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

Purifying Aura. Creatures of the dragon's choice within 30 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +13 to hit; reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +13 to hit; reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Horn. *Melee Weapon Attack:* +13 to hit; reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) radiant damage, and the target must succeed on a DC 20 Constitution saving throw or be blinded until the end of its next turn.

Tail. *Melee Weapon Attack:* +13 to hit; reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

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.

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 60-foot-long, 5-foot-wide line. Each creature in that area must make a DC 20 Dexterity saving throw, taking 33 (6d10) fire damage plus 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 5th level or lower, the spell that created the darkness is dispelled.

REACTIONS

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Healing Horn (3/Day). The dragon touches another creature within reach of its horn. That creature regains 27 (6d8) hit points.

Resplendent Rainbow Regalia. As ancient alicorn dragon, but DC 23.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

YOUNG ALICORN DRAGON

Large dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 80 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 18 (+4) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 20 (+5)

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

Skills Insight +8, Nature +6, Perception +12, Performance +9, Persuasion +9, Stealth +5, Survival +8

Damage Resistances fire, radiant

HIGH STANDARDS

Alicorn dragons hold others to the same incredibly high standards to which they hold themselves... sometimes too high for other creatures to meet or exceed. As a result, most petitioners fail when they give a series of tests to those who seek them out. This leads an alicorn dragon to be pleasantly surprised when someone succeeds instead.

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Sylvan

Challenge 10 (5,900 XP) **Proficiency** +4

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

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

Purifying Aura. Creatures of the dragon's choice within 30 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. It can replace its bite attack with its horn attack.

Bite. *Melee Weapon Attack:* +9 to hit; reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit; reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Horn. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 4 (1d8) radiant damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 40-foot-long, 5-foot-wide line. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (5d10) fire damage plus 27 (5d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 4th level or lower, the spell that created the darkness is dispelled.

ALICORN DRAGON WYRMING

Medium dragon, neutral good

Armor Class 15 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., fly 60 ft.

STR 14 (+2) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

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

Damage Resistances fire, radiant

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 3 (700 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage plus 4 (1d8) radiant damage.

Horn. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 4 (1d8) radiant damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 30-foot-long, 5-foot-wide line. Each creature in that area must make a DC 11 Dexterity saving throw, taking 11 (2d10) fire damage plus 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Lyrinalu, the Horned Queen

Legends and fairy tales across the lands near to the home of the great wyrm alicorn dragon Lyrinalu speak of the Horned Queen only in respectful whispers. In the stories told from parents to their offspring and passed across the generations, the mighty alicorn dragon Lyrinalu grants blessings and gifts to good children in need who come upon her deep in the woods, while punishing those who are wicked or misbehave. In reality, ordinary children rarely discover the Horned Queen's secluded lair in the first place, and the main effect of these tales is simply to teach the children a lesson in morality or common sense. But in the greenest depths of the pristine wilds across the land lurk strange archways of twisted trees carved with strange symbols. Strange things can happen around those archways, and sometimes, ever so rarely, a child or other innocent being slips through them into the Horned Queen's domain.

Entering Lyrinalu's domain is difficult enough for most creatures, especially since their passage is usually subject wholly to the dragon's personal whims. But compared to what happens next, that turns out to be the easy part. The Horned Queen sends her would-be supplicants and accidental guests alike through a series of harrowing trials, using a combination of shapeable magical signs, hazards, and subordinates to present situations where her visitor is forced to make a choice.

Those who fail her tests rarely do so due to a lack of wit or intellect, as she doesn't intend them to be puzzles to reward quick thinking. If anything, attempting to be too clever for one's own good and circumventing the challenge can raise the Horned Queen's ire. Instead, her trials test decision-making, judgment, resolve, and moral fiber. Those who fail even slightly at a single one of the challenges are sent back from whence they came. For an egregious failure, an attempt to cheat, or other behavior Lyrinalu finds unbecoming, a challenger can expect to be punished with a curse or other similar effect that inflicts poetic justice upon them for their transgressions as she sees them. The severity of the punishment depends on the intent and the Horned Queen's mood. For instance, someone who surreptitiously cheats and tries to grab medicine out of concern for their ailing sister might find that their hand drips a bright red liquid, even through gloves, whenever they attempt to cheat or steal again. On the other hand, a visitor filled with avarice who attempts to weasel their way out of their offense and into a pile of riches with lies and misdirections might find themselves transformed into a weasel forever, revealing their true inner self and joining the ranks of those who have sought out the Horned Queen and never returned.

It's never a good idea for a potential petitioner to attempt to bribe Lyrinalu in hope of earning a quid pro quo from the dragon in return, but those who offer her gifts out of respect or gratitude have found that she enjoys rare flowers most of all. In a section of her Otherworld lair outside of the rooms set up for trials, rarely trespassed by outsiders, she keeps meadows filled with fields of brilliantly colored flowers, each able to bloom together despite their typical climate and blooming seasons. While the road to her deepest sentiment might be paved with flower petals, she is quick to suspect those who bring her new flowers of an ulterior motive; the Horned Queen is never more suspicious of someone than when they're on the verge of pleasing her or earning her favor. Perhaps grifters or flatterers burned her in the past, or perhaps she's just naturally suspicious. Whatever the case may be, those who seek to get on her good side or appeal to her sentiment do so very much at their own risk. It is ever so lonely at the top.

CHILDREN OF THE HORNED

Unlike the ancient alicorn dragon Iridsetta, Lyrinalu rarely takes enough interest in a mortal child to spend more time with them than it takes to test them, let alone to raise them. But nonetheless, those who learn something from the Horned Queen's lessons and tests, which allows them to grow and exceed their own expectations, often feel gratitude toward her. Although Lyrinalu may perceive these tests as just another ordinary day, they leave a lasting memory in their subject's mind. Those who share this feeling but lack any continued connection with the Horned Queen herself occasionally gather together to speak of their thoughts and feelings with others who shared their experience, calling themselves the Children of the Horned. Although a casual group most often simply meets to reminisce and discuss their experiences, this group will occasionally gather together to take greater action, especially in times of need.

HORNS OF POWER

As an alicorn dragon grows older and more powerful, their horn grows in proportion to their size. A truly mighty alicorn dragon grows additional horns, which they can use to charge magical energy in the gap between the horns.

GREAT WYRM ALICORN DRAGON

Legendary Gargantuan dragon, neutral good

Armor Class 22 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 60 ft., fly 90 ft.

STR 28 (+9) **DEX** 12 (+1) **CON** 28 (+9) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 26 (+8)

Saving Throws Dex +9, Con +17, Wis +13, Cha +16

Skills Insight +13, Nature +11, Perception +21, Performance +16, Persuasion +16, Stealth +9, Survival +13

Damage Resistances fire, radiant

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic, Sylvan

Challenge 28 (120,000 XP) **Proficiency** +8

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Resplendent Rainbow Regalia ends.

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

Purifying Aura. Creatures of the dragon's choice within 60 feet of it have advantage on saving throws against poison, disease, and effects that would frighten them.

Reactive. The dragon can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 11 (2d10) radiant damage.

Claw. *Melee Weapon Attack:* +17 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Horn. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) radiant damage, and the target must succeed on a DC 25 Constitution saving throw or be blinded until the end of its next turn.

Tail. *Melee Weapon Attack:* +17 to hit; reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 25 Strength saving throw or be knocked prone.

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 24 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.



The Many Journeys of the Alicorn Dragon Adventurer “Prismhorn” Karkane

As an eminent scholar, it's my duty and my privilege to give credit where credit is due to those who assist in my research or provide needed testimony, experimental data, or documentation. And one such collaborator, who helped me gain access to the realm of Faerie in the first place, is an aeternal alicorn dragon adventurer named Karkane, with the sobriquet “Prismhorn.”

Karkane's many adventures would fill up an entire tome and aren't the main purpose of this text, so I shall be brief. Suffice it to say, he takes his nickname from the rainbow energies in both his horn and magic staff, and he has participated in adventures in both our mortal world and that of the fey. The way he took the setbacks he experienced after his lux aeterna ritual and turned them into his strength is emblematic of the potential of aeternal dragons.

—Kallizandrex, Sage Aeternal

Breath Weapon (Recharge 5–6). The dragon emits a brilliant rainbow of light from its horn in a 120-foot-long, 10-foot-wide line. Each creature in that area must make a DC 25 Dexterity saving throw, taking 55 (10d10) fire damage plus 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead make this save with disadvantage. If the saving throw fails by 5 or more, the creature is also blinded until the end of its next turn.

If any of the breath's area overlaps with an area of darkness created by a spell of 7th level or lower, the spell that created the darkness is dispelled.

REACTIONS

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Healing Horn (3/Day). The dragon touches a creature within range of its horn. The creature regains 45 (10d8) hit points.

Resplendent Rainbow Regalia. As ancient alicorn dragon, but DC 25.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Cleansing Surge (1/Short or Long Rest, Costs 2 Actions). The dragon strikes a picturesque pose and releases a burst of colorful light, which surges across the battlefield, purifying the alicorn and its allies. Each creature of the alicorn's choice within 60 feet regains 70 hit points. The effect also ends the blinded, charmed, deafened, frightened, paralyzed, and poisoned conditions, as well as any diseases afflicting the target.

Teleporting Charge (Costs 3 Actions). The dragon magically teleports to an unoccupied space within 5 feet of a creature it can see within 90 feet of it, then makes a horn attack against that creature. The dragon makes this attack with advantage, and the target makes its saving throw against the dragon's horn with disadvantage.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

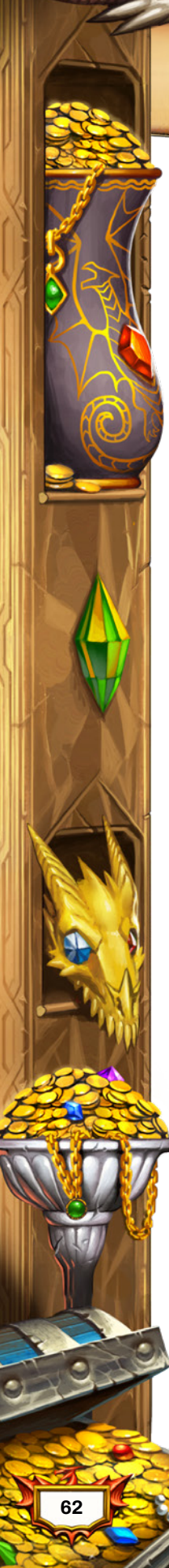
ALICORN DRAGON BOONS

Those who seek out alicorn dragons hoping for a boon most commonly hope for either a purification from one of the dragon's innate spells or an object from the alicorn dragon's hoard. However, those who actually receive a boon from an alicorn dragon often realize in hindsight that the boons of advice and wisdom the dragon granted were far more valuable to the supplicant across their life than mere treasure.



Allure Dragon

AMALATHINE



Amalathine claims the entire island of Malatrisaia as their sanctuary and has crafted it into one of the most verdant, peaceful regions of the Indigo Isles. A known patron of artists, notably sculptors, people travel from throughout the region to visit Malatrisaia, speak with Amalathine, and study her art firsthand. A small settlement, primarily consisting of an inn and public art studios, dots the island's beaches and makes up what one could call her lair, although she would never call it that. Although she is welcoming to visitors, she doesn't allow anyone to stay longer than a month and rarely allows return visits. Though not necessary, she willingly accepts any gifts or performances offered to her and seems to enjoy the attention, although she would never admit this publicly. When new guests arrive, she personally greets each visitor upon arrival and bids them farewell on their departure day. Amalathine's island is a treasure trove of magnificent art and sculptures crafted by artists who went on to become famed and well-respected masters of their crafts, and being accepted to visit Malatrisaia is considered a once-in-a-lifetime experience.

Allure dragons are beautiful and kind dragons whose inner beauty is supernaturally reflected all around them. This allure causes them to be incredibly captivating and inspiring to creatures of all kinds, from the smallest insects to the mightiest dragon and everything in between. Allure dragons take pride in the positive reactions their presence inspires in others and enjoy cultivating plants, nurturing animals, and inspiring intelligent creatures and people to exceed their ordinary limits and become something more than they ever believed they were capable of being.

Allure dragons form supernatural bonds with a pristine natural region, usually an area of wilderness that varies in size based on the dragon's age, from a tiny glade for a wyrmling to an enormous forest for a great wyrm. This region is their lair, though most allure dragons would prefer to call it their domain or sanctuary. Allure dragons strengthen and vivify their sanctuary with their presence, and though they have no issue leaving their sanctuary, their lands degrade without their presence. This causes most allure dragons to remain within their sanctuary for much of their lives. They consider themselves the wardens of their sanctuary and work to keep it idyllic and healthy. Most allure dragons' sanctuaries contain sites of primal power or notable beauty, such as magical wellsprings, leyline convergences, or holy sites. Because of their reputations, many allure dragon sanctuaries even become destinations for pilgrimages.

A powerful, supernatural aura of beauty surrounds each allure dragon, manifesting as a sparkling, shimmering radiance that emits from the very scales of the dragon, warping perception to elicit a positive response from viewers. Allure dragons are bright and colorful, with an ombré effect on their scales that transitions from one color to another. Most are pink or orange, with scales transitioning through the shades of sunset or sunrise. Allure dragons who live underground instead are bright turquoise, with scales transitioning through blues and purples. Allure dragons appreciate objects of natural beauty, such as flowers, gemstones, and seashells, which they frequently incorporate into their attire and abodes.

They're proud to inspire acts of joy and works of art and creativity but don't like to dirty their hands with violence or physical labor if they can avoid it, preferring to use mental magic and their inspiring presence to earn the aid of others to work on their behalf. Unfortunately for allure dragons, their presence can inspire foul hearts as often as it inspires fair ones, and many allure dragons must deal with admirers who don't share their values or refuse to respect their wishes. Whether unexpected danger within their idyllic sanctuary rouses the dragon to sudden anger or if they are simply determined to shield the other inhabitants from evil, allure dragons usually have to personally handle the aftermath of these interlopers. Despite their preference for peace and beauty, allure dragons are still dragons, and anyone who upsets them risks incurring their wrath.

With time, allure dragons gain power over their sanctuary and draw personal strength from its ambient magic. Many allure dragons can communicate with the plants and animals within their sanctuary, shapeshift into an animal, or urge the land to shift, change, and move at their whim. Rarer are those who possess the ability to instantly travel within their realm or meld with the land completely, in which case the land often begins to take on characteristics of the allure dragons themselves.

ANCIENT ALLURE DRAGON

Legendary Gargantuan dragon, neutral good

Armor Class 22 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 10 (+0) **CON** 26 (+8) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 26 (+8)

Saving Throws Dex +7, Con +15, Wis +12, Cha +15

Skills Insight +12, Nature +10, Perception +19, Performance +15, Persuasion +15, Survival +12

Damage Immunities psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic, Sylvan

Challenge 24 (62,000 XP) **Proficiency** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Inspiration ends on one creature.

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

Nature Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts and plants.

Nurture Land. The dragon has formed a bond to a specific region, such as a cavern, forest, glacier, island, steppe, or mountain. This region is called its sanctuary. As long as the dragon remains within its sanctuary, the sanctuary is healthy, fertile, verdant, and unnaturally resilient. Within the sanctuary, when a creature other than the dragon casts a spell such as blight that would harm the environment, that creature must succeed on a DC 23 Wisdom saving throw or the spell fails. The dragon can form a bond with a new region, replacing their old sanctuary with this new one, by spending 7 days in a new region unclaimed by any other ruler or warden at least 1 mile from their current sanctuary. When the dragon creates a new sanctuary in this way, their old sanctuary suffers for the loss, withering for 30 days before reverting to its natural state and equilibrium.

ACTIONS

Multiattack. The dragon can use its Alluring Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +15 to hit; reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 5 (1d10) psychic damage.

Claw. *Melee Weapon Attack:* +15 to hit; reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit; reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Alluring 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 23 Wisdom saving throw or be charmed by the dragon for 1 minute. The creature must repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to Alluring Presence for the next 24 hours.

If a charmed creature fails any saving throw against Alluring Presence by 5 or more, it is incapacitated until the start of next turn, and on its turn it must move toward the dragon by the shortest route that avoids obvious hazards, ending its turn if it moves within 5 feet of the dragon.

Change Shape. The dragon magically takes the form of a Small or Medium humanoid or a Large or smaller beast, or changes back into its true form. Any equipment it is wearing or carrying isn't transformed. In its new form, the damage type of the dragon's claw attack might change to bludgeoning if its form doesn't

INSPIRATION VS. OBSESSION

Allure dragons are naturally a source of inspiration and adoration for many creatures. Yet allure dragons recognize that there is a fine line between inspiration and dependency, as well as between adoration and obsession. Most allure dragons learn young that without intervention, those who seek them out are unlikely to leave, instead wasting their lives enraptured with the allure dragon and cluttering the allure dragon's sanctuary with repetitive gifts. As the number of people visiting the allure dragon increases, this can quickly compound and cause the dragon to start instituting rules. By the time they reach adulthood, most allure dragons have worked out a system that works for them, which usually includes ushering visitors away after a set time, limits on the number of people allowed within their sanctuary, or limits on the number of gifts a single creature can offer the dragon.

BATTLEZOO DRAGONS: FAIRY DRAGONS

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ALLURE DRAGON SPELLCASTERS

An allure dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

YOUNG ALLURE DRAGON

Young (save DC 17):

1/day each: *calm emotions, command, invisibility, sanctuary*

ADULT ALLURE DRAGON

Adult (save DC 22): As Young, plus

1/day each: *confusion, slow*

ANCIENT ALLURE DRAGON

Ancient (save DC 23): As Adult, plus

1/day each: *dispel evil and good, heal*

GREAT WYRM ALLURE DRAGON

Great Wyrm (save DC 26):

As Ancient, plus

1/day each: *regenerate, storm of vengeance*

have claws, and it loses its tail attack if it doesn't have a tail. The dragon's statistics, other than its size, are otherwise unchanged. The dragon reverts to its true form if it dies.

Charming Word. The dragon speaks to a creature that can hear it within 30 feet of it. The creature must succeed on a DC 23 Wisdom saving throw or be charmed by the dragon for 1 minute. Each time the creature takes damage, it can repeat the saving throw, ending the effect early on a success.

Inspiration. While in its sanctuary, the dragon inspires a creature that can hear it within 60 feet of it. As long as the creature is in the dragon's sanctuary and remains in the dragon's good graces, the creature has advantage on ability checks to use artisan's tools, Charisma (Performance) checks, and Wisdom saving throws. The dragon can have up to 10 creatures inspired at once. If the dragon would inspire a creature above this number, the creature inspired first loses its inspiration.

One with the Sanctuary. If the dragon is within its sanctuary, it merges its senses with the sanctuary until it ends the effect as a bonus action. While merged with its sanctuary, the dragon is blinded and deafened but can sense its surroundings using the senses of any beast or plant within its sanctuary.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Alluring Perfume. The dragon breathes a cloud of exquisitely scented perfume in a 90-foot cone. Each creature in that area must make a DC 23 Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

Regretful Perfume. The dragon breathes a cloud of perfume designed to cause painful pangs of regret in a 90-foot cone. Each creature in that area must make a DC 23 Wisdom saving throw, taking 93 (17d10) psychic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Rebuff Advance. When a creature the dragon can see within 30 feet of it would move to a space closer to the dragon, the dragon snubs the creature, tipping its snout to the sky and ignoring the approaching creature completely. The creature must make a DC 23 Wisdom saving throw. On a failed save, the creature is overcome with grief at the dragon's rejection and is frightened until the end of its next turn. On a success, the creature is immune to Rebuff Advance for 24 hours.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Change Shape. The dragon uses Change Shape.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Focus Allure. The dragon focuses its attention on a creature it can see within 90 feet of it. That creature must make a saving throw against the dragon's Alluring Presence. If the creature is already charmed by the dragon, it makes the save with disadvantage. The dragon can use Focus Allure on a given creature only once per round.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

ADULT ALLURE DRAGON

Legendary Huge dragon, neutral good

Armor Class 20 (natural armor)

Hit Points 312 (25d12 + 150)

Speed 40 ft., fly 80 ft.

STR 24 (+7) **DEX** 10 (+0) **CON** 22 (+6) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 26 (+8)

Saving Throws Dex +6, Con +12, Wis +11, Cha +14

Skills Insight +11, Nature +9, Perception +17, Performance +14, Persuasion +14, Survival +11

Damage Immunities psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Sylvan

Challenge 18 (20,000 XP) **Proficiency** +6

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Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Inspiration ends on one creature.

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

Nature Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts and plants.

Nurture Land. As ancient allure dragon, but DC 22.

ACTIONS

Multiaction. The dragon can use its Alluring Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +13 to hit; reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 5 (1d10) psychic damage.

Claw. *Melee Weapon Attack:* +13 to hit; reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit; reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Alluring Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or be charmed by the dragon for 1 minute. The creature must repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to Alluring Presence for the next 24 hours.

If a charmed creature fails any saving throw against Alluring Presence by 5 or more, it is incapacitated until the start of next turn, and on its turn it must move toward the dragon by the shortest route that avoids obvious hazards, ending its turn if it moves within 5 feet of the dragon.

Change Shape. As ancient allure dragon.

Charming Word. As ancient allure dragon, but DC 22.

Inspiration. As ancient allure dragon.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Alluring Perfume. The dragon breathes a cloud of exquisitely scented perfume in a 60-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

Regretful Perfume. The dragon breathes a cloud of perfume designed to cause painful pangs of regret in a 60-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw, taking 71 (13d10) psychic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Rebuff Advance. As ancient allure dragon, but DC 22.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Change Shape. The dragon uses Change Shape.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Focus Allure. As ancient allure dragon, but DC 22.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

YOUNG ALLURE DRAGON

Large dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft., fly 80 ft.

STR 20 (+5) **DEX** 10 (+0) **CON** 18 (+4) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 20 (+5)

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

Skills Insight +9, Nature +7, Perception +13, Performance +9, Persuasion +9, Survival +9

ALLURING HOARDS

Allure dragons take pride in their ability to inspire people to greater feats of creation—though the exact crafts that the people who visit them perform vary wildly. Regardless of the crafts and compositions created, allure dragons appreciate them as gifts, and over time, these gifts form large, eclectic hoards scattered throughout their sanctuary. While some of these gifts are intangible, such as a song, poem, or story, or impermanent, like a beautifully grown shrubbery or a delicious meal, most are material. Allure dragons cherish every object in their presence, whether it's a breathtaking sculpture, a valuable necklace, a handcrafted scarf, or a perfect wagon wheel. They value these objects not for their beauty, value, or usefulness, but for the heartfelt love that went into their creation.

PATRONS OF THE ARTS

When an allure dragon chooses to make an area their lair, they tend to lead to a renaissance of art and culture in that region. While this effect is owed in part to the inspiration artists find in the allure dragon's presence, in truth many allure dragons also actively serve as patrons for artists, using funds from their hoards to commission new masterpieces and art styles.

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Sylvan

Challenge 11 (7,200 XP) **Proficiency** +4

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

Nature Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts and plants.

Nurture Land. As ancient allure dragon, but DC 17.

ACTIONS

Multiaction. The dragon can use its Alluring Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +9 to hit; reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) psychic damage.

Claw. *Melee Weapon Attack:* +9 to hit; reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Alluring Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or be charmed by the dragon for 1 minute. The creature must repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to Alluring Presence for the next 24 hours.

If a charmed creature fails any saving throw against Alluring Presence by 5 or more, it is incapacitated until the start of next turn, and on its turn it must move toward the dragon by the shortest route that avoids obvious hazards, ending its turn if it moves within 5 feet of the dragon.

Charming Word. As ancient allure dragon, but DC 17.

Inspiration. As ancient allure dragon.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Alluring Perfume. The dragon breathes a cloud of exquisitely scented perfume in a 40-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

Regretful Perfume. The dragon breathes a cloud of perfume designed to cause painful pangs of regret in a 40-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw, taking 60 (11d10) psychic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Rebuff Advance. As ancient allure dragon, but DC 17.

ALLURE DRAGON WYRMLING

Medium dragon, neutral good

Armor Class 15 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft., fly 60 ft.

STR 14 (+2) **DEX** 10 (+0) **CON** 12 (+1) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 14 (+2)

Saving Throws Dex +2, Con +3, Wis +3, Cha +4

Damage Immunities psychic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 3 (700 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage plus 4 (1d8) psychic damage turn.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons.

Alluring Perfume. The dragon breathes a cloud of exquisitely scented perfume in a 30-foot cone. Each creature in that area must make a DC 11 Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

Regretful Perfume. The dragon breathes a cloud of perfume designed to cause painful pangs of regret in a 30-foot cone. Each creature in that area must make a DC 11 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.



Hyacirus, the Polypatron

Over time, as more and more people flock to allure dragons from all corners of the world, both their physical sanctuary and their intangible influence grow. The great wyrm Hyacirus the Polypatron represents a perfect example of the most common endpoint after many centuries of such growth. Unlike more eccentric great wyrms allure dragons, such as the mock villain Cozliglew, Hyacirus represents the iconic allure dragon that has simply grown larger than life in all dimensions.

Starting from a tiny sanctuary of beautiful flowers amid an enormous ancient forest, Hyacirus continued to grow his fame through inspiring and sponsoring artists, musicians, poets, and authors, little by little over time until he reached the heights he's found today.

At first, as a younger dragon, he actively invited those who caught his interest to visit his sanctuary in small groups for a series of inspirational artistic retreats designed to expand the mind and rejuvenate the spirit, helping artists rekindle their spark and get their artistic juices flowing. However, as time went on and Hyacirus's sanctuary grew, creative souls began to flock to him without requiring any effort on his own part, and so the number of relaxing natural amenities he offered them grew in turn. Mud baths, hot spring spas, and other similar features emerged as his sanctuary came to encompass more and more of the forest. Now that he has become a great wyrm, the entire forest is Hyacirus's sanctuary, and he's remade it as a place of contemplation, inspiration, and resplendent creativity.

The Polypatron is eminently generous to all those who seek his magnanimity, so long as they don't intend to exploit it. Just about any type of artistic proposal can catch his eye, as long as it's something innovative and interesting, or something that speaks to the artist's individual experiences and soul. At this point, Hyacirus has seen it all, but a unique twist on an old format can still fill him with a sense of wonder, and a piece of art that bears surface similarities to one from ages past might reveal hidden depths tied to the artist's own history and inner life.

Being such a celebrity is not without its dangers, and indeed the Polypatron is extremely careless with his own safety and that of his sanctuary and hoard compared to most other great wyrms. He surrounds himself with others without vetting them first, in locations built for comfort and inspiration rather than security. Not only does he typically lack any traps or minions protecting him, but his guests present a further liability. If he doesn't wish harm to befall them, Hyacirus needs to spend enormous effort to protect these fragile mortals from anything that could remotely threaten him, effort that he could have instead spent fighting back or escaping.

As a result, he's even been the target of one or two assassination attempts over the course of the centuries, but his sanctuary is so vast and his pool of potential allies is so deep that his would-be assassins haven't yet managed to despoil his sanctuary quickly enough to prevent him from simply reviving a few days later to mete vengeance and make them wish they had never tried to attack him in the first place.

Across the world, creative works of all forms and genres bear the imprimatur of the Polypatron, typically in the form of Hyacirus's magical sigil. Collectors and connoisseurs know that this isn't always a guarantee of a certain level of subjective "quality" in the work, as the Polypatron supports artists of all levels of skill. But it does mean that the work has something interesting about it that makes it worth experiencing, or even dedicating time to study and analyze it more deeply.

COZLIGLEW

by Rogelio Gaona

Among allure dragons, Cozliglew has always been an eccentric, creating her own sweeping narratives and playing them out in the real world with other creatures as the unwitting actors in her hidden plotlines. After many centuries, she's survived to become a great wyrm, and she's perfected her schemes into an art form. First, she sets up some kind of "evil plotline" that will succeed unless someone stops it. Then, she finds an unlikely group of potential heroes and sets them up to succeed against the threat. This often involves infiltrating the group in the guise of a much younger allure dragon who provides assistance, advice, or some other helpful step along their way. The game, for Cozliglew, is to surreptitiously help the "heroes" and see if they're able to overcome the odds to triumph over "evil." In so doing, they might have grown as people, but even if not, Cozliglew had fun just seeing what happened. Her one true nemesis is Myxygwia, the Spanner in the Works, who takes enormous pleasure in seeing Cozliglew's elaborate plans fail. The two have a history of engaging in schemes and resolving their conflicts through wagers, which frequently spiral out of control and become a game within a game.

PERFUMERIES

Allure dragons produce their own natural perfumes, and so it should come as no surprise that various luxurious perfume brands and perfumeries owe the secret to their success to an allure dragon backer behind the scenes, providing samples and insights into what perfumes will entice this season.

GREAT WYRM ALLURE DRAGON

Legendary Gargantuan dragon, neutral good

Armor Class 23 (natural armor)

Hit Points 604 (31d20 + 279)

Speed 60 ft., fly 90 ft.

STR 28 (+9) **DEX** 10 (+0) **CON** 28 (+9) **INT** 18 (+5) **WIS** 22 (+6) **CHA** 28 (+9)

Saving Throws Dex +9, Con +18, Wis +15, Cha +18

Skills Insight +15, Nature +13, Perception +24, Performance +18, Persuasion +18, Survival +15

Damage Immunities psychic

Senses truesight 60 ft., darkvision 120 ft., passive Perception 34

Languages Common, Draconic, Sylvan

Challenge 29 (135,000 XP) **Proficiency** +9

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Inspiration ends on one creature.

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

Nature Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts and plants.

Nurture Land. As ancient allure dragon, but DC 26.

Reactive. The dragon can take one reaction on every turn in a combat.

Sanctuary Immortality. If the dragon dies while within its sanctuary, it returns to life 1d6 days later in a new body with all its hit points restored. This resurrection fails if the sanctuary has been extensively damaged or despoiled since the dragon's death.

ACTIONS

Multiattack. The dragon can use its Alluring Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +18 to hit; reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 11 (2d10) psychic damage.

Claw. *Melee Weapon Attack:* +18 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit; reach 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

The target must succeed on a DC 25 Strength saving throw or be knocked prone.

Alluring 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 26 Wisdom saving throw or be charmed by the dragon for 1 minute. The creature must repeat the saving throw at the start of each of its





Reflections of Allure: Belsa and the Mist

Here in the mortal world, looking back on my time spent with the ancient allure dragon Belsa of the Court of Mist, I sometimes wonder about what could have happened if I stayed a while longer. Truthfully, the meditation and contemplation in that place were so peaceful that I felt my mind was more in order than ever. It's likely true that the short time I spent there improved my final work immeasurably by centering me after my harrowing experiences... but could I have reached an even greater height by remaining there until I had completed the entire work? In the end, I believe that is a siren's song that would have kept me there forever.

— Kallizandrex, Sage Aeternal

turns, ending the effect on itself on a success. A target that successfully saves is immune to Alluring Presence for the next 24 hours.

If a charmed creature fails any saving throw against Alluring Presence by 5 or more, it is incapacitated until the start of next turn, and on its turn it must move toward the dragon by the shortest route that avoids obvious hazards, ending its turn if it moves within 5 feet of the dragon.

Change Shape. As ancient allure dragon.

Charming Word. As ancient allure dragon, but DC 26.

Inspiration. As ancient allure dragon.

One with the Sanctuary. As ancient allure dragon.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Alluring Perfume. The dragon breathes a cloud of exquisitely scented perfume in a 120-foot cone. Each creature in that area must make a DC 26 Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

Regretful Perfume. The dragon breathes a cloud of perfume designed to cause painful pangs of regret in a 120-foot cone. Each creature in that area must make a DC 26 Wisdom saving throw, taking 115 (21d10) psychic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Rebuff Advance. As ancient allure dragon, but DC 26.

Sudden Inspiration. When a creature the dragon can see within 30 feet of it fails an attack roll, ability check, or saving throw, the creature can reroll with advantage. If it does, the creature can't benefit from Sudden Inspiration again for 1 minute.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Change Shape. The dragon uses Change Shape.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Focus Allure. As adult allure dragon, but DC 26.

Sanctuary Stride. The dragon magically teleports to an unoccupied space within its sanctuary.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

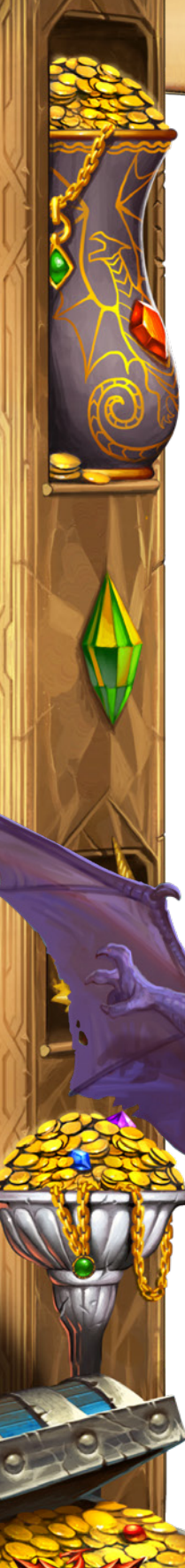
ALMIGHTY HERMITS

While most allure dragons balance the benefits and drawbacks of interacting with mortals who might develop an obsession, some choose to sidestep the issue by becoming hermits and living alone deep in the wilderness, far from any other sapient creature and magically warded to prevent any unwelcome guests. Occasionally, such an allure dragon will live for centuries, or even millennia, undisturbed, growing in power to become a great wyrm without realizing just how mighty they've become, until a trespasser finally reaches their home and allows them to compare their strength with that of another.



Court Dragon

ULOJIANO



Ulojiano is lord of the Starstrewn Court, a somber court located beneath three small hills, each thousands of miles apart from the others, and split into three wings. Each wing of the Starstrewn Court has a “sky” that depicts the stars from different locations. Ulojiano is a wise and mysterious sage who’s fully embraced his narrative and spends his time observing and recording the paths of the stars. Using these records, he can view events from the present, foresee the future, and determine a person’s narrative and fate. Many, both fey and mortal alike, seek Ulojiano for his talents. However, to the dismay of some, Ulojiano answers all visitors’ questions vaguely and in rhyme, with most fortunes and pronouncements only making sense in hindsight.

Like the sidhe, ancient fey with whom they frequently interact (*Battlezoo Ancestries: Classic Creatures* page 188), court dragons believe in Fate as a sentient metanarrative that rules over the universe and enforces narrative tropes common in stories. Court dragons have learned to leverage these narratives for their own benefit, creating their own realms and courts, including or involving dragons, sidhe, fey, and other beings. By creating their own courts, they weave their own rules, etiquette, and stories, and others are forced to play their parts within the confines the court dragons decide. These courts are part of the complex web of fey politics, not apart from them. Court dragons rankle when forced to participate in fey courts controlled by others, much preferring to rule over their own courts, yet either way, they and their courts play their parts all the same.

Like many other dragon ancestries, court dragons are exceptionally proud and arrogant, but court dragons can take their arrogance to levels that can even rub other dragons the wrong way, putting them in good company among the most arrogant of dragons alongside astral dragons, red dragons, and solar dragons. Of course, court dragons’ personalities range across the spectrum, from benevolent to mischievous to masochistic. However, nearly all court dragons share the value of the paradigms of honor vs. dishonor and conformity vs. rebellion far more than they care for concerns of the mortal moralities of good and evil, which they consider utterly irrelevant to their narratives.

Cunning, quick-witted, and imperious court dragons are always looking for ways to improve their lot in life, gain an edge over their sworn nemesis,

expand their fairy court,

or manipulate

other creatures to

their own advantage.

Those who visit a court

dragon would do well

to watch their wording

most carefully. The

majority of court

dragons take delight

in purposefully

twisting other

creatures’ words and whims to

diverge from intent to better

serve the court dragon’s own

needs and purposes. Like most

politically minded fey, court

dragons despise it most when their

personal narrative is disturbed, ignored,

or usurped. For this reason, court dragons tend to lash out maliciously at


those who dare to insult them, trespass upon their lairs, or refuse to follow

the strictures and etiquette observed in their court. These punishments often

take the form of imprisonment or long-term curses with high-impossible escape

clauses, though other more straightforward court dragons prefer to employ

sudden violence if it suits their narrative.



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Supplement: Classic Great Wyrms

Court dragons tend to stand out in a crowd (quite intentionally so) as they are often slender and angular, with a thin tail and neck, and, of course, impeccably dressed. They have long, pointed ears and a number of small, prominent horns that form a crown atop their heads. It's said that the pattern of a court dragon's crown determines a court dragon's fate—their narrative and role, for better or for worse, though some court dragons purposefully attempt to defy this ascribed narrative and supplant it with one better suited to their ambitions. Others, dissatisfied with their narratives, sometimes seek to change them by creating and spreading stories. If they catch on among the populace, these stories can alter the structure of their narrative, allowing the dragon to influence Fate without breaking the rules of their own court and the wider web of fey politics. A court dragon's scales are a blend of purple and royal blue.

A court dragon's lair is usually found in otherworldly spaces that are accessed via subterranean entrances, traditionally via hills, mounds, or caverns. Their lairs are nearly always extravagantly furnished and often maze-like, making it difficult for the uninvited to escape easily. They like fine clothes, beautiful possessions, and elaborate plans, and these can all be found in abundance in their lairs.

Court dragons strongly value all of their agreements, bargains, and commitments (even unspoken ones), and they follow through on them to the letter, though they rarely engage in such agreements without subterfuge, deception, and misdirection. Only the desperate seek to make a deal with a court dragon, and only the foolish expect it to turn out how they hoped. Unfortunately, a court dragon considers any word uttered to be a word given and can twist even a turn of phrase into a solemn bargain they expect to be followed through to the end. Plentiful are those who forge a deal with a court dragon accidentally.

WHAT'S A NARRATIVE?

Court dragons believe that all intelligent creatures are associated with a narrative—an archetypal trope common in stories, myths, and fables, which are reenacted over and over again throughout the ages. Your narrative is both constricting and empowering. It's incredibly challenging, sometimes dangerous, to escape your narrative, yet knowledge of your narrative—of your weaknesses, strengths, foes, and other tropes at play—can give you insight into yourself, your future, and the obstacles in your path. Furthermore, by telling stories that feature tropes and narratives associated with your own narrative, you can slowly alter the narrative itself—if it catches on, that is! Thus, storytelling is an incredibly important aspect of court dragon culture.

ANCIENT COURT DRAGON

Legendary Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 490 (28d20 + 196)

Speed 40 ft., fly 80 ft.

STR 28 (+9) **DEX** 16 (+3) **CON** 24 (+7) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 26 (+8)

Saving Throws Dex +11, Con +15, Wis +12, Cha +16

Skills Deception +16, Intimidation +16, Nature +12, Perception +20, Performance +16, Persuasion +16

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30

Languages Common, Draconic, Sylvan

Challenge 25 (75,000 XP) **Proficiency** +8

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon can't use Fated Counterstrike until the end of its next turn.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 5 (1d10) slashing damage.

Claw. *Melee Weapon Attack:* +17 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Horn. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

If the dragon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 6 (1d12) piercing damage.

COURT DRAGON SPELLCASTERS

A court dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

YOUNG COURT DRAGON

Young (save DC 17):

1/day each: *alarm, blindness/deafness, blur, suggestion*

ADULT COURT DRAGON

Adult (save DC 22): As Young, plus

1/day each: *confusion, dominate person*

ANCIENT COURT DRAGON

Ancient (save DC 24): As Adult, plus

1/day each: *irresistible dance, scrying*

GREAT WYRM COURT DRAGON

Great Wyrm (save DC 27):

As Ancient, plus

1/day each: *mirage arcane, project image*

Tail. Melee Weapon Attack: +17 to hit; reach 20 ft., one target. **Hit:** 27 (4d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Commanding Word. The dragon speaks a word of command to a creature that can hear and understand it within 30 feet of it. The creature must succeed on a DC 24 Wisdom saving throw or use its reaction to do one of the following (dragon's choice): drop prone, drop any objects it is holding, move up to its speed directly toward the dragon, or move up to its speed directly away from the dragon. A creature that can't use its reaction is unaffected.

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 24 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.

Mirror Breath (Recharge 5–6). The dragon breathes jagged mirror fragments in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 99 (18d10) magical slashing damage on a failed save, or half as much damage on a successful one.

Weave Narrative (1/Day). With a flourish, the dragon proclaims a goal it aims to accomplish, weaving the goal into a story to leverage its own narrative to its benefit. For 1 day or until the goal is accomplished, the dragon has advantage on ability checks and attack rolls that could help the dragon achieve its goal.

REACTIONS

Fated Counterstrike. When a creature the dragon can see within 15 feet of it misses the dragon with a melee attack, the dragon launches a retaliatory strike, taking advantage of an opening long foreseen. The dragon makes a melee attack against the triggering creature with advantage.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Reveal Flaw. The dragon reveals scandalous secrets about the past of a creature it can see within 90 feet of it, then proclaims that creature's fatal weakness. The dragon selects one of the following damage types: acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, or thunder. The target must succeed on a DC 24 Wisdom save or gain weakness to the chosen damage type for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success. A creature that successfully saves becomes immune to Reveal Flaw for 24 hours.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Commanding Word (Costs 2 Actions). The dragon uses Commanding Word.

Talk in Circles (Costs 3 Actions). The dragon spouts a confusing deluge of illogical arguments, obscure jargon, and challenging conundrums, couching this purposeful nonsense amid a monologue, argument, debate, or song. Each creature that can hear the dragon within 60 feet of it must succeed on a DC 24 Wisdom save or become confused (as the confusion spell) until the end of its next turn.

ADULT COURT DRAGON

Legendary Huge dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 322 (28d12 + 140)

Speed 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 16 (+3) **CON** 20 (+5) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 26 (+8)

Saving Throws Dex +9, Con +11, Wis +10, Cha +14

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Skills Deception +14, Intimidation +14, Nature +10, Perception +16, Performance +14, Persuasion +14

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

Languages Common, Draconic, Sylvan

Challenge 19 (22,000 XP) **Proficiency** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon can't use Fated Counterstrike until the end of its next turn.

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

ACTIONS

Multiaction. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +14 to hit; reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 5 (1d10) slashing damage.

Claw. *Melee Weapon Attack:* +14 to hit; reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Horn. *Melee Weapon Attack:* +14 to hit; reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage. If the dragon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 6 (1d12) piercing damage.

Tail. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Commanding Word. The dragon speaks a word of command to a creature that can hear and understand it within 30 feet of it. The creature must succeed on a DC 22 Wisdom saving throw or use its reaction to do one of the following (dragon's choice): drop prone, drop any objects it is holding, move up to its speed directly toward the dragon, or move up to its speed directly away from the dragon. A creature that can't use its reaction is unaffected.

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 22 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.

Mirror Breath (Recharge 5–6). The dragon breathes jagged mirror fragments in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 77 (14d10) magical slashing damage on a failed save, or half as much damage on a successful one.

Weave Narrative (1/Day). With a flourish, the dragon proclaims a goal it aims to accomplish, weaving the goal into a story to leverage its own narrative to its benefit. For 1 day or until the goal is accomplished, the dragon has advantage on ability checks and attack rolls that could help the dragon achieve its goal.

REACTIONS

Fated Counterstrike. As ancient court dragon, but the fated counterstrike attack is made without advantage.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Reveal Flaw. As adult court dragon, but DC 22..

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Commanding Word (Costs 2 Actions). The dragon uses Commanding Word.

COURTLY HOARDS

Most court dragons' hoards vary but always contain three things: fine treasures, valuable information, and favors owed. While many of these treasures and valuable art objects remain within their vaults or worn on their person, others are scattered throughout their court as art installations and displays. Their other valued treasures are intangible—the rumors picked up, the secrets discerned, and the countless favors owed to them by mortals and fey alike.

BALL'S IN YOUR COURT

Court dragons try their best to make their own courts seem like the most glamorous, refined, and successful among all the other fairy courts. One way they achieve this goal is by holding balls, galas, and other parties to show off their wealth, sophistication, and style. Despite their innocent appearance, these balls serve as their own battlefields, where the guests engage in battles not with physical weapons but with their words and wit.

YOUNG COURT DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 195 (23d10 + 69)

Speed 40 ft., fly 80 ft.

STR 24 (+7) **DEX** 16 (+3) **CON** 16 (+3) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 20 (+5)

Saving Throws Dex +7, Con +7, Wis +8, Cha +9

Skills Deception +9, Intimidation +9, Nature +8, Perception +12, Performance +9, Persuasion +9

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Sylvan

Challenge 12 (8,400 XP) **Proficiency** +4

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

ACTIONS

Multiaction. The dragon attacks once with its bite and twice with its claws. It can replace its bite attack with its horn attack.

Bite. *Melee Weapon Attack:* +11 to hit; reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) slashing damage.

Claw. *Melee Weapon Attack:* +11 to hit; reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Horn. *Melee Weapon Attack:* +11 to hit; reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

If the dragon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 5 (1d10) piercing damage.

Commanding Word. The dragon speaks a word of command to a creature that can hear and understand it within 30 feet of it. The creature must succeed on a DC 17 Wisdom saving throw or use its reaction to do one of the following (dragon's choice): drop prone, drop any objects it is holding, move up to its speed directly toward the dragon, or move up to its speed directly away from the dragon. A creature that can't use its reaction is unaffected.

Mirror Breath (Recharge 5–6). The dragon breathes jagged mirror fragments in a 40-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 66 (12d10) magical slashing damage on a failed save, or half as much damage on a successful one.

Weave Narrative (1/Day). With a flourish, the dragon proclaims a goal it aims to accomplish, weaving the goal into a story to leverage its own narrative to its benefit. For 1 day or until the goal is accomplished, the dragon has advantage on ability checks and attack rolls that could help the dragon achieve its goal.

REACTIONS

Fated Counterstrike. As ancient court dragon, but the attack is made without advantage.

COURT DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 60 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 12 (+1) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 14 (+2)

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 4 (1,100 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit; reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage plus 4 (1d8) slashing damage.

Horn. *Melee Weapon Attack:* +5 to hit; reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

If the dragon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 5 (1d10) piercing damage.

Mirror Breath (Recharge 5–6). The dragon breathes jagged mirror fragments in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 22 (4d10) magical slashing damage on a failed save, or half as much damage on a successful one.

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Regaster, the Master of Manners

Across history, countless court dragons have planted their flags within the realm of Faerie, established their courts, and seen their storied rises lead to meteoric falls. It's the nature of the story of nations and empires, inevitable and merciless in the eyes of Fate. Everyone loves a good origin story, Fate included, but so too are they fascinated by the metaphorical carriage crash that comes with a cataclysmic fall.

For this reason, court dragons rarely live to become great wyrms, especially not if they're too proud to flee a sinking ship. For those who do, they may need to establish multiple courts that fluctuate over time. But the great wyrm court dragon Regaster is an exception, one that serves well to prove the rule with a single court that has lasted across the ages and still continues to persist to the modern day.

Known as the Master of Manners, Regaster rules the Court of Oaths, a tiny neutral court that's never taken center stage in fey politics, not once over its astounding millennia long existence. In every great conflict, the Court of Oaths simply acts as a neutral arbiter. If it takes a side, it does so by invitation on behalf of another entity, and as a result, it never plays a key role in the story as either protagonist or antagonist. The Court of Oaths simply stands back and judges others, acting in a way that enhances the story and strictly observes the rules and strictures of fey society and Fate's whims alike.

How can Fate deride a court that simply acts for Fate's own benefit, never seeking their own advantage? It also helps that though it be but little, the Court of Oaths is fierce, with a great wyrm as a ruler and other powerful denizens besides.

Regaster has earned the sobriquet "Master of Manners" a thousand times over due to his extremely punctilious observation of the rules of fairy etiquette and hospitality. His favored version of neutrality means that even if he personally approves of a supplicant's request, if they stepped one toe out of line or made one small mistake in how they asked, he denies them the boon they seek. Meanwhile, even those with whom he might disagree can earn their request by following the proper etiquette to the letter. And of course, when a favor to one disadvantages another, as in a conflict, there's always a way for the disadvantaged party to appropriately request a cancellation of that favor. In this way, the Court of Oaths represents both a predictable wild card and a common quest location, allowing Fate to amuse itself while observing whether they reach the Court of Oaths in the first place, and if they do, whether they successfully receive their boon.

The Court of Oaths earns more than simply Fate's favor by acting in this privileged role in the story: in exchange for boons and aid granted to those who observe the proper etiquette to the letter, the Master of Manners extracts one of the court's namesake oaths from the questing seeker.

The terms of these oaths vary. Some ask for concrete repayments at a given time, others require esoteric or metaphorical costs that befuddle mortals, and a fair number simply demand a favor of equal value to be determined by Regaster and the Court of Oaths and repaid at an unspecified later date. Many types of fey don't fully distinguish between roles and families of short-lived mortals, especially when it comes to debts and oaths. If the head of a household made a promise to Regaster 500 years ago, the current head of that household owes the debt when the Master of Manners comes to have it repaid; because they hold that same mantle, they're essentially the same person to the Court of Oaths. This can become especially awkward if the request was something personal that would have made sense to the original recipient but comes out of nowhere for

EKECI THE GREAT MOTHER

by Zachary Lapointe

Ekeci, also known as the Great Mother, is the absolute monarch of the Court of Silks. While other court dragons sometimes have a deep, elegant, and regal color, Ekeci is supersaturated with mystical fey energy, causing her to be saturated with color as well, from her scales down to her rainbow colored wings. The Great Mother is a fan of soft things of all kinds, so she always wears silk, leading to the name for her fairy court. Unusually for court dragons and somewhat more reminiscent of allure dragons, Ekeci has an almost accursed allure about her, where she can cause chaos in other kingdoms and societies by turning heads wherever she goes, among both dragons and mortals. Despite growing in power to the might of a great wyrm, she prefers diplomacy over direct combat and has had liaisons with many creatures, as well as countless offspring over the years, both dragons and draconic scions. Her court is heavily populated with her descendants, giving a second meaning to her title of Great Mother.

HOME COURT ADVANTAGE

Court dragons often hold court in their own fey realms, either within the larger realm of Faerie or a separate Otherworld. Especially on Faerie, their ability to influence the realm's makeup and nature means that it's almost impossible to face one in a fair fight. The court dragon might very well bend the very rules of the world within its court to its advantage.

the one who has to pay the piper, such as a demand for a faerie marriage or a child of the household to be fostered in the court and serve as a retainer. Regaster leaves such oaths pending on purpose to protect his court, as each one is a potential story that would be cut short if Fate ends the Court of Oaths.

GREAT WYRM COURT DRAGON

Legendary Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)

Hit Points 629 (34d20 + 272)

Speed 60 ft., fly 90 ft.

STR 30 (+10) **DEX** 16 (+3) **CON** 26 (+8) **INT** 20 (+6) **WIS** 20 (+5) **CHA** 30 (+10)

Saving Throws Dex +12, Con +17, Wis +14, Cha +19

Skills Deception +19, Intimidation +19, Nature +14, Perception +23, Performance +19, Persuasion +19

Senses truesight 60 ft., darkvision 120 ft., passive Perception 33

Languages Common, Draconic, Sylvan

Challenge 30 (155,000 XP) **Proficiency** +9

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon can't use Fated Counterstrike until the end of its next turn.

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

Reactive. The dragon can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +19 to hit; reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 11 (2d10) slashing damage.

Claw. *Melee Weapon Attack:* +19 to hit; reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage.

Horn. *Melee Weapon Attack:* +19 to hit; reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage. If the dragon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 6 (1d12) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit; reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 27 Strength saving throw or be knocked prone.

Commanding Word. As ancient court dragon, but DC 27.

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 27 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.

Strike Bargain. The dragon strikes a deal with a willing creature that can hear and understand its words. The creature has a magical, indelible sigil (representing the dragon's court or name) appear on its body as a tattoo. If the target ever breaks the terms of the deal, the tattoo casts the feeblemind or flesh to stone spell on the target. The target automatically fails all saving throws against the chosen spell, although the effect can be ended by a greater restoration, heal, or wish spell, as normal.

Mirror Breath (Recharge 5–6). The dragon breathes jagged mirror fragments in a 120-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 121 (22d10) magical slashing damage on a failed save,



Amokray's Gambit: The Ambrosial Court and Obligations

The time I spent in the Ambrosial Court might not have been as outwardly deadly as some of the other regions of Faerie, but it was likely the most dangerous nonetheless. When there's an obvious threat, it's easy to remain wary at all times, but in the glorious surroundings and excellent hospitality of the Ambrosial Court laid a devious trap of the court dragon Amokray's own making. And despite all my scholarly knowledge and prudence, dear reader, your humble narrator stepped right into it before noticing the danger.

In my defense, part of what caught me off guard was that Amokray meant me no harm. I have developed a rather keen sense for danger to my esteemed personage, and I could tell nothing like that was afoot. The trouble was the chain of obligation, which I have since learned is quite a common tactic among court dragons and courtly sidhe alike. Make an offhand comment and you might be committed for much longer than you expect. The danger inherent in the stereotypical warnings against partaking of the fairy food and fairy drinks reside not only in their mystical and chemical make-up—I'm sure there are some that are laced with dangerous glamours or addictive substances—but nothing like that was present in the victuals at the Ambrosial Court. That wasn't a statement made purely on faith; I surreptitiously tested for it first.

However, the mere act of assuming the roles of host and guest, participating in the hospitality, and accepting the answers provided by Amokray during my interview for this book constituted an obligation. They put me in his debt. And that became a framework he could use, within his domain, to compel me further. Of course, I managed to escape, but that is a story for another time...

— Kallizandrex, Sage Aeternal

or half as much damage on a successful one.

Weave Narrative (1/Day). As ancient court dragon.

REACTIONS

Fated Counterstrike. As ancient court dragon, and the attack is made with advantage.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Reveal Flaw. As ancient court dragon, but DC 24.

Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Commanding Word (Costs 2 Actions). The dragon uses Commanding Word.

Talk in Circles (Costs 3 Actions). As ancient court dragon, but DC 24.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

ESCAPING MY DEBT

When Amokray ensnared me in debt, as I mentioned above, of course I was obligated to fulfill this debt, as I was in his court and center of power, but our continued discussions and interviews for my research material allowed me to pursue a carefully planned line of questioning and deliberate replies that eventually secured the payment of my debt and release. Although I could tell Amokray was dismayed at being tricked by his own words, he seemed strangely pleased to have found someone who could possibly match his wits!



Misfit Dragon

SCRATCH

Scratch, also known as Lord of the Gremlins, has tormented the small town of Wifflebeck for centuries, although they are completely unaware of the cause of their numerous misfortunes. While only a wyrmling, Scratch was the only mischief dragon to survive a hero's eradication of his family brood. Although Scratch never found the hero responsible for their deaths, he was clever enough to know who was to blame for this crime: the town that hired the hero. Scratch spent his early years scrounging around the town for food scraps and sabotaging what minor devices he could—loosening the wheels on carts and dropping dead animals into grain silos were favorites. As he grew older, Scratch enlisted a following of gremlins to serve him and made a lair in the swamp outside town. He's taken his vengeance on the town over centuries, bringing misfortune after misfortune but never causing so much destruction that the town is abandoned and never siring dragons of his own. Scratch has fully dedicated his life to tormenting the town of Wifflebeck and has every intention of continuing his reign of irritating terror until his death nears, whereupon he'll destroy the town once and for all in a personal rampage of acid and pent-up fury.


Mischief dragons are malicious pranksters who delight in causing destruction and mayhem. More than capable of raining death down upon their enemies in a storm of caustic acid or toxic gas, mischief dragons instead prefer to torment those around them over the course of years or decades by sabotaging or destroying the things they've created or by playing dangerous tricks that often result in death, dismemberment, or mass calamity—usually in a public setting. When roused to sudden anger, they tend to unleash more instantaneous destruction, but they usually stop shy of utterly annihilating a settlement or lineage, instead allowing themselves to be “driven off” and the people to recover and rebuild so that the mischief dragon can return after they've regained hope and joy, to torment them all over again.

Mischief dragons have mottled scales in shades of green or brown, enabling them to blend into a variety of settings. They have sharp, angular frills, bony brow ridges, and jutting plate-like protrusions protecting most of their joints. Their tail is powerful and sharp and is often decorated with blades, metal ridges, or spikes to further enhance their deadliness. Despite their size, mischief dragons are incredibly stealthy, capable of moving and flying silently while camouflaging in a variety of wilderness environments and urban settings. Many mischief dragons possess the ability to turn invisible or transform into an innocuous-looking animal, enabling them to perform acts of sabotage without detection—a skill that becomes increasingly integral as they grow in size! While mischief dragons are diurnal, they tend to perform their pranks under cover of night and sleep during the brightest parts of the day. They lay their slimy eggs in pools of stagnant or polluted water rather than in a dry location, and their eggs have an incredibly rapid gestation period. Within a few years, a mischief dragon can birth a brood of dragons (though many die from misadventure within the first few years of life), who spread out across a region rapidly, working in groups of 2 to 6 when young but settling into their own territory by adulthood. Due to this fecundity and their penchant for pranks, tricks, and sabotage, a fair number of other dragons consider mischief dragons to be pests.

Amazingly inventive in their destructiveness, most are both horrified and in awe of their cleverness when it comes to mayhem. They take equal joy in destroying something tangible, such as an heirloom watch or a grand manor, as well as the intangible, such as an alliance, relationship, or a person's reputation. Regardless of the target of their destructive urges, mischief dragons prefer to act through sabotage, drawing out the moment of destruction over time and savoring every injury and damage caused by the fallout. The more collateral damage, the better!

Mischief dragons rarely form long-term relationships, as most are sadistic, proud, and vindictive. They both love and despise engineers, artisans, architects, and other crafters, for without their services and labor, a mischief dragon would have nothing worth destroying, yet it's also an artisan or engineer who is more likely to interfere with their schemes, repair the damage done by their acts of sabotage, and thoroughly foil their pranks. They hold grudges for a long time, sometimes doling out their revenge over generations, leading distant descendants with no knowledge of their ancestor or their crimes to face the consequences. They prefer a convoluted, overwrought revenge plot far more than they value sudden and guaranteed success.

Gremlins love and revere mischief dragons as they have so much in common (save for size and strength). Mischief dragons, for the most part, view gremlins positively and consider them their personal army, so they delight in unleashing them upon a settlement or community to engage in epic prank wars.



ANCIENT MISCHIEF DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 444 (24d20 + 192)

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

STR 24 (+7) **DEX** 14 (+2) **CON** 26 (+8) **INT** 14 (+2) **WIS** 20 (+5) **CHA** 24 (+7)

Saving Throws Dex +9, Con +15, Wis +12, Cha +14

Skills Deception +14, Intimidation +14, Nature +9, Sleight of Hand +9, Stealth +9, Survival +12

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Draconic, Sylvan

Challenge 21 (33,000 XP) **Proficiency** +7

Amphibious. The dragon can breathe air and water.

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, a random Mischievous Snare is triggered.

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

Opportunist. The dragon gains one extra reaction each round that it can use only for Cruel Mockery or Spiteful Curse.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) poison damage.

Claw. *Melee Weapon Attack:* +14 to hit; reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Horn. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit; reach 20 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Change Shape. The dragon magically takes the form of a Tiny or Small beast, or changes back into its true form. Any equipment it is wearing or carrying isn't transformed. In beast form, the damage type of the dragon's claw attack might change to bludgeoning if its form doesn't have claws, and it loses its tail attack if it doesn't have a tail. Its statistics, other than its size, are otherwise unchanged. The dragon reverts to its true form if it dies.

Figment. The dragon creates a visual illusion of an object. The figment appears in a space within 30 feet of the dragon and must fit inside a 15-foot cube. The figment lasts for 1 minute or until the dragon takes damage, uses a bonus action to dismiss it, or uses Figment again. Any physical interaction with the image also causes it to vanish.

As an action, a creature can determine the figment is an illusion with a successful DC 22 Intelligence (Investigation) check. If a creature discerns the figment for what it is, the figment becomes translucent to that creature.

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 22 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.

Mischievous Snare. The dragon magically creates an invisible trap in an unoccupied 10-foot-square area within 30 feet of it. The trap lasts until it is triggered or the dragon dismisses it as a bonus action. As an action, a creature can discover the trap by making a successful DC 17 Intelligence (Investigation) or Wisdom (Perception)

SUPERSTITIONS

Countless superstitions exist regarding how to keep a mischief dragon at bay, how to appease a mischief dragon, and how to tempt a mischief dragon into targeting another. Such superstitions are nearly all false and can trace their origins back to the mischief dragons themselves. Mischief dragons take delight in offering hope where there is none and pitting neighbors against neighbors. Thus, after tormenting a town for a time, many mischief dragons sow rumors among the populace on how to protect themselves and their property from a mischief dragon's ire, how to earn a mischief dragon's favor, or how to sic a mischief dragon on an enemy. They consider this ruse part hilarious trick, part way of gaining tribute from their victims, and part sabotage in itself, as the turmoil and emotional destruction caused when neighbors attempt to direct the dragon at one another is a true masterpiece of manipulation.

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MISCHIEF DRAGON SPELLCASTERS

A mischief dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

YOUNG MISCHIEF DRAGON

Young (save DC 16):
1/day each: *darkness, grease, invisibility, silence*

ADULT MISCHIEF DRAGON

Adult (save DC 20): As Young, plus
1/day each: *gaseous form, telekinesis*

ANCIENT MISCHIEF DRAGON

Ancient (save DC 22): As Adult, plus
1/day each: *cloudkill, wall of thorns*

GREAT WYRM MISCHIEF DRAGON

Great Wym (save DC 24):
As Ancient, plus
1/day each: *blade barrier, foresight*

check. Any creature other than the dragon that enters the area triggers the trap and must succeed on a DC 17 Dexterity saving throw or take 56 (16d6) acid, piercing, or poison damage (chosen by the dragon when it creates the trap). The dragon can't set more than one Mischievous Snare at a time and can maintain four snares. If a new snare is created past this limit, a random previously created snare vanishes.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Noxious Breath. The dragon breathes vile, malodorous breath in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 77 (14d10) poison damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature is poisoned until the end of its next turn.

Projectile Vomit. The dragon expels a vile mixture of caustic acid and the contents of its stomach in a 120-foot-long, 10-foot-wide line. Each creature in that area must make a DC 23 Dexterity saving throw, taking 88 (16d10) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Cruel Mockery. When one of the dragon's Mischievous Snares damages a creature, the dragon cruelly laughs and mocks that creature. The creature must make a DC 22 Wisdom saving throw. Creatures immune to the frightened condition automatically succeed on the save. On a failure, the creature makes attack rolls, ability checks, and saving throws with disadvantage for 1 minute. This effect ends early on the creature if it succeeds on a check.

Spiteful Curse. When a creature the dragon can see within 10 feet of it hits the dragon with an attack, the dragon spits a vindictive curse. Until the end of the triggering creature's next turn, that creature makes attack rolls with disadvantage. If the creature misses an attack before the effect ends, it must reroll the attack without disadvantage, targeting itself.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Change Shape. The dragon uses Change Shape.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Mischievous Snare (Costs 3 Actions). The dragon uses Mischievous Snare.

ADULT MISCHIEF DRAGON

Legendary Huge dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 40 ft., burrow 15 ft., fly 80 ft., swim 40 ft.

STR 22 (+6) **DEX** 14 (+2) **CON** 22 (+6) **INT** 14 (+2) **WIS** 20 (+5) **CHA** 24 (+7)

Saving Throws Dex +7, Con +11, Wis +10, Cha +12

Skills Deception +12, Intimidation +12, Nature +7, Sleight of Hand +7, Stealth +7, Survival +10

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Draconic, Sylvan

Challenge 15 (13,000 XP) **Proficiency** +5

Amphibious. The dragon can breathe air and water.

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, a random Mischievous Snare is triggered.

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

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ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +11 to hit; reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit; reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Horn. *Melee Weapon Attack:* +11 to hit; reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +11 to hit; reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it.

Change Shape. As ancient mischief dragon.

Figment. As ancient mischief dragon, but DC 20.

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 20 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.

Mischievous Snare. As ancient mischief dragon, but damage is 42 (12d6), all DCs are 15, and the dragon can maintain two snares at a time.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Noxious Breath. The dragon breathes vile, malodorous breath in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 49 (9d10) poison damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature is poisoned until the end of its next turn.

Projectile Vomit. The dragon expels a vile mixture of caustic acid and the contents of its stomach in a 90-foot-long, 5-foot-wide line. Each creature in that area must make a DC 19 Dexterity saving throw, taking 60 (11d10) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Spiteful Curse. As ancient mischief dragon.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Change Shape. The dragon uses Change Shape.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

YOUNG MISCHIEF DRAGON

Large dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., burrow 10 ft., fly 80 ft., swim 40 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 14 (+2) **WIS** 20 (+5) **CHA** 20 (+5)

Saving Throws Dex +5, Con +7, Wis +8, Cha +8

Skills Deception +8, Intimidation +8, Nature +5, Sleight of Hand +5, Stealth +5, Survival +8

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Draconic, Sylvan

Challenge 8 (3,900 XP) **Proficiency** +3

Amphibious. The dragon can breathe air and water.

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

HOARDERS

Mischief dragons are hoarders in the basest sense of the word. Most steal a trinket or treasure every time they enact a prank, trick, or act of sabotage or destruction as a personal memento of their cleverness and cruelty. They keep these objects in their hoards, which are usually hidden in their lair or buried in a secret hiding place nearby. And, of course, they protect these hoards and their lairs with deadly traps of their own making. In addition to traps, most mischief dragons maintain more than one hoard at a time to spread their wealth, as well as a false hoard or two to foil thieves. While some of the treasures in a mischief dragon's hoard are valuable, most are worthless, and many are dangerous. Rarely is the robbery of a mischief dragon's hoard worth the effort and injuries.

MINI MISCHIEF

Even wyrmling mischief dragons have a nasty sense of humor from the moment they hatch from their egg.

However, the types of trouble they can get up to are generally limited for the first years of their lives and are limited to innocent tricks and pranks. Those who dream too big and prank too hard often suffer the wrath of a larger, more powerful opponent, and rarely make it to a ripe old age.

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

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. It can replace its bite attack with its horn attack.

Bite. *Melee Weapon Attack:* +7 to hit; reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) poison damage.

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

Horn. *Melee Weapon Attack:* +7 to hit; reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Change Shape. As ancient mischief dragon.

Figment. As ancient mischief dragon, but DC 16.

Mischievous Snare. As ancient mischief dragon, but damage is 35 (10d6), all DCs are 13, and the dragon can't set more than one Mischievous Snare at a time.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Noxious Breath. The dragon breathes vile, malodorous breath in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 38 (7d10) poison damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature is poisoned until the end of its next turn.

Projectile Vomit. The dragon expels a vile mixture of caustic acid and the contents of its stomach in a 60-foot-long, 5-foot-wide line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (9d10) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Spiteful Curse. When a creature the dragon can see within 10 feet of it hits the dragon with an attack, the dragon spits a vindictive curse. Until the end of the triggering creature's next turn, that creature makes attack rolls with disadvantage. If the creature misses an attack before the effect ends, it must reroll the attack without disadvantage, targeting itself.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Mischievous Snare (Costs 3 Actions). The dragon uses Mischievous Snare.

MISCHIEF DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft., burrow 5 ft., fly 60 ft., swim 30 ft.

STR 14 (+2) **DEX** 14 (+2) **CON** 12 (+1) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 14 (+2)

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 3 (700 XP) **Proficiency** +2

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage plus 4 (1d8) poison damage.

Horn. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 20 (4d8 + 2) bludgeoning damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Noxious Breath. The dragon breathes vile, malodorous breath in a 30-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature is poisoned until the end of its next turn.

Projectile Vomit. The dragon expels a vile mixture of caustic acid and the contents of its stomach in a 40-foot-long, 5-foot-wide line. Each creature in that area must make a DC 11 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

Maleficarl, the Magnificent Malefactor

In children's stories, villains are often comedically evil for no apparent reason other than to make them stand out to the reader or listener in their role as the story's antagonist. In real life, however, very few beings consider themselves to truly be "villains" at all. Instead, most people capable of atrocities and horrors engage in fits of intense self-justification, potentially requiring a large variety of moral contortions, in order to center themselves around a personal narrative in which they're the protagonist of their own story. That person had it coming. My enemy is evil, and that justifies my bloodstained actions. Everyone scrabbles for what they can obtain, so I'm just a scrappy, lovable underdog in a broken system.

The great wyrm mischief dragon Maleficarl, or "Carl" as he goes by to his "friends" (as he calls the creatures he torments and bedevils), is an exception to this rule. Styling himself the Magnificent Malefactor, Maleficarl exults in all the campiest and most over-the-top trappings of cartoonish villainy. Every villainous cliché, he gleefully embodies, right down to the ill-fitting fake mustache, which makes no sense for a dragon to possess, that he wears on his face during every scheme specifically to twirl it.

It's difficult to find the deeper meaning or hidden agenda behind any of Maleficarl's various cartoonish acts of villainy because there truly *aren't* any. He indulges in these outlandish antics purely for their own sake, and for the sake of playing the part of the villain to the hilt. This can also make the great wyrm's hijinks more difficult to predict than actions taken to promote one's own self-interest.

It might seem strange for a dragon to survive to become a great wyrm despite diving straight into every possible villainous trope, no matter how self-sabotaging or liable to end in the villain being hoisted by their own petard. But in a way, this elevates the Magnificent Malefactor to a different level: the most paradoxical villains, who appear as repeated foils to the protagonists in puppet shows, serial short stories, and other media, can often recur over and over and over again. The villain is silly enough to not take them seriously, and their plan fails due to their clichéd villainy... but they also always escape to launch their next scheme again and again. It's all part and parcel of the successful formula of that kind of narrative.

And that's where Maleficarl might actually be a genius. Either that, or he's just a very lucky and flamboyant fool. No one's really sure either way, and he'll certainly never reveal his secrets. Truth be told, by becoming the iconic avatar of comedic villainy, Maleficarl has shrouded himself in the same sort of bounce-back plot armor typically possessed only by heroes in most other styles of narrative. The way the story goes, he always gets to have his fun, then concede defeat, and then finally get away to scheme another day. For a more vainglorious and egoistical dragon, such a formula would be utterly unacceptable. After all, despite being a mighty great wyrm, Maleficarl invariably *loses* at everything he attempts. But to the Magnificent Malefactor, losing has just become another part of the fun, and he has an excellent sense of humor when it comes to his own inglorious pratfalls.

Even though he's wholeheartedly malicious, needlessly sadistic, and generally abhorrent, Maleficarl has a certain style and humor that make him someone perversely more likable than he really has any right to be, to the point that he has fans of his antics and aesthetic, and even some of the "friends" he torments see the term of endearment as more than just a taunt or a parody. However, those who see him as "harmless" or amusing often change their tune when his actions hit too close to home.

MYXYGWIA

by Carlos Caro

Myxygwia, the Spanner in the Works, is a powerful great wyrm who rules over the Broken Toybox, a fey court full of broken jack-in-the-boxes, dolls with missing eyes, corroded gears, and other similar aesthetics. Having reached the zenith of her power, Myxygwia has grown bored. It's too easy to overcome most foes when she fights at full power, and seeking out those strong enough to truly challenge her is tedious and dangerous. Instead, she amuses herself by creating devastating yet avoidable disasters. By employing gremlin servants, from the weakest mitflit to the most powerful calamity gremlin, the Spanner in the Works can play a little game, offering up increasingly powerful minions to scout out and then perform the scheme. At the same time, she also secretly plants just the right clues that might allow a clever and determined soul to stop the scheme. It's not a fun game if she always wins. No matter what happens, she has a fantastic time... except when others dare to break the rules of the game she set up for them. In that case, her good humor shatters in outrage, and she is prone to flipping the table and destroying the "cheater" outright. She sometimes takes on an innocuous form in order to watch the proceedings, nudge things in a certain direction, and genuinely enjoy herself. Her greatest nemesis is the great wyrm allure dragon Cozliglew, and the two have dueled in a series of labyrinthine schemes more than once. When they aren't ruthlessly competing, the two occasionally enjoy a surprisingly amicable tea party.

MISCHIEF MAKERS

Mischief dragons make all kinds of mischief and wreak all kinds of havoc, but most specialize in a specific variety of prank or mayhem, especially as they grow older. Just a few popular examples include traps, sabotage, and social engineering to sow discord. When it comes to their area of expertise, few can outshine a mischief dragon's sheer artisanship of cruel and terrible hijinks.

GREAT WYRM MISCHIEF DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 60 ft., burrow 25 ft., fly 90 ft., swim 60 ft.

STR 26 (+8) **DEX** 14 (+2) **CON** 28 (+9) **INT** 16 (+3) **WIS** 22 (+6) **CHA** 26 (+8)

Saving Throws Dex +10, Con +17, Wis +14, Cha +16

Skills Deception +16, Intimidation +16, Nature +11, Sleight of Hand +10, Stealth +10, Survival +14

Senses truesight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Deep Speech, Draconic, Sylvan

Challenge 26 (90,000 XP) **Proficiency** +8

Amphibious. The dragon can breathe air and water.

Animal Empathy. When it speaks in Draconic, the dragon can communicate in a simple manner with beasts.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, a random Mischievous Snare is triggered.

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

Opportunist. The dragon gains two extra reactions each round that it can use only for Cruel Mockery or Spiteful Curse.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +16 to hit; reach 15 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 5 (1d10) poison damage.

Claw. *Melee Weapon Attack:* +16 to hit; reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Horn. *Melee Weapon Attack:* +16 to hit; reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +16 to hit; reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 24 Strength saving throw or be knocked prone.

Change Shape. As ancient mischief dragon.

Figment. As ancient mischief dragon, but DC 25.

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 24 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.

Mischievous Snare. As ancient mischief dragon, but damage is 70 (20d6), all DCs are 19, and the dragon can maintain six snares at a time.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Noxious Breath. The dragon breathes vile, malodorous breath in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 99 (18d10) poison damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature is poisoned until the end of its next turn.



Introduction

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Chapter 2: Aeternal Fairy Dragons

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Supplement: Classic Great Wyrms



Court of Decay: Dercallen's Shadow

While I never met the mischief dragon Dercallen, much to my great fortune, she cast a long shadow over the Court of Decay, once a bright and cheerful forest. At the time, I was quite worried, but now that I've returned safely home, I feel grateful to have experienced that place. It gave me a proper sense for what the rise of Dercallen did to the poor realm, which in turn allowed me to understand much more about the ecology of fairy dragons and fey courts.

From what little I could glean from long-term residents, the place was once known as the Court of Clarity, due to the clear waters used for various divinations, such as scrying on distant realms and reading the past, present, and future. However, the ruler of the time met their fetch, a type of fey that appears akin to a creature fated to die as a death omen. They became obsessed with their own death, attempting to use the waters to find a way to prevent it. In the end, even a fey monarch can't easily cheat Fate, and a dullahan came as an agent of Fate to prevent the strife that would have arisen from breaking the script. The ruler lost their life in the resulting struggle... was that a self-fulfilling prophecy then?

Regardless, the former Court of Clarity lost its purpose, and Faerie abhors a vacuum. This allowed Dercallen to cast a shadow upon the place, corrupting it to fit her needs. Clear water became stagnant. The truth of things became muddled. Even the plants and fungi changed colors to trick the unwary. Alas, trying to trick Fate rarely ends well—a lesson that never seems to be learned until it's too late.

— Kallizandrexx, Sage Aeternal

Projectile Vomit. The dragon expels a vile mixture of caustic acid and the contents of its stomach in a 150-foot-long, 10-foot-wide line. Each creature in that area must make a DC 25 Dexterity saving throw, taking 110 (20d10) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Cruel Mockery. As ancient mischief dragon, but DC 24.

Spiteful Curse. As ancient mischief dragon.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Change Shape. The dragon uses Change Shape.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Mischievous Snare (Costs 3 Actions). The dragon uses Mischievous Snare.

Ultimate Mayhem (Costs 3 Actions). The dragon triggers all its Mischievous Snares at once in a grand moment of utter mayhem and calamity. Each creature other than the dragon within 20 feet of a snare is targeted by that snare. In addition, any creature that can see at least two of the snares go off must succeed on a DC 24 Wisdom save or be frightened until the end of its next turn.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

THE DIVINE PRANK

Some mischief dragons believe in something called the "Divine Prank," the platonic ideal of the perfect mischief attainable only by a great wyrms mischief dragon at the absolute height of their game. To those who believe, performing the Divine Prank will supposedly elevate the mischief dragon who achieves it to the heights of godhood. Needless to say, the competition between those who believe in the Divine Prank to reach it first tends to be a dismal prospect for any nearby mortals.



Pixie Dragon

ZIM-ZIMIM

Unlike most pixie dragons, who prefer the wilderness and fringes of civilization, Zim-Zimim was inspired by an encounter during her youth with a harlequin dragon to become a famous comedian. Today she travels from city to city, performing her constantly changing array of jokes and slapstick comedy, much to the delight of audiences throughout the realm. However, her many travels have exposed her to the many luxuries of civilization, and it's not fine wine or decant food that tempt Zim-Zimim. Instead, she has developed quite a sweet tooth, easily distracted by fine candies, pastries, and other sweets. This often leads her to stop at a bakery—or two, or three, or four—on her way to a show, inevitably causing her to arrive late for her own performances. Though Zim-Zimim happily accepts gifts from admirers and is open to booking private shows, those few people who have attempted to bribe Zim-Zimim into doing something she doesn't approve of, using her weakness for sweets, have found the dragon stern and unwavering in her resolve in their attempt to use her weakness as an advantage.

Pixie dragons are pleasant and good-natured dragons who nonetheless harbor a mischievous streak. Perhaps the most iconic of all the so-called fairy dragons, they're friendly and jovial and keen on conversation and companionship. Pixie dragons adore stories and songs, but nothing makes them happier than a well-meant joke or prank. Unlike mischief dragons, whose pranks are notoriously violent and cruel, pixie dragons aim to bring amusement and laughter, even to the person they play upon. They take no joy from cruelty or pain, whether physical or emotional.

A pixie dragon's scales come in a wide range of bright colors and magnificent butterfly wings, each with its own unique pattern, which sheds pixie dust in flight. Although their environment influences their broad color scheme, no two pixie dragons look alike, nor do they blend into their surroundings. Instead, their coloration tends to complement their surroundings, much like the petals of a brilliant flower or the plumage of a bold bird. As pixie dragons grow older, their scales and wings become even more lustrous, and their pixie dust becomes more plentiful. Pixie dragons are meant to stand out and be the center of attention. When a pixie dragon aims to blend in, they do so by literally disappearing via magic.

Pixie dragons tend to keep a careful eye on the reactions of those they trick, both to their marks' body language and their verbal responses, to ensure they don't cause undue displeasure or emotional pain and to apologize when they do. Young pixie dragons have yet to learn that not everyone enjoys being the subject of a prank or joke, so they are more likely to misjudge who will appreciate such attention than those who are older and wiser. Most adult pixie dragons are keen judges of character—though all pixie dragons also take the time to learn about their intended marks through observations first. This, coupled with a pixie dragon's innate curiosity and nosiness, has earned pixie dragons a reputation for being meddlesome snoops and rumormongers, though not to the extent of amber dragons. While it's true that pixie dragons often pick up juicy tidbits of information and learn much from their observations, the information and routines mean little to pixie dragons—they observe purely in an effort to improve their jokes and pranks and select the best and most exuberant (and willing) targets.

Typically peaceful, pixie dragons don't enjoy angry or violent confrontations and instead prefer to avoid combat altogether, using their force of personality, silver tongue, and positive attitude. However, when combat does find them, they often prefer to debilitate foes with mental magic, their euphoric breath, and magical pixie dust rather than get their claws or teeth bloodied. If the stakes are low, most pixie dragons prefer to leave an altercation altogether, simply flying away, or, if needed, turning invisible or throwing up a distraction first and then flying away. However, when their home or friends are in danger, even the most altruistic pixie dragons muster the will to stand their ground and give their enemies a good trouncing.

Pixie dragons live in natural spaces plentiful with flowers and trees, such as idyllic groves, meadows, or springs. They tend to dislike urban areas and don't feel comfortable in enclosed spaces. Many are avid gardeners who cultivate colorful flowers and delicious fruit trees and grow the surrounding foliage into pleasing shapes and positions. They're fond of sweets and pleasant smells, and they consider the presence of candies, pastries, and perfumes to be some of the

most tempting aspects of urban life. While the dragons themselves are good at hiding, a pixie dragon's territory is easy to spot, thanks to the sparkling pixie dust that lightly sprinkles most surfaces.

ANCIENT PIXIE DRAGON

Legendary Gargantuan dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 24 (+7) **DEX** 18 (+4) **CON** 26 (+8) **INT** 18 (+4) **WIS** 20 (+5) **CHA** 24 (+7)

Saving Throws Dex +11, Con +15, Wis +12, Cha +14

Skills Deception +14, Nature +11, Perception +19, Performance +14, Persuasion +14, Stealth +11

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic, Sylvan; telepathy 120 ft.

Challenge 22 (41,000 XP) **Proficiency** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, its pixie dust on other creatures falls away, ending the ongoing effects of Clinging Dust or Defensive Flutter.

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

ACTIONS

Multiaction. The dragon can use its Frightful Presence or Surprising Appearance. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 5 (1d10) poison damage, and the target must make a DC 23 Wisdom saving throw. Creatures immune to poison automatically succeed on the save. On a failure, the creature feels slightly euphoric. The next attack the creature makes before the end of its next turn has disadvantage.

Claw. *Melee Weapon Attack:* +14 to hit; reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Horn. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit; reach 20 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 4 (1d8) poison damage, and the dragon pushes the target up to 10 feet directly away from it.

Clinging Dust. The dragon flutters its wings, spreading a cloud of sticky, sparkling pixie dust. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or be coated in pixie dust for 1 minute. A creature coated in pixie dust sheds dim light in a 10-foot radius and can't benefit from being invisible. In addition, until the effect ends or the creature uses an action to wipe its eyes, it makes attack rolls and Wisdom (Perception) checks with disadvantage.

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 22 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.

THE POLITICS OF COMEDY

Pixie dragons who live in or near large urban centers tend to focus their jokes on the world around them, which they find confusing, unfair, or incongruent with reality. Fashion trends, societal stratification, hatred, prejudices, biases, social taboos, and, of course, politics all play a significant role in their humor. The nobility and politicians are the most common subjects and targets of their jokes. While many laugh such japes off as frivolous and harmless—what does a comedic pixie dragon know about a nation's politics, anyway? Pixie dragons are clever, and they choose their pranks quite intentionally. Many urban pixie dragons understand that comedy is a commentary on the world around them, so they hope that they can use their comedy to effect positive change in their home by bringing light to the behaviors oft-overlooked and hidden.



PIXIE DRAGON SPELLCASTERS

A pixie dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

YOUNG PIXIE DRAGON

Young (save DC 17):

1/day each: *detect magic, entangle, hideous laughter, silent image*

ADULT PIXIE DRAGON

Adult (save DC 20): As Young, plus

1/day each: *confusion, major image*

ANCIENT PIXIE DRAGON

Ancient (save DC 22): As Adult, plus

1/day each: *mislead, scrying*

GREAT WYRM PIXIE DRAGON

Great Wyrm (save DC 24):

As Ancient, plus

1/day each: *foresight, mirage arcane*

Invisibility. The dragon becomes invisible. The invisibility ends if the dragon takes an action or legendary action, dismisses the invisibility as a bonus action, or becomes incapacitated.

Surprising Appearance. If the dragon is hidden or invisible, it leaps out of hiding and becomes visible, shouting loudly. It uses its Frightful Presence. Any creature within 20 feet of the dragon that fails its saving throw against Frightful Presence stumbles 10 feet directly away from the dragon and falls prone.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Euphoric Gas. The dragon exhales a cloud of euphoric gas in a 90-foot cone. Each creature in that area must succeed on a DC 23 Wisdom or be poisoned for 1 minute. While poisoned in this way, the creature is charmed by the dragon. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Gas. The dragon exhales a cloud of toxic gas in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 88 (16d10) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Defensive Flutter. When a creature the dragon can see within 10 feet of it misses the dragon with a melee attack, the dragon flutters its wings, showering that creature with a cloud of sparkling pixie dust. Until the end of the creature's next turn, it makes attack rolls and Wisdom (Perception) checks with disadvantage. The creature can end this condition early by moving at least 10 feet away from its current location.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Clinging Dust. The dragon uses Clinging Dust.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

ADULT PIXIE DRAGON

Legendary Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 312 (25d12 + 150)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 22 (+6) **DEX** 18 (+2) **CON** 22 (+6) **INT** 18 (+4) **WIS** 20 (+5) **CHA** 24 (+7)

Saving Throws Dex +9, Con +11, Wis +10, Cha +12

Skills Deception +12, Nature +9, Perception +15, Performance +12, Persuasion +12, Stealth +9

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic, Sylvan; telepathy 120 ft.

Challenge 16 (15,000 XP) **Proficiency** +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, its pixie dust on other creatures falls away, ending the ongoing effects of Clinging Dust or Defensive Flutter.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. *Melee Weapon Attack:* +11 to hit; reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 5 (1d10) poison damage, and the target must make a DC 19 Wisdom saving throw. Creatures immune to poison automatically succeed on the save. On a failure, the creature feels slightly euphoric. The next attack the creature makes before the end of its next turn has disadvantage.

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Claw. *Melee Weapon Attack:* +11 to hit; reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Horn. *Melee Weapon Attack:* +11 to hit; reach 10 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +11 to hit; reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 4 (1d8) poison damage, and the dragon pushes the target up to 10 feet directly away from it.

Clinging Dust. The dragon flutters its wings, spreading a cloud of sticky, sparkling pixie dust. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or be coated in pixie dust for 1 minute. A creature coated in pixie dust sheds dim light in a 10-foot radius and can't benefit from being invisible. In addition, until the effect ends or the creature uses an action to wipe its eyes, it makes attack rolls and Wisdom (Perception) checks with disadvantage.

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 20 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.

Invisibility. The dragon becomes invisible. The invisibility ends if the dragon takes an action or legendary action, dismisses the invisibility as a bonus action, or becomes incapacitated.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Euphoric Gas. The dragon exhales a cloud of euphoric gas in a 60-foot cone. Each creature in that area must succeed on a DC 19 Wisdom or be poisoned for 1 minute. While poisoned in this way, the creature is charmed by the dragon. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Gas. The dragon exhales a cloud of toxic gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Defensive Flutter. When a creature the dragon can see within 10 feet of it misses the dragon with a melee attack, the dragon flutters its wings, showering that creature with a cloud of sparkling pixie dust. Until the end of the creature's next turn, it makes attack rolls and Wisdom (Perception) checks with disadvantage. The creature can end this condition early by moving at least 10 feet away from its current location.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Clinging Dust. The dragon uses Clinging Dust.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

YOUNG PIXIE DRAGON

Large dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 18 (+4) **WIS** 20 (+5) **CHA** 20 (+5)

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

Skills Deception +9, Nature +8, Perception +13, Performance +9, Persuasion +9, Stealth +8

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, Sylvan; telepathy 120 ft.

SPARKLING HOARDS

Pixie dragons adore bright colors, sparkles, and vibrant patterns, and the objects they choose to keep in their hoard tend to have these qualities. Sparkly trinkets, vibrant glassworks, colorful stones, brightly polished coins, and detailed fabrics and tapestries typically make up the majority of a pixie dragon's hoard. Valuable jewelry and magical objects are also plentiful. Some pixie dragons, who live far from urban centers, instead cultivate a vibrant living garden and place favorite treasures nestled among the foliage or into intricate mosaics in the earth.

PIXIE DUST

Pixie dragons produce their own variety of different kinds of sparkly magical dust that they can use for their assortment of special abilities. The colors, sparkle, shine, and intensity of a given pixie dragon's pixie dust are unique to the dragon, although some of those differences are subtle enough that other creatures can't always tell them apart. Still, someone extremely familiar with pixie dragons can identify the specific pixie dragon based on coming across their pixie dust again.

Challenge 9 (5,000 XP) **Proficiency** +4

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

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. It can replace its bite attack with its horn attack.

Bite. *Melee Weapon Attack:* +8 to hit; reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) poison damage, and the target must make a DC 16 Wisdom saving throw. Creatures immune to poison automatically succeed on the save. On a failure, the creature feels slightly euphoric. The next attack the creature makes before the end of its next turn has disadvantage.

Claw. *Melee Weapon Attack:* +8 to hit; reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Horn. *Melee Weapon Attack:* +8 to hit; reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Invisibility. The dragon becomes invisible. The invisibility ends if the dragon takes an action, dismisses the invisibility as a bonus action, or becomes incapacitated.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Euphoric Gas. The dragon exhales a cloud of euphoric gas in a 40-foot cone. Each creature in that area must succeed on a DC 16 Wisdom or be poisoned for 1 minute. While poisoned in this way, the creature is charmed by the dragon. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Gas. The dragon exhales a cloud of toxic gas in a 40-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Defensive Flutter. When a creature the dragon can see within 10 feet of it misses the dragon with a melee attack, the dragon flutters its wings, showering that creature with a cloud of sparkling pixie dust. Until the end of the creature's next turn, it makes attack rolls and Wisdom (Perception) checks with disadvantage. The creature can end this condition early by moving at least 10 feet away from its current location.

PIXIE DRAGON WYRMLING

Medium dragon, chaotic good

Armor Class 15 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR 14 (+2) **DEX** 18 (+4) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

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

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 3 (700 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage plus 4 (1d8) poison damage.

Horn. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 20 (4d8 + 2) bludgeoning damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Euphoric Gas. The dragon exhales a cloud of euphoric gas in a 30-foot cone. Each creature in that area must succeed on a DC 11 Wisdom or be poisoned for 1 minute. While poisoned in this way, the creature is charmed by the dragon. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Gas. The dragon exhales a cloud of toxic gas in a 30-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.



Lakansi, the Mysterious Stranger

The man who urges you to accept a shady quest from the dark corner of the tavern. The woman who beckons you closer in order to hear her whisper the secret that changes your entire perspective. The dog whose barking leads you to the scene of brewing trouble. All of these and more might be Lakansi, the Mysterious Stranger, in one of the many guises they take as they travel across the world incognito.

The great wyrm pixie dragon Lakansi has taken to pulling more complex pranks than any of their younger peers are willing to attempt. Rather than focus on physical comedy, social humiliation, or other forms of humor that Lakansi feels are a bit too puerile and juvenile, the Mysterious Stranger now engages in biting satires with layers that slowly reveal themselves like an onion, each soaked in a heaping helping of various sorts of irony: Verbal irony, in which Lakansi's words conceal the true intent of the matter; dramatic irony, in which Lakansi takes actions and makes statements that are particularly humorous and prescient given additional context Lakansi possesses but the listener lacks; and cosmic or romantic irony, in which those who act upon Lakansi's stage are thwarted by Fate or by Lakansi themselves, losing their agency over the results of their struggles.

Suffice it to say, Fate as a religion for sidhe and fairy dragons exists as a grand force of cosmic irony, and thus Lakansi's new brand of irony-infused satire greatly amuses Fate. Thus, the Mysterious Stranger manages to maintain the difficult role of the iconic trickster without slipping up and becoming exposed. They travel across the land, shapeshifting and sowing chaos and caprice amid various "actors" they choose to play roles in their next performance, actors who tend to be local heroes, adventurers, or other power players of some variety or another.

Of course, Lakansi doesn't actually ask potential actors for their permission to cast them in their next satire, and some, particularly humorless inflexible martinets, react especially poorly to a mischievous dragon toying with their destiny. These wet blankets may come to an end, in keeping with cautionary fairy tales.

On the other hand, for those involuntary actors who choose to learn to laugh at themselves and introspect from the lessons of the satirical comedy, the Mysterious Stranger typically leads them to a fairy tale happy ending. Often their delightful denouement occurs in a way that fits with the framing of the puckish antics that preceded it.

For example, Lakansi might orchestrate a romantic comedy where all sorts of mishaps befall the impending nuptials of two engaged couples and serve to break them both apart. However, by the end of the Mysterious Stranger's scenario, all four of them might realize that they would live more fulfilling lives if they were married to a different partner, thus ending up with two even happier couples after the partner swap.

As a great wyrm, Lakansi is theoretically incredibly dangerous in a fight, but they typically use their powers to avoid notice and confrontation entirely, acting more as an apex prankster than an apex predator. Those few who can ferret out Lakansi's presence and identity receive an admiring quip from the Mysterious Stranger, after which they make use of their variety of draconic abilities to exit, stage left. They prefer to keep their true form a mystery, hidden from the world. However, those who few possess enough power to prevent Lakansi from fleeing are worthy of respect. If they still demand a fight to the death, then the Mysterious Stranger drops their trademark easygoing grin and takes them on. No holds barred.

PHEXFIN

by Julia Deutsch

Phexfin, the Elfin Prankster, is a powerful great wyrm pixie dragon with an unusual past. Raised by a pixie dragon father and a pixie draconic scion phoenix father, Phexfin is a pixie dragon with significant phoenix features from her father, including feathers mixed in amidst her scales and mystical power over fire and life. During Phexfin's early years, her family lived in an elven community, where they used humanoid forms to disguise themselves as elves. Even now, many centuries later, these experiences continue to shape her worldview. She understands how mortals think—at least long-lived mortals, like elves—and she uses that to hone her art of pranking mortals to utter perfection. The only thing she loves more than the perfect prank is an intriguing bit of gossip or humor from among the mortal ancestries. Thus, while she's likely to play pranks on anyone who meets her, they might be able to escape embarrassment and even earn her favor if they bring her a tasty bit of information, the more salacious the better.



JOKE OF A LIFETIME

Pixie dragons are extraordinary pranksters, even among the other fairy dragons. Not only do they indulge in all the typical sorts of pranks favored by mortal ancestries, they also have invented entire genres of pranks all their own that require significant magical talent, an extremely long lifespan to reach the punchline, or occasionally both. Some of their pranks can take decades or even centuries to reach their punchline. One can only imagine the potential rewards at the end of a joke that takes a lifetime to reach a conclusion. However, the successful telling of one of these epic pranks often lives on far beyond the prankster's life and has inspired many a bard ballad.

GREAT WYRM PIXIE DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 604 (31d20 + 279)

Speed 60 ft., fly 90 ft., swim 60 ft.

STR 26 (+8) **DEX** 18 (+4) **CON** 28 (+9) **INT** 20 (+5) **WIS** 22 (+6) **CHA** 26 (+8)

Saving Throws Dex +12, Con +17, Wis +14, Cha +16

Skills Deception +16, Nature +13, Perception +22, Performance +16, Persuasion +16, Stealth +12

Senses truesight 60 ft., darkvision 120 ft., passive Perception 32

Languages Common, Draconic, Sylvan; telepathy 120 ft.

Challenge 27 (105,000 XP) **Proficiency** +8

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, its pixie dust on other creatures falls away, ending the ongoing effects of Clinging Dust or Defensive Flutter.

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

ACTIONS

Multiaction. The dragon can use its Frightful Presence or Surprising Appearance. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its horn or tail attack.

Bite. Melee Weapon Attack: +16 to hit; reach 15 ft., one target. Hit: 24 (3d10 + 8) piercing damage plus 11 (2d10) poison damage, and the target must make a DC 25 Wisdom saving throw.

Creatures immune to poison automatically succeed on the save. On a failure, the creature feels slightly euphoric. The next attack the creature makes before the end of its next turn has disadvantage.

Claw. Melee Weapon Attack: +16 to hit; reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

Horn. Melee Weapon Attack: +16 to hit; reach 15 ft., one target. Hit:

35 (5d10 + 8) bludgeoning damage.

Tail. Melee Weapon Attack: +16 to hit; reach 20 ft., one target. Hit: 21 (3d8 + 8) bludgeoning damage plus 4 (1d8) poison damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 24 Strength saving throw or be knocked prone.

Clinging Dust. As adult pixie dragon, but DC 25.

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 24 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.

Invisibility. The dragon becomes invisible. The invisibility ends if the dragon takes an action or legendary action, dismisses the invisibility as a bonus action, or becomes incapacitated.

Surprising Appearance. As ancient pixie dragon.



The Vernal Court: Darudy's Whimsy

It's not a coincidence that I chose to enter the realm of Faerie at a spot that would land me in the Vernal Court, as it seemed by far the safest out of several leads I was pursuing at the time. Nonetheless, I am grateful I chose to do so. Darudy, the pixie dragon ruler of the place, might have been an inveterate prankster, but he was also a truly cheerful and delightful person. He fills every moment of every day with the sheer wonder and glee of youth, and his feelings permeate the Vernal Court, causing the entire place to be bright and cheerful, nothing like some of the other courts I visited during my extended stay in the realm of Faerie.

Darudy's seemingly uncanny ability to discern when and where to draw the line with his pranks, causing the recipient to either laugh along with the jovial pixie dragon or, at worst, sigh and roll their eyes in gentle annoyance, may very likely have contributed to his vast success. I should stress how difficult such a tightrope can be to walk, even though while I was watching him (and experiencing his pranks on my end), he made it seem easy.

Each person has their own boundaries and sense of humor, after all, and to be able to navigate them so skillfully is the sign of a truly powerful emotional intelligence. Those who assume that pranksters are feckless, fickle, and flighty fail to do justice to the brilliance required to toe that line without ever crossing it. I know that I expected to be much more aggravated than I actually was when subjected to these sorts of antics.

— Kallizandrexx, Sage Aeternal

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Euphoric Gas. The dragon exhales a cloud of euphoric gas in a 120-foot cone. Each creature in that area must succeed on a DC 25 Wisdom or be poisoned for 1 minute. While poisoned in this way, the creature is charmed by the dragon. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poisonous Gas. The dragon exhales a cloud of toxic gas in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 110 (20d10) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Defensive Flutter. As young pixie dragon.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Clinging Dust. The dragon uses Clinging Dust.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite, Horn, or Tail Attack (Costs 2 Actions). The dragon attacks with its bite, horn, or tail.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

PIXIE PALS

Pixie dragons often befriend pixies and other benevolent prankster fey, serving as companions and often as rivals in ever-escalating prank wars. These good-natured "conflicts" rarely grow to the extent that cause a true menace, but they can sometimes be annoying or inconvenient to nearby settlements. Even so, pixie dragons usually have a good sense of just how far they can go before they've gone too far, so unless they're truly lost in the spirit of competition, they're rarely the ones who escalate their contest to the point of irritating others.







Supplement:
Classic Great Wyrms



Lifestyles of the Mightiest Dragons

The lux aeterna ritual is, and has been for quite some time, my primary topic of research, the one in which I am the foremost expert in my field. Recently, I've also been delving into the secrets of the forgotten dragon families across the world at the behest of dragon overlord Rizanivash. But there's another topic that's near and dear to my heart, and I am elated to say, generous readers, that through your dazzling support and encouragement, I have been able to pursue this dream to supplement the triumphs of my previous research. And that topic, which I gladly present to you today, is great wyrms.

Everyone has heard of them: they're the pinnacle of dragonkind, the peak to which all traditionalist dragons aspire. Only after millennia of living, gathering power and treasure, and growing stronger and wiser can a dragon reach that apex. They're the final foe of the mightiest mortal hero's tale, the true force of nature that strikes down all indiscriminately, the symbol of that which can't be surpassed. Given how many folktales, stories, ballads, and epics have been written about great wyrms, then, doesn't it seem like a huge surprise that we know so little about them?

You might think you do at first glance, but even so, you must read on and learn the truth. There's a trick to it. For you see, everyone knows *of* great wyrms but they don't truly *know* great wyrms, and that's not an accident; that's exactly what the great wyrms wanted all along. That's the secret truth I uncovered in my research: you don't get to be that old and mighty by letting everyone else know the true scale of your strengths and weaknesses. As a great wyrm it's enough for those who might potentially seek to challenge you to understand that you are unfathomably mighty, such that you preemptively deter attacks, but beyond that, it's better if they don't know exactly how and when you will strike, nor how best to defeat you.

And so great wyrms allow, and even encourage, exaggerated tales of their exploits to spread while they keep true accounts of their power closely guarded. It makes sense: we like to say that a short-lived mortal "died of old age," when in reality, they were simply growing more vulnerable, while at the same time each passing year there was a chance that something bad would happen to their health and end their life. You can't escape the sands of time or the brutal truth of



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mathematics. If you have a certain chance of dying of illness each year, then before long it becomes a statistical certainty that you will die.

We dragons aren't like mortals in that way. Age only makes mortals weak and frail, until eventually time swallows them up into eternity's dark embrace. Meanwhile, we dragons only grow stronger over time. But the same kind of math applies to other causes of death, aside from failing health. If the probability of a dragon dying due to other causes, such as violent attack from ruthless murderous home invaders, is merely 1 in 100 per year, there would be virtually no dragons who even survived their first millennium, fewer than 1 in 20,000. Is it any wonder that only the shrewdest and most cautious dragons, those overpowered from a young age, or those who have managed to manipulate expectations to gain the upper hand on their assailants, actually survive to become great wyrms?

And these paranoid few are the ones who control access to our information. They get to define what the "truth" of great wyrms are to the wider world. This is how we've reached this point. Few chronicles, manuals, or bestiaries even attempt to include information on great wyrms, and those that do often subtly understate a great wyrm's true power in ways that great wyrms themselves have promulgated to ensure that self-assured burglars underestimate the great wyrm's true strength and therefore come to the battle unprepared. Where they expect a rough but winnable fight, or even an easy win, they're instead faced with a desperate struggle for survival at best, or on the extreme end, an instant slaughter for the great wyrm. One more of the so-called "hero's journeys" these brutal murderers engage in ended, and one more footnote in the great wyrm's growing legend.

Chromatic Great Wyrms

With all that preamble in mind, the great wyrms' precautions meant I had to work significantly harder than ever in order to collect truthful and accurate information about the various great wyrms of the world. But the truth is, every great wyrm is a bit different, so if you ever have the fortune (good or bad, though usually bad) to encounter one, they might not be exactly the same as I describe. For that reason, I tried to collect a bit more information about some of the great wyrms, at great personal risk to myself, of course.

I want to urge you, dear reader, to consider the fact that this publication exists in your hands before taking any of the biographical information on great wyrms I managed to collect (in this case a blue great wyrm and a red great wyrm) as gospel. Those great wyrms likely discovered the existence of this publication, and it stands to reason that they might have changed up their lair's defenses or even

moved to a completely different location while leaving the original lair mostly intact, just with a death trap at the end instead of their treasure. At least, that is what I would do if I was put in a similar situation.

With those warnings out of the way, I'd like to discuss my methodology with you, my reader. These chromatic great wyrms were among the most difficult to track down and chronicle as a group. Some individual great wyrms were harder (or even much harder), but no other family was as belligerent or unapproachable as a whole. Perhaps that is why chromatic great wyrms are so iconic and memorable despite being in the middle of the pack at best on the great wyrm power scale. Not that there's that much of a difference between families, of course, but of metallic, primal, imperial, and so on, many of the other dragon families are ever so slightly stronger, possessing a single member that bests a red dragon in most one-on-one matchups.

While the chromatic great wyrms I studied were especially cunning and deceptive, liberally mixing lies amidst the few kernels of truth, I was able to use my own draconic status, as well as my deep and abiding erudition about dragons, to sift those precious truths from the sea of exaggerations and self-serving falsehoods. I took all of the results from this careful research and condensed them into the most readable and genuinely useful guide I could formulate for other scholars interested in learning more about great wyrms and their hidden truths.

Roving bands of murderers looking for your next home to plunder, this text is not meant for you, though I am loath to admit you might find certain sections of it quite useful. Still, as if you'd listen, I ask that you kindly keep your hands off. Instead, this is for the dreamers who dare to seek out the hidden knowledge of those most powerful dragons. And maybe also those who stay up at night wondering, "Who would win in a fight between these two great wyrms?"

—Kallizandrex, Sage Aeternal

Classic Dragons Supplement

Chromatic Great Wyrms

Just as Kallizandrex mentioned in his notes, this supplement is written on a separate topic from the rest of the book, from the pages of Kallizandrex's additional research and offered to the Dragon Overlord Rizanivash alongside his main report. Instead of fairy dragons, it covers great wyrm chromatic dragons, the mightiest and eldest dragons from the classic chromatic dragon family. The blue and red dragon great wyrms in particular have an extended entry, with great detail about specific great wyrm dragons of those types and a lair map perfect for an adventure involving those great wyrms!



Black Dragon Great Wyrms

BLACK DRAGON SPELLCASTERS

A black dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

Young (save DC 13):

1/day each: *blindness/deafness*,
pass without trace

Adult (save DC 16): As Young, plus

1/day: *dimension door*

Ancient (save DC 19): As Adult, plus

1/day: *cloudkill*

Great Wyrms (save DC 21): As

Ancient, plus **1/day:** *mirage arcane*

Great wyrms black dragons have an attitude as caustic as their breath, and they delight in mocking, insulting, and belittling their foes. Despite being the most powerful of black dragonkind, they don't use their status to remain above the fray, instead often "punching down" to viciously humiliate weaker foes. This makes them a bit more prone to a comeuppance than average for a great wyrm: sometimes their desire to torment their prey gets the better of them, as they might leave a victim alive, planning to revisit them later, only for that victim to grow stronger and one day defeat them. However, such tales are rare, and targets of a great wyrm black dragon's sadistic streak are more likely to succumb to anguish or fatalism.

Out of necessity, great wyrm black dragons hoard gems, glass, and other objects that can survive their strong acid. They also frequently store larders of meat, slowly pickled in their own acid, for consumption upon awakening from their long slumber. While such a snack tastes far too acrid for most creatures and is often outright harmful due to the acidic content, most black dragons consider it a delicacy, and the few younger dragons able to sample a great wyrm's pickled snacks consider themselves lucky to have experienced the delicious taste and survived to tell the tale.

Horrific, nasty, and slow traps are a hallmark of great wyrm black dragon lairs. Where most great wyrms prefer efficient trap design that definitively kills or removes intruders with no chance for escape, great wyrm black dragons feel like this eliminates half the fun. It's much more interesting for them to watch an intruder struggle to survive, only to be snuffed out at the last minute despite their best efforts. For their part, other great wyrms consider this to be an act of hubris on the part of great wyrm black dragons, but the black great wyrms who employ these strategies don't see it that way. They truly understand the risks, but they feel that what they gain from the experience justifies those risks.

With all their risky behavior, it might seem that great wyrm black dragons would have a much higher mortality rate than other great wyrms, but in truth, it's only slightly elevated. This is because great wyrm black dragons as a whole are fiendishly clever, and they have an outstanding sense of exactly how far they can push it to have their fun without actually putting themselves at any risk of danger.

GREAT WYRM BLACK DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 536 (29d20 + 232)

Speed 60 ft., fly 90 ft., swim 60 ft.

STR 28 (+9) **DEX** 14 (+2) **CON** 26 (+8)

INT 18 (+4) **WIS** 16 (+3) **CHA** 20 (+5)

Saving Throws Dex +10, Con +16, Wis +11, Cha +13

Skills History +12, Perception +19, Stealth +10

Damage Immunities acid



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Senses truesight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge 26 (90,000 XP) **Proficiency** +8

Amphibious. The dragon can breathe air and water.

Inexorable Breath. Damage dealt by the dragon's breath weapon ignores resistance and treats immunity as resistance.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, any area of Caustic Darkness disappears.

Reactive. The dragon can take one reaction on every turn in a combat.

ACTIONS

Multiaction. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 11 (2d10) acid damage, and the target takes an extra 11 (2d10) acid damage at the start of its next turn.

Claw. *Melee Weapon Attack:* +17 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit; reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 25 Strength saving throw or be knocked prone.

Caustic Darkness. Magical darkness spreads from a point the dragon can see within 120 feet, filling a 15-foot-radius sphere and spreading around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. The area of darkness is difficult terrain to creatures without truesight, and a creature takes 5 (1d10) acid damage for each 5 feet it moves through the darkness. A creature that takes acid damage in this way is poisoned until the start of its next turn.

If any of this spell's area overlaps with an area of light created by a spell of 7th level or lower, the spell that created the light is dispelled. The darkness can be dispelled as if it were a 7th-level spell. The effect ends after 1 minute or when the dragon uses Caustic Darkness again.

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.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 120-foot-long, 10-foot-wide line. Each creature in that area must make a DC 24 Dexterity saving throw, taking 104 (19d10) acid damage on a failed save, or half as much damage on a successful one. Also on a failed save, armor worn by the target is partly dissolved and takes a cumulative –1 penalty to the AC it offers. If the armor is magical, this penalty ends after 1 hour. If the armor is nonmagical, it is destroyed when the penalty reduces its AC to 10.

REACTIONS

Tail. When a creature the dragon can see hits the dragon with a melee attack, the dragon makes a tail attack against that creature.

Wing Deflection. When a creature the dragon can see targets the dragon with a ranged attack, the dragon imposes disadvantage on the attack roll.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Caustic Darkness. The dragon uses Caustic Darkness.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

SHADAR

by Carl Wagner

Shadar is a great wyrm black dragon with a dangerous secret agenda. Born in the Shadow Plane due to a planar rift and raised by umbral dragons, Shadar grew from a wyrmling in that lightless world. However, powerful and mysterious marauders from deeper in the Shadow Plane, likely connected to the mysterious deities known as the Enigmas, killed Shadar's umbral dragon foster parents. Shadar only survived because he encountered a tiny shard of the imprisoned dragon deity Talir, which shifted him onto the Material Plane to safety. Thanks to Talir's influence, Shadar has grown in age and power at roughly three times the normal rate and is now a great wyrm in size, but not in experience. Since his escape from certain death, he has been seeking to free Talir from their prison on the moon. Using his unique abilities to see and manipulate shadows, as well as slip between them, he works carefully behind the scenes, seeking Talir's freedom. He does this because of his inherent abilities, as well as knowing that most other deities don't want to see Talir escape their eternal imprisonment.

Blue Dragon Great Wyrms

BLUE DRAGON SPELLCASTERS

A blue dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

Young (save DC 15):
1/day each: *detect magic*,
shield, *silent image*

Adult (save DC 17): As Young, plus
1/day: *greater invisibility*

Ancient (save DC 20): As Adult, plus
1/day: *chain lightning*

Great Wyrms (save DC 21):
As Ancient, plus **1/day:**
project image

Great wyrms blue dragons are the chessmasters who are always ten steps ahead of their adversaries, pulling a devious draconic grin full of ferocious fangs as they deliver a gloating victory speech, a line of witty banter, or a simple acknowledgment of their utter mastery of the situation, such as "Exactly as planned."

While they don't have quite the same raw physical power as great wyrms red dragons, great wyrms blue dragons can prove more dangerous on the world stage for one simple reason: they lack their counterparts' hubris. Without that fatal arrogance, blue great wyrms are free to apply all of their substantial cunning to utilitarian and Machiavellian schemes to maximize their own advantage. Credit and prestige are resources to spend like any other, and by a blue dragon's measure, red dragons squander it all on themselves to placate their own fragile egos. By staying in the shadows and carefully manipulating power behind the throne, a great wyrms blue dragon can focus on what really matters while remaining safe from threats and growing their power, wealth, and influence.

A kingdom will capitulate to a great wyrms red dragon's demands because they fear what might happen if they do otherwise, but if they feel they have a chance to win, perhaps because of a powerful band of heroes or a mighty relic, they might turn around and fight instead. Meanwhile, another kingdom dances to the hidden tune of a great wyrms blue dragon without even realizing they're being manipulated, truly believing that they are making their own decisions. There's no risk to the dragon. Only success and the satisfaction of having outwitted and outplayed everyone around them

But the drawback to such a lifestyle is that its success assumes the dragon is skilled enough to outwit not only the mortals in question, but also any other genius schemers hiding in the background and executing on their own plots. This leads to the potential for a truly terrifying prospect: two great wyrms blue dragons playing their own glorified game of speed chess with kingdoms and empires as their proxies. On the board of this game of life and death, lives are ruined, friendships and alliances are torn apart, reputations are destroyed, and dynasties are ended... but at the same time, fortunes are made, new loves are ignited, and nations are born. All at the whims of two draconic masterminds who see the lives of those in their schemes as nothing more than playing pieces on a larger board. To some observers, the death and destruction are easier to stomach as the cost of war than the thought that so many positive accomplishments and life events might be stolen or cheapened as nothing more than a blue dragon's gambit.

Imagine finding out your own passionate and fulfilling relationship or successful career came about from nothing more than a calculated manipulation from a scheming wyrms! It might be hard to stay motivated after realizing your lack of agency, though some simply thank the dragon's whims for their fortune.



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Zoranastrix, the Eternal Mirage

From deep within her lair, the legendary Mirage Palace, Zoranastrix the Eternal Mirage lounges on her colossal dragon-shaped throne while scanning her gaze across illusory images in the air as well as on reflective surfaces, each of which reveals an important event from a different nation scattered across the world. To Zoranastrix, true strength comes when combining both hard and soft power to fulfill the maximum amount of her agenda with the minimum amount of applied force and resources. By using a fulcrum, she can gently nudge the levers of power and watch the dominoes fall exactly where she predicted they would.

A master manipulator, Zoranastrix always keeps her true ambitions and goals, as well as her secrets and contingencies, extremely close to the vest. Even her legion of servants, spies, and manipulators only have information on their current assignment, but never the big picture or endgame. Some masterminds might argue that knowing the overall goal and underlying stakes allows an agent to adapt dynamically to conditions on the field rather than flounder whenever something doesn't go according to plan. But according to Zoranastrix's the secret of her success is her sheer devious brilliance and attention to detail. When things don't go to plan, she has a contingency plan in place, or more than one plan, which is often already underway and ready to bring everything back on track.

Agents know only the exact specifications of their current operation, as well as those they've completed previously, meaning that if they betray her or are captured, there's hardly anything they can reveal. Few even know the true identity of their ultimate employer. The Eternal Mirage long ago established subsidiary organizations that train new recruits from shorter-lived ancestries across generations and have long since forgotten enough of their founder to even begin to suspect she was a blue dragon using an illusory disguise. In this way, she makes emperors and kings dance on her puppet strings, reaping the benefits all the while from the safety of her own home.

Zoranastrix takes only those who are extremely long-lived into her closest confidence, allowing them to reside as guardians in her Mirage Palace deep within the desert. If she chooses to trust them, she wants to be able to rely on them for as long as she lives. For those who are worthy of this honor but otherwise possess short lifespans, she offers them means of extending their lives so that they might continue to serve. Those who remain in her inner sanctum are her most trusted, and they know some of her deepest secrets. They also never leave her domain. Zoranastrix isn't interested in leaving these confidantes to die as shields to defend her lair. Whenever a hypothetical assault force strikes, Zoranastrix can send her entire retinue to end them at the same time, while also engaging her foes personally with a projected illusory image capable of delivering her spells and lightning breath. These retainers are essentially family, and their capture would represent a significant setback, so she fights with everything she has to defend them.

GREAT WYRM BLUE DRAGON

Legendary Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)

Hit Points 592 (32d20 + 256)

Speed 60 ft., burrow 60 ft., fly 90 ft.

STR 28 (+9) **DEX** 14 (+2) **CON** 26 (+8) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 20 (+5)

Saving Throws Dex +10, Con +16, Wis +11, Cha +13

Skills Perception +19, Stealth +10, Survival +11

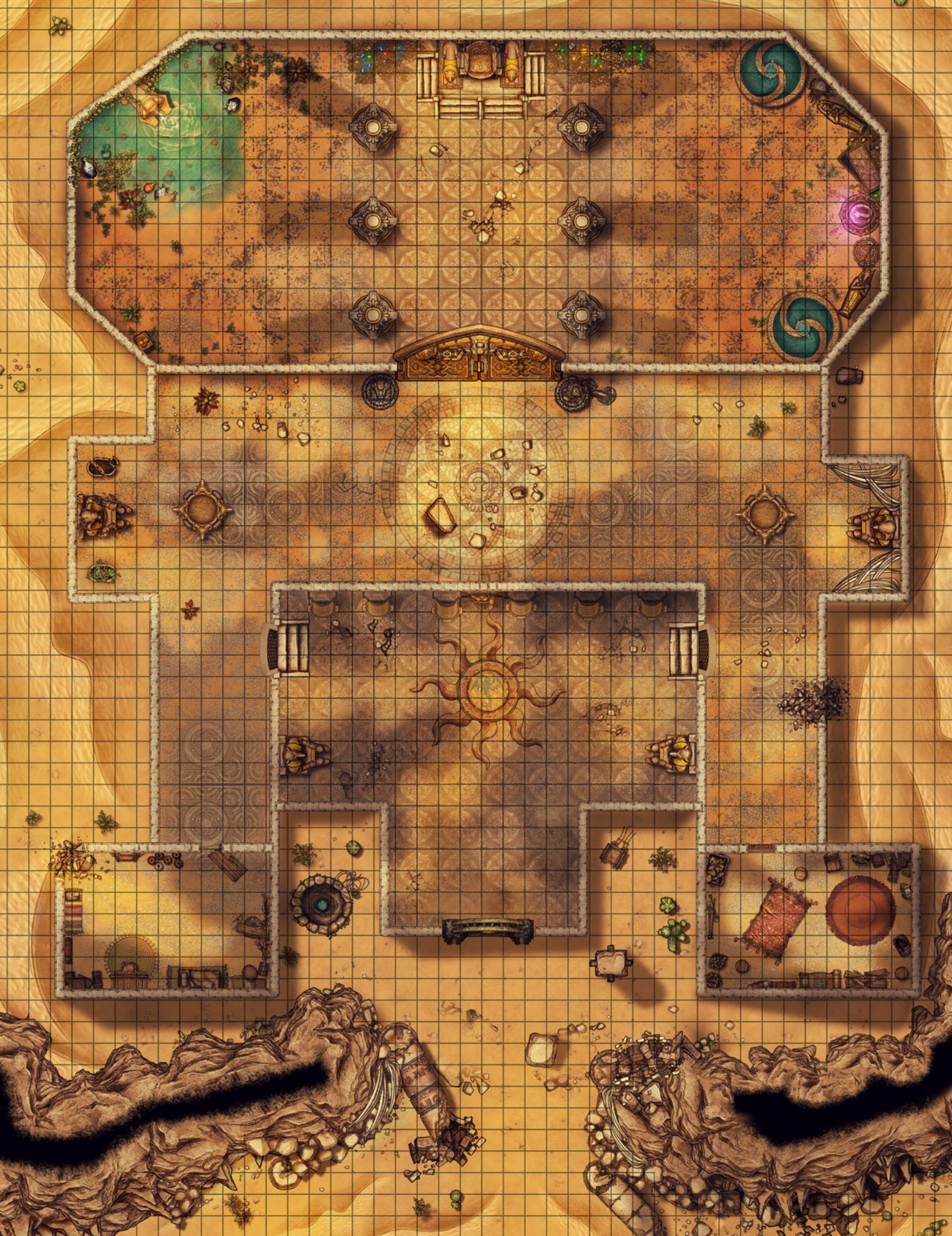
Senses truesight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge 28 (120,000 XP) **Proficiency** +8

PRACTICED PERFECTION

As master illusionists and manipulators, great wurm blue dragons know that first impressions matter. Incredibly vain, although not nearly as vain as great wurm red dragons, they make sure to look their best with polished scales, perfectly complementary accessories, and regal bearings. A great wurm blue dragon's appearance and presence rarely leaves one unawed. And this goes well beyond simply their presentation. A great wurm blue dragon will take great pains to always speak every word and syllable with perfection. That epic monologue they just delivered and seemed to have improvised on the spot? They've been practicing it for days.





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Inexorable Breath. Damage dealt by the dragon's breath weapon ignores resistance and treats immunity as resistance.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, any illusion created by its Mirage ends.

Reactive. The dragon can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +17 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit; reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 25 Strength saving throw or be knocked prone.

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.

Mirage. The dragon makes natural terrain in a 150-foot cube within 300 feet of it look, sound, and smell like some other sort of natural terrain. For instance, open desert can be made to resemble an oasis. Manufactured structures, equipment, and creatures can't be affected, and the tactile characteristics of the terrain remain unchanged. Creatures that enter the area, or creatures that succeed on a DC 21 Intelligence (Investigation) check while outside the area, disbelieve the illusion.

The first time a creature disbelieves the illusion, the creature takes 14 (4d6) lightning damage plus 7 (2d6) psychic damage. It then sees the illusion as a vague image superimposed on the terrain.

The mirage lasts until the dragon dismisses it as a bonus action, uses Mirage again, or becomes incapacitated.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 120-foot-long, 10-foot-wide line. Each creature in that area must make a DC 25 Dexterity saving throw, taking 121 (22d10) lightning damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

If the dragon is within 300 feet of an illusion created by its Mirage, it can make the lightning emanate from a point within the illusion instead of its mouth.

REACTIONS

Tail. When a creature the dragon can see hits the dragon with a melee attack, the dragon makes a tail attack against that creature.

Wing Deflection. When a creature the dragon can see targets the dragon with a ranged attack, the dragon imposes disadvantage on the attack roll.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Call Storm (Costs 3 Actions, 1/Day). The dragon causes a stormcloud to appear in the sky in a 1-mile radius directly above the dragon and moving with it. Rain pours down within the area, causing the area to be lightly obscured. Within the area, saving throws against lightning damage are made with disadvantage. The storm lasts for 10 minutes or until the dragon dismisses it as a bonus action or becomes incapacitated.

Great Wyrms Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

PREMIER PERSONNEL

Great wyrms blue dragons employ only the finest of the finest in their network of lackeys and subordinates. These top-tier talents are often positioned in important posts in various locales, allowing the blue dragon to act all across the world's stage at a distance, all without having to lift a clawed finger themselves. Few positions come with greater rewards, but loyalty is paramount. Those who betray a great wyrms blue dragon employer soon live to regret their foolish decision.

Green Dragon Great Wyrn

GREEN DRAGON SPELLCASTERS

A green dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

Young (save DC 13):
1/day each: *charm person*,
silence, *suggestion*

Adult (save DC 16): As Young, plus
1/day: *hypnotic pattern*

Ancient (save DC 19): As Adult, plus
1/day: *dominate person*

Great Wyrn (save DC 22): As
Ancient, plus **1/day:** *glibness*

Green dragons are scholars, experimenters, scientists, historians, and overall repositories for all sorts of random and bizarre knowledge, especially that which relates to the subject of their obsessive academic interest. And among these ranks, great wyrn green dragons are the celebrity scholars and luminaries in whose clawprints younger green dragons with similar interests might choose to follow... or perhaps the impetuous youngster might choose to reject the great wyrn's thesis and set out into an academic realm of conjecture entirely of their own.

Either way, whether in support of them or in opposition, great wyrn green dragons and their scholarly works and opinions are impossible to ignore. They are the academic giants on whose shoulders each new generation of green dragons might stand, in order to catch a glimpse of the infinite possibilities visible in the distance.

Libraries, academies, laboratories, research centers—great wyrn green dragons construct edifices like these as monuments to their obsession and erudition. Even if the great wyrn falls to marauding adventurers and loses their ostensible hoard, their true hoard and legacy lies in the pages of texts in these hallowed halls. And so the great wyrn green dragon's memory will never truly die until or unless these places are themselves destroyed.

While they spend much of their time perfecting their esoteric academia, great wyrn green dragons also draw closer and closer to their connection to nature, especially the flora and verdure that surrounds their typical forest homes. While younger green dragons can walk through nature quietly, tracklessly, and without hindrance, only great wyrms can effortlessly twist and transform the plants around them into a snare to trap their foes and stymie their pursuers. Even other dragons often consider it too much of a pain to attempt to pursue a great wyrn green dragon through an obstacle course their quarry has properly prepared in advance, as vines, branches, and roots reach out to grasp their wings and hold them down.

When rival great wyrms seek to challenge a great wyrn green dragon in their adversary's own inner sanctum, they must often start by preemptively dealing with the foliage around the area if they don't want to meet with the green dragon's many traps and tricks. For instance, a great wyrn red dragon could simply burn the forest down. If the green dragon emerges to prevent the forest fire, all the better.

GREAT WYRM GREEN DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 573 (31d20 + 248)

Speed 60 ft., fly 90 ft., swim 60 ft.

STR 28 (+9) **DEX** 12 (+1) **CON** 26 (+8) **INT** 22 (+6) **WIS** 18 (+4) **CHA** 22 (+6)

Saving Throws Dex +9, Con +16, Wis +12, Cha +14

Skills Deception +14, Perception +20, Stealth +9

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 30



Languages Common, Draconic

Challenge 27 (105,000 XP) **Proficiency** +8

Amphibious. The dragon can breathe air and water.

Camouflage. The dragon has advantage on Dexterity (Stealth) checks made within areas of greenery.

Inexorable Breath. Damage dealt by the dragon's breath weapon ignores resistance and treats immunity as resistance.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the dragon's Miasma, if any, ends.

Miasma. After the dragon uses its breath weapon, a cloud of poison gas continues to emanate from its body in a 30-foot radius until the end of its next turn. A creature that ends its turn in the miasma must make a DC 24 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Reactive. The dragon can take one reaction on every turn in a combat.

Woodland Stride. Difficult terrain caused by plant growth doesn't cost the dragon extra movement.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 11 (2d10) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit; reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 25 Strength saving throw or be knocked prone.

Charming Suggestion. One creature within 30 feet of the dragon that can hear and understand it must make a DC 22 Wisdom saving throw. Creatures that are immune to being charmed automatically succeed on the save. On a failure, the creature must use its reaction to make a weapon attack against a target of the dragon's choice. On a success, the creature becomes immune to Charming Suggestion for 24 hours.

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 22 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.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 120-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 110 (20d10) poison damage on a failed save, or half as much damage on a successful one. Also on a failed save, a creature is poisoned until the end of its next turn. The dragon also creates a Miasma.

REACTIONS

Twisting Tail. When a creature the dragon can see moves at least 5 feet while within 20 feet of the dragon, the dragon makes a tail attack against the creature.

Wing Deflection. When a creature the dragon can see targets the dragon with a ranged attack, the dragon imposes disadvantage on the attack roll.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Charming Suggestion. The dragon uses Charming Suggestion.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Great Wyrms Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

GREEN CLAW

Many great wyrms green dragons are natural gardeners or landscapers.

While few pick up the hobby intentionally, most gravitate to it instinctively, finding it clears their mind and sharpens their focus—a perfect way to keep their clawed hands busy while puzzling out a vexing mental conundrum. Intruders would be wise to watch their step, lest they trample a great wyrms green dragon's prized orchid!



Red Dragon Great Wyrms

RED DRAGON SPELLCASTERS

A red dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

Young (save DC 16):

1/day each: *command*, *continual flame*, *heat metal*, *faerie fire*

Adult (save DC 19): As Young, plus
1/day: *wall of fire*

Ancient (save DC 21): As Adult, plus
1/day: *conjure elemental* (fire)

Great Wyrms (save DC 24): As Ancient, plus **1/day:** *meteor swarm*

Red dragons are known for a lot of things—their ability to breathe fire, their unlimited capacity for evil, their love of treasure—but perhaps what sets red dragons apart from other dragons is their seemingly limitless egos. Even among dragonkind, red dragons are seen as insufferable divas who won't stop boasting about their superiority to all other dragons. Great wyrms red dragons are no exception to this generalization. And when red dragons meet, despite their infrequent interactions, they relentlessly assert their superiority over each other. This boasting and one-upping can sometimes go on for days or weeks, to the point that red dragons get so caught up in their ego boasting that they can't even remember the original reason for meeting.

Great wyrms red dragons are walking (or soaring) disasters, living calamities capable of leaving behind a scorched wasteland with little more than a passing breath of fire. That burning smoking catastrophe is a good way to tell the difference between a true great wyrms red dragon and an ancient red dragon or wyrms who hasn't quite reached the zenith of their power. Watch for the moment *after* the dragon's breath hits. If it burns everything to ash and then burns away, it's probably not a great wyrms yet, while lingering flames and smoke are the hallmark of a true great wyrms.

Great wyrms red dragons are also more likely than other red dragons to channel their power to control flames into a leadership role among other fire-natured creatures. While even ancient red dragons can seize control of another's fire magic, great wyrms can also stoke up flames in the area around them, allowing them to boost the potency of all fires nearby. This is dangerous enough when the great wyrms is fighting alone, but it can be truly devastating when the great wyrms is leading an army of lesser fire creatures under their scaly banner.

Of course, any minions of a great wyrms red dragon need to learn how to deal with a boss whose ego is bigger than they could possibly imagine. As long as they allow the great wyrms to take credit for all their own successes and act in an obsequious enough manner, the red dragon can be a surprisingly generous ruler. But try to steal any of the great wyrms's glory or disrespect them and you're living on borrowed time... and not just in terms of your career's life expectancy. Rarely does a red dragon allow a single underling to freely speak truth to power.

Araxamilar, the Hidden Flame

It's incredibly difficult to obtain accurate information about the great wyrms red dragon Araxamilar, the Hidden Flame, which is ironic given how famous he is. You can hear tales of his legendary rampages and exploits at any tavern in the nearby region, and parents of various ancestries use his name to scare their children into staying safe at home rather than wandering into the nearby hills and mountains. These two seemingly contradictory facts aren't a coincidence.

In truth, Araxamilar blends an overwhelming arrogance and ego with an almost paranoid precaution, stewing the two together into a singularly effective campaign to manipulate all public information available about him. The great wyrms himself, in disguise or via paid proxies, spreads tales and rumors glorifying his deeds that intentionally ascribe to him powers he doesn't have while avoiding revealing any of his true trump cards. You can hardly hear a bard's song about Araxamilar without hearing of the Smoky Mountain where he makes his lair, one of the tallest and most unapproachable mountains in the region. But in

truth, he doesn't live there at all. He's set up a trapped false lair there just in case someone checks, but there's no dragon or hoard at all.

To find Araxamilar, you must instead head to the snow-capped peaks of the nearby Titan's Spine, far from where you would expect to encounter a fire-breathing dragon. Most red dragons would find the region uncomfortable, but for Araxamilar, this is simply par for the course. The cavern leading to the Hidden Flame's true lair is riddled with traps and lined with magical crystals the great wyrm has adapted to confuse intruders. One example is a chamber lined with magic ice elemental crystals, causing it to nearly completely freeze over. This serves three purposes: First, it throws people further off the trail of a red dragon. Second, it means that any rival red dragons will have to contend with their elemental vulnerability to proceed through the lair. Lastly, the chamber serves as part of a heating system for Araxamilar's private inner chamber. The lair siphons heat from this room, leaving it frozen while the inner chamber is comfortably warm.

While Araxamilar desired the convenience of servants and guardians in his true lair, he was also concerned about the potential security risk should any of them be captured. For that reason, he created a series of elemental construct guardians to help perform chores and fight off intruders. The guardians are keyed to the crystals throughout the lair and never trigger any of the traps as they move through the complex and perform their duties.

When making a public appearance to feed his tales, Araxamilar almost always stages his battles from start to finish, ensuring that he has detailed information about his target in advance and that bards or other observers are present to chronicle his meticulously prepared entrance, roar, and fiery annihilation of his opponent. Thus, he tries to avoid anything resembling a fair fight, let alone an ambush where he isn't the ambusher. While he still believes in his ability to win, anything less than a total and immediate victory might hurt his "brand" as an invincible and powerful dragon. Thus, if he finds himself in an unexpected fight and doesn't fight in a way that lives up to his overinflated image, he does his best to kill not only his aggressors but also any observers who might live to tell the tale. No witness guarantees that he can control the narrative of the battle, thus releasing his own version of the events into the world.

The one way to avoid this fate is to rush his timetable by moving to spread the story of what really happened across the land. Of course, this comes with the risk that the Hidden Flame might wreak a path of total destruction in order to cover up the story that hurts his image. Even if you make your story known across an entire city, if he can burn it down and slaughter everyone there, he can prevent the spread of the unflattering tale, or at least cast doubt on it and overwrite it with the sensational story of how he brutally immolated an entire city.

GREAT WYRM RED DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 656 (32d20 + 320)

Speed 60 ft., climb 60 ft., fly 90 ft.

STR 30 (+10) **DEX** 10 (+0) **CON** 30 (+10)

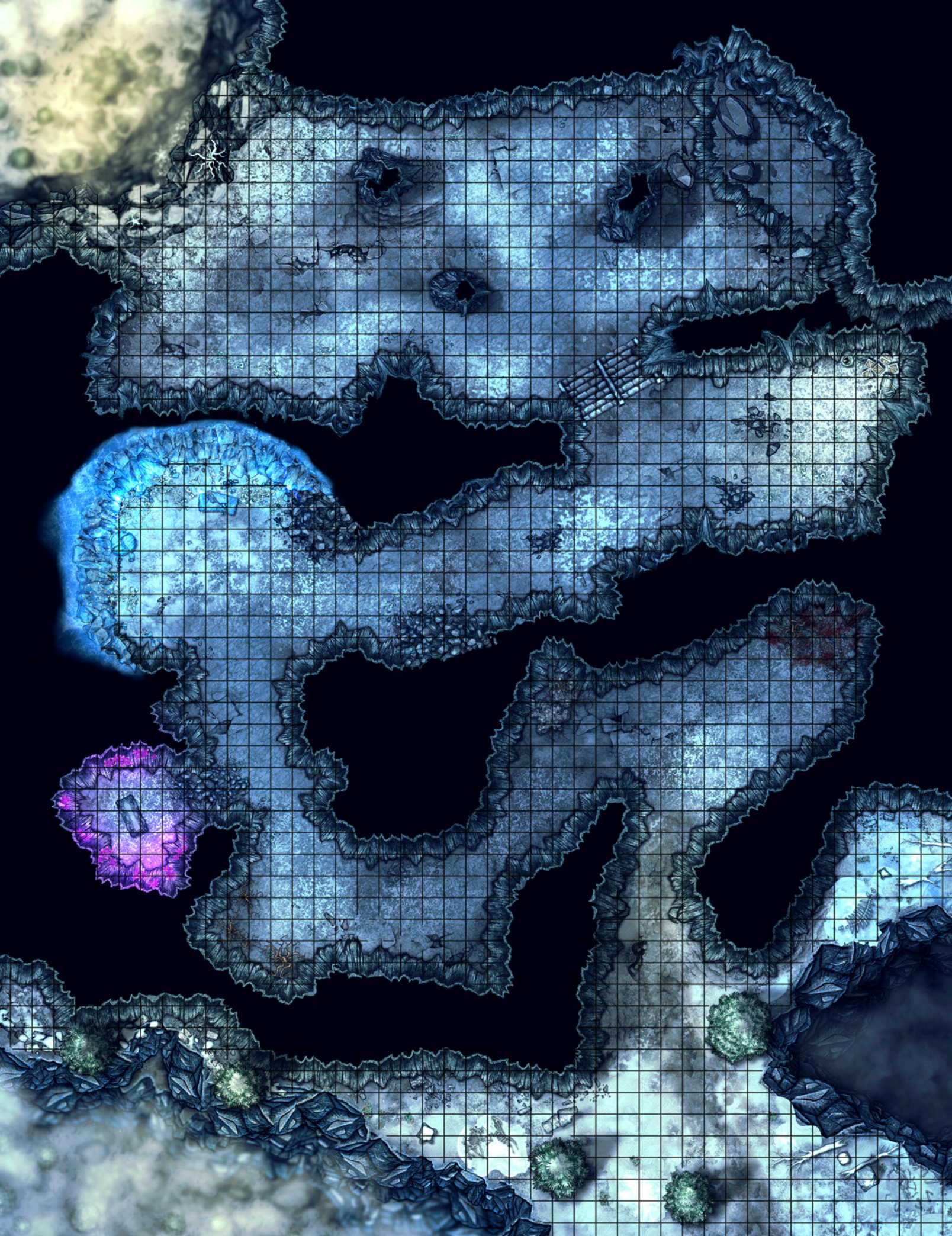
INT 20 (+5) **WIS** 16 (+3) **CHA** 24 (+7)

Saving Throws Dex +9, Con +19, Wis +12, Cha +16

THE COMMONER'S DRAGON

In many ways, great wyrm red dragons are the classic draconic tyrant from myths and legends—a stereotypical fire-breathing beast that causes death, destruction, and despair wherever they go. While the average mortal can't name more than a handful of dragons, everyone knows a tale or two about a fearsome great wyrm red and the danger they pose.





Introduction

Chapter 1: Fairy Dragon Lore

Chapter 2: Aeternal Fairy Dragons

Chapter 3: Fairy Dragon Bestiary

Supplement: Classic Great Wyrms

Skills Intimidation +16, Perception +21, Stealth +9

Damage Immunities fire

Senses truesight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic

Challenge 29 (135,000 XP) **Proficiency** +9

Inexorable Breath. Damage dealt by the dragon's breath weapon ignores resistance and treats immunity as resistance. Ongoing fires caused by the dragon's breath weapon treats resistance and immunity to fire damage normally.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, the flames on creatures and objects set on fire by the dragon's breath weapon are extinguished.

Reactive. The dragon can take one reaction on every turn in a combat.

Smoke Vision. Smoke doesn't impair the dragon's vision.

ACTIONS

Multiaction. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +19 to hit; reach 15 ft., one target. *Hit:* 33 (4d10 + 10) piercing damage plus 11 (2d10) fire damage.

Claw. *Melee Weapon Attack:* +19 to hit; reach 10 ft., one target. *Hit:* 19 (2d8 + 20) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit; reach 20 ft., one target. *Hit:* 28 (4d8 + 20) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 27 Strength saving throw or be knocked prone.

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 24 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 120-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 126 (23d10) fire damage on a failed save, or half as much damage on a successful one. Also on a failed save, a creature catches on fire. While on fire, the creature takes 22 (4d10) fire damage at the end of each of its turns. A creature can use an action to extinguish itself or another creature, and being immersed in water also extinguishes the fire.

Nonmagical, unattended flammable objects and plants in the area catch fire. Their spaces become areas of difficult terrain that emit pillars of black smoke. The area of the smoke is heavily obscured. A creature that moves through burning terrain takes 5 (1d10) fire damage for every 5 feet it moves.

REACTIONS

Tail. When a creature the dragon can see hits the dragon with a melee attack, the dragon makes a tail attack against that creature.

Wing Deflection. When a creature the dragon can see targets the dragon with a ranged attack, the dragon imposes disadvantage on the attack roll.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Stoke Flames (1/Round). Each object or creature within 200 feet of the dragon that is on fire takes 38 (7d10) fire damage.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Great Wurm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

NIVNA

by Nolan English

Nivna, the mighty red dragon queen, rules over a kingdom that's surprisingly prosperous and happy. Like many who survive to become great wyrms, Nivna is more cautious than usual for a red dragon. This caution arose at a young age from her confrontations with adventurers, which fostered a slight fear of humanoids. Even as she grew more powerful, she maintained a high opinion of the potential mortals can reach when they work together, even if they are individually weak. Thus, she founded a country where that potential could be hers to claim. Neighboring nations fear the powerful dragon at their doorstep, though they appreciate being able to pay Nivna to exterminate dangerous monsters in their territories. While she's as selfish, tyrannical, and arrogant as any great wyrms red dragon, she's extremely protective of what is "hers." She treats her nation as a hoard worth growing and investing in. It's a point of pride to treat her citizens well: she wants the biggest buildings, the highest life expectancy, and the greatest prosperity to inspire envy in both dragonkind and humankind. To her, it matters little what form her gold takes—be it buildings, treasures, or talented artisans—as they are all part of her hoard in the end. Nivna can still be brutal when necessary; she's decisive and quick in a crisis, not caring for collateral damage once she's chosen what she desires. When it comes to both her personnel and her treasure, she gathers and uses them as she sees fit. Right now, she's focused on growing her hoard and finding trustworthy advisors. To that end, she's hunting for new talent (in some cases, literally).

White Dragon Great Wyrn

WHITE DRAGON SPELLCASTERS

A white dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components.

Young (save DC 12):
1/day each: *gust of wind*

Adult (save DC 14): As Young

Ancient (save DC 16): As Adult, plus
1/day: *wall of ice*

Great Wyrn (save DC 29): As Ancient, plus **1/day:** *control weather*

White dragons are considered the weakest chromatic dragons and among the weakest true dragons in every dragon family. Thus, it's a true act of perseverance and transgression for a white dragon to survive to become a great wyrn, beyond ancient and powerful in a way few other dragons are. Great white wyrn dragons are rightfully proud of how they managed to climb the ranks and sit at the apex of all beings within their frozen mountain homes, but they rarely remain complacent. Other powerful beings could challenge them for the crown of their icy peak, but they wouldn't have become so old and mighty if they ignored those threats and rested on their laurels.

Great wyrn white dragons appreciate a good fight as much as any other white dragon, but they also understand that the kind of close-fought struggle that serves as the best teacher is also the most likely to bring their long life to a violent end. They often look for opportunities to spar with other powerful beings in a way that minimizes the personal risk of the encounter. In that vein, duels and arena combat with magically enforced rules are somewhat popular, even though other white dragons chafe at the idea of rules and regulations.

However, if a great wyrn white dragon can make a true battle friend and rival, whom they can fight all-out while able to firmly trust that neither of them will kill the other after a victorious bout, they'll almost never betray such a valuable relationship. To an outsider, the great wyrn white dragon and their friendly rival might seem like the worst of enemies, viciously battling each other on a regular basis, pursuing ruthless tactics, and unleashing destructive techniques that destroy the environment around them.

In reality, though, the two are much closer than most other friends can be. They know each other intimately as adversaries, each scrutinizing and analyzing the other for any possible weakness. Their pursuit of victory reveals details about each other that even family may not recognize. It's not unusual for a great wyrn white dragon and their battle buddy to beat each other to the inch of death and then laugh as they enjoy a meal and a conversation with each other right afterward.

Unless their chosen rival is also a dragon or similarly long-lived ancestry, they're destined to weaken and perish while the great wyrn white dragon simply continues to age and grow. For those who wish to die a warrior's death before their decline, sometimes they ask one last thing of their white dragon friend: one last battle, no holds barred, and to the death. To die at the claws of their long-time sparring partner is an end fitting for such a warrior, and their memory can thus become a part of the dragon's own legend.



GREAT WYRM WHITE DRAGON

Legendary Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 526 (27d20 + 243)

Speed 60 ft., burrow 60 ft., fly 90 ft., swim 60 ft.

STR 28 (+9) **DEX** 10 (+0) **CON** 28 (+9) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Saving Throws Dex +9, Con +19, Wis +12, Cha +16

Skills Perception +18, Stealth +8

Damage Immunities cold

Senses truesight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 25 (75,000 XP) **Proficiency** +8

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Inexorable Breath. Damage dealt by the dragon's breath weapon ignores resistance and treats immunity as resistance.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, areas of ice created by the dragon's Deep Freeze melt.

Reactive. The dragon can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then attacks once with its bite and twice with its claws. It can replace its bite attack with its tail attack.

Bite. *Melee Weapon Attack:* +17 to hit; reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack:* +17 to hit; reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit; reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target up to 10 feet directly away from it. The target must succeed on a DC 25 Strength saving throw or be knocked prone.

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.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 93 (17d10) cold damage on a failed save, or half as much damage on a successful one. Also on a failed save, a creature's speed is reduced by 10 feet until the end of its next turn.

REACTIONS

Tail. When a creature the dragon can see hits the dragon with a melee attack, the dragon makes a tail attack against that creature.

Wing Deflection. When a creature the dragon can see targets the dragon with a ranged attack, the dragon imposes disadvantage on the attack roll.

LEGENDARY ACTIONS

The dragon can take 5 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. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Ground Slam (Costs 2 Actions). While the dragon is within 10 feet of a solid surface, the dragon slams that surface. Each creature standing on the surface within 20 feet of the dragon must make a DC 25 Strength saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and is knocked prone.

UNDERRATED ARTISTS

Despite being generally considered the least intelligent and cunning of all chromatic great wyrms, great wurm white dragons are still smarter than most humanoids. They make exceptional artists, architects, and engineers who create hyper-realistic ice sculptures and magnificent ice lairs and palaces and who alter the terrain within their domain with unique ice features.

BATTLEZOO DRAGONS: FAIRY DRAGONS

Introduction

Chapter 1: Fairy Dragon Lore

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Supplement: Classic Great Wyrms

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