

RAGNAXXA

THE ETERNAL NIGHT

Altland, the continent of unbound potential, was set to be claimed by the progenitors of an ancient humanity. What hope did this young race that had barely strayed from the cradle have when faced with the might of dragons? No one knew from where they came; their true origins were lost to the annals of history and myth. But their arrival meant the complete subjugation of Altland and humanity. For centuries, if not millenia, the Dragons ruled over the land uncontested as the true masters of all, bowing only to the strongest among them, the Dragon Gods.

The Dragons were creatures of many forms and shapes, each with their own mantras of beauty and wretchedness. The Dragon Gods were no different when each claimed a piece of Altland and twisted the land into a domain of their desire. In each domain, humanity would be ruled by tyranny and cruelty. The dragons had no concern for humanity's suffering because they considered mankind to be inferior beings that should be subject to them. However, one Dragon God was feared above the rest because she was the only one of her kind to truly despise humanity. Her heinous deeds would ensure that long after her fall, people would only mention her name in whispers, as if doing so would evoke her evil. This dragon god was Ragnaxxa the Eternal Night, scourge of humanity.

DESCRIPTION

Befitting her title, Ragnaxxa is portrayed as a completely black creature dressed in dark feathers and fur in her representations of ancient times. Her cranium is fashioned akin to a beak, culminating in her distinguished spiked crown. The thick scales covering her belly shift with each breath, exposing the sickly necrotic energies that course through her body. Once unleashed, the simmering death within her snuffs out light and life alike in everything it consumes. All those who fell to her lethal breath would rise again to serve her. In the few paintings made in her honor, Ragnaxxa is depicted as a grand and powerful dark god, crackling with green death.

Old Dragon Gods: Ragnaxxa

The few remaining ancient texts written by Ragnaxxa's draconic followers honor her as a formidable leader whose strict rule brought stability and order to her realm. She is referred to as a master strategist on the battlefield who fought alongside her kin and always made sure that the sacrifices of the dead were properly remembered. However, the stories passed down through the ages by mankind only reflect her harsh and vengeful temperament. Fearing the evil goddess who ruled over them was warranted; under her tyranny, humanity was lower than cattle, constantly suffering under her cruel whims and fury, and nothing, not even death, could save them from her rule. Ragnaxxa was the master of death, and thus all who succumbed under her yolk would be returned into her service and added to her undead legions to fight in her many conquests.



Artwork by Kaion Luong
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WORSHIP

With her empire destroyed and her brood dispersed, Ragnaxxa now has only a handful of true followers. However, her terrible legacy remains. Her atrocities are chronicled in the Aleksandryan religion's holy text, the Gospel of Aleksandyr, demonstrating how humanity suffered at the hands of the Dragon Gods before Aleksandyr saved them. The Gospel says that after Ragnaxxa was defeated, her vengeance and animosity condemned her to purgatory, where she would spend eternity preying upon the wandering souls of those who had failed to prove their worth in Aleksandyr's eyes.

Given her history, not even the hidden and secluded draconic cults dare worship Ragnaxxa. Her true followers are a small group of deranged fanatics who share her absolute hatred of humanity. These devotees band together to form heretical cabals that frequently employ the same black necromancy as their vile mistress. Her followers use a symbol that resembles her crest, a twisted six-pointed crown. To the initiated, crude depictions of this symbol may indicate the presence of other worshippers in unusual locations.

While not directly worshipped, Ragnaxxa has nonetheless been the subject of forbidden study by those who wish to master the same dark magic she once used. Researchers have reluctantly concluded that Ragnaxxa is the origin of necromancy in Altland known today. Therefore, there exist numerous aspiring occultists who study Ragnaxxa's legacy for its secrets in pursuit of gaining power and arcane knowledge. Many of the profane rituals created by the Eternal Night and her disciples are still out there, waiting to be rediscovered and put to use.



The Six-Spiked Crown

LORE

A character may know the following information with a successful History or Religion check.

DC 10 (History). Ragnaxxa was one of the ancient pantheon's most dreadful Dragon Gods. She was feared not only for her contempt for mortals, but also for the conquests her undead legions carried out in her name.

DC 10 (Religion). The Aleksandryan Gospel states that Aleksandyr cast Ragnaxxa, Scourge of Humanity, into the realm of the dead, where she continues to this day to hunt and devour lost souls.

DC 15. Among the ancient Dragon Gods, Ragnaxxa is widely considered to be among the mightiest. She was constantly at odds with the other Old Dragon Gods as she ruthlessly expanded her domain. When humans finally rose up to end the dragons' rule, Ragnaxxa already controlled a vast empire. Although the specific timeline of the defeats of the Dragon Gods has been lost to time, due to her might, Ragnaxxa was among the last to fall.

DC 18. While numerous stories and murals from the Dragon's Reign have solidified Ragnaxxa's odious reputation, recent discoveries suggest that her antipathy toward humans may be a late development of her reign. According to the earliest historical records found, Ragnaxxa's rule was not significantly different from that of the other Dragon Gods, who also treated humanity with callous indifference but did not seek their destruction as Ragnaxxa did. This would serve as explanation as to why, if indeed Ragnaxxa hated humanity so much, she still had human subjects in the first place. So, as history suggests, an unknown yet crucial incident must have ignited Ragnaxxa's hatred towards humanity.

DC 20. Many of Ragnaxxa's successful conquests have been chronicled among the earliest historical recollections discovered. The strength of her rivals in the struggle for control of Altland did not deter her. However, one major Dragon God never once mentioned among these campaigns. Ragnaxxa's domains bordered Aleksandyr's for most of the centuries she ruled, but she never once sent her armies against him. The Aleksandryan Gospel would claim that Aleksandyr kept Ragnaxxa at bay through his sheer presence alone, a presence too daunting for even Ragnaxxa to challenge. On the other hand, a different theory regarded as heretical by the Aleksandryan Church, proposes that the two Old Dragon Gods once shared the sort of genuine alliance that is rare even among the Old Dragon Gods.

ASPECT OF RAGNAXXA

Shards of Ragnaxxa's power have been dispersed across the land. Each of which a seed of malice that yearns to bloom into a full Aspect of Ragnaxxa.

An Aspect of Ragnaxxa is a faux similitude of the Eternal Night herself, a lesser incarnation that inherits her wrath and hatred for humanity. If awakened, the aspect will start its destructive rampage immediately. Even though an aspect bears only a fraction of Ragnaxxa's total power, it can still cause widespread destruction, befitting the scourge of humanity.

ASPECT OF RAGNAXXA

Gargantuan Fiend

Armor Class 18 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	19 (+4)	16 (+3)	22 (+6)

Proficiency +6

Saving Throws Str +13, Dex +10, Wis +9, Cha +12

Skills Arcana +10, Intimidation +12, Perception +9, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses blindsight 60 ft., truesight 120 ft., passive Perception 20

Languages Any, Telepathy 120 ft.

Challenge 18 (20,000 XP)

Aspect of Eternal Night. The Aspect of Ragnaxxa dims any natural light within a 60 ft. radius by one level (bright light becomes dim light, and dim light becomes darkness).

Death Throes. When the Aspect of Ragnaxxa is reduced to 0 hit points by any damage type that is not radiant, the Aspect releases a wave of necrotic energies in a 20 ft. radius. Each creature in the area must succeed a DC 19 Constitution saving throw or take 36 (8d8) necrotic damage.

Divine Resilience. The Aspect of Ragnaxxa has advantage on saving throws against spells and magical effects and gains 30 temporary hit points at the beginning of its turn.

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

Magic Weapons. The Aspect's weapons are magical.

Master of Death. The Aspect's necrotic damage ignores damage resistances.

Scourge of Humanity. Any humanoid creature within 120 ft. of the Aspect that can see it has disadvantage on saving throws against being frightened and repeated saving throws to end the frightened condition.

Wings of Death. Any creature that starts its turn within 30 ft. of the Aspect and is dying has disadvantage on death saving throws.

ACTIONS

Multiattack. The Aspect makes three attacks; two with its claws and one with its bite.

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) piercing damage plus 18 (4d8) necrotic damage.

Breath of the Eternal Night (Recharge 5-6). The Aspect breathes a sickly green necrotic energy in a 60 ft. cone, any magical light in the area is dispelled and any light sources are snuffed out. Each living creature in the area must make a DC 19 Constitution saving throw, taking 81 (18d8) necrotic damage on a failed save and half as much on a successful one.

Hateful Screech. The Aspect releases a terrifying scream. Each humanoid creature within 120 ft. of the Aspect that can hear her must make a DC 19 Wisdom saving throw. On a failed save the creature is frightened for 1 minute. For as long as the creature is frightened it subtracts 1d4 from any saving throw it makes. At the end of the frightened creature's turn it ends repeats the saving throw, ending the effect on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Aspect's Hateful Screech for 1 hour.

Precarious Shadows. The Aspect teleports to an unoccupied space within 60 ft. of herself that is within dim light or darkness and hides.

LEGENDARY ACTIONS

The Aspect of Ragnaxxa 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. The Aspect of Ragnaxxa regains spent legendary actions at the start of its turn.

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

Claws. The Aspect attacks with its Claws.

Stalk (2 Actions). The Aspect uses Precarious shadows and moves up to its speed towards a creature it can see.

Reaping Bite (3 Actions). The Aspect makes one bite attack. If the attack hits another creature within 60 ft. of the Aspect must make a DC 18 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save and half as much on a successful one.

ETERNAL NIGHT DISCIPLE

These unfortunate souls lost their humanity as they delved deep into the secrets that Ragnaxxa left behind, whether out of wicked reverence by a disturbed mind or in reckless pursuit of arcane secrets. By studying dark rituals, the Disciples of the Eternal Night were able to acquire grand necrotic powers and, in return, were infused with Ragnaxxa's enmity and malice.

These former followers of Ragnaxxa now carry her will and seek the destruction of humanity at all costs. With the powers and insights they have gained, they conceive grand designs to bring about humanity's end. Anyone who stands in their way or threatens their plans will be dealt with swiftly, and they will witness firsthand the full scope of their newfound abilities granted by the Eternal Night.

ETERNAL NIGHT DISCIPLE

Medium Humanoid

Armor Class 18

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	10 (0)	12 (+1)	19 (+4)

Proficiency +3

Saving Throws Wis +4, Cha +7

Skills Intimidation +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

Devil's Sight. The disciple's darkvision is not impeded by magical darkness.

Hateful Presence. Each other humanoid creature within 10 ft. of the Disciple subtracts 1d4 from any saving throw it makes.

Umbral Defense. When the disciple does not wear any armor, they add their Charisma modifier to their AC.

ACTIONS

Multiattack. The disciple makes two attacks.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 14 (4d6) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 27 (6d8) necrotic damage and the target's next attack roll it makes before the end of its next turn is made with disadvantage.

Humanity's Bane (1/day). A humanoid creature within 30 ft. of the disciple must make a DC 15 Constitution saving throw. On a failed save the creature takes 54 (12d8) necrotic damage, falls prone, and is paralyzed for 1 minute. The paralyzed creature is blinded and repeats the saving throw at the end of its turn, on a successful save the creature is no longer paralyzed. On a successful save a creature takes half as much necrotic damage and suffers no other effects.

Conjure Loathing (Recharge 5-6). The disciple conjures a 20 ft. radius of magical darkness centered on a point within 60 ft. of itself that remains for one minute or until the disciple's concentration ends (as if concentrating on a spell). The area is heavily obscured and each living creature that starts its turn in the area has its movement speed reduced by half until the beginning of its next turn and must make a DC 15 Wisdom saving throw, on a failed save a creature takes 28 (8d6) damage necrotic damage and half as much on a successful one.

Spellcasting. The chosen casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) without needing material components:

At will: *detect magic*, *mage hand*, *minor illusion*, *prestidigitation*, *unseen servant*

1/day: *animate dead*, *create undead*, *speak with dead*

NIGHT REAVER

It is not surprising that reavers would take on a distorted form of Ragnaxxa, given their ties to the realm of death and Ragnaxxa's role as a punisher for the unworthy in the Aleksandryan faith. Whether Night Reavers took on Ragnaxxa's appearance on purpose due to their predatory urges or whether the transformation occurred subconsciously is unknown.

These faux-draconic reavers are sadistic hunters that lurk within the darkest depths of the Overthere. There, they prey on lost souls by making use of their resemblance to the Eternal Night.

NIGHT REAVER

Large Undead

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	5 (-3)	15 (+2)	7 (-2)

Proficiency +3

Skills Perception +5, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 16

Challenge 6 (2,300 XP)

Devil's Sight. The Night Reaver's darkvision is not impeded by magical darkness.

Fueled by Fear. The Night Reaver has advantage on attack rolls targeting creatures that are frightened by it.

Radiant Weakness. Anytime the Night Reaver takes any amount of Radiant Damage it has disadvantage attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Night Reaver makes two weapon attacks, in place of one attack it can use its Foreboding Roar.

Withering Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage and 9 (2d8) necrotic damage.

Foreboding Roar. The Night Reaver releases a horrifying roar in a 20 ft. radius centered on itself. Each creature in the area that can hear the Night Reaver must succeed a DC 14 Wisdom saving throw or be frightened for one minute. Each creature that can't see the Night Reaver makes the saving throw with disadvantage. A frightened creature repeats the saving throw at the end of its turn, ending the condition on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Dreadful Roar of all Night Reavers for 1 hour.

Cowl of Darkness (Recharge 5-6). The Night Reaver creates a 10 ft. radius zone of magical darkness centered on a point within 60 ft. of itself. As part of this action the Night Reaver can teleport into any unoccupied space within the zone. This zone remains for 1 minute, until the Night Reaver uses this action again, or until the Reaver suffers 10 or more points of radiant damage from a single source.

NOCTURNE DRAGONS

RAGNAXXA'S FLIGHT

Befitting her position as one of the most powerful of the old dragon gods, Ragnaxxa had mothered countless offspring to govern her vast dominion. The fearsome flight of Ragnaxxa bore a formidable combination of battle prowess and strategic acumen, passed down from their mother, and their necrotic breath would enlist all into their ranks as undead who would succumb to it. Truly, few of the other dragon gods dared to challenge the Eternal Night and her children. Yet, the mighty Ragnaxxa and her brood would ultimately meet their demise during the events of Dragon Fall.

Ragnaxxa, despite her incredible power, found herself continually driven back by the united strength of humanity, under the leadership of renowned dragon slayers. While her pride and hatred for mankind forbade her to acknowledge it, she understood that

her ultimate demise would inevitably be brought about by their hands. Before she was brought low, Ragnaxxa created numerous eggs from her essence and sequestered them among the deepest shadows of her realm, far outside of the awareness of men. Thus, even if humanity were to eradicate her and her entire lineage, her progeny, her Nocturne Dragons, would emerge anew and become her tool for her final revenge.

Nocturne dragons hatch and mature over centuries in the shadows that shelter them. From their umbral lairs, they scheme to destroy humanity, driven by inherited hatred. Each of these dragons is a sworn enemy of mankind and poses a great danger to all wherever they emerge.

NOCTURNE DRAGON WELP

Small Dragon

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 20 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	7 (-2)	11 (0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 12

Languages Understands Draconic but doesn't speak

Challenge 1/2 (100 XP) **Proficiency** +2

Cowl of Night. The dragon has advantage on Dexterity (Stealth) checks and Dexterity saving throws when in dim light or darkness. Additionally, the dragon can hide while in dim light.

Nocturne Sight. The dragon can see with its darkvision in both magical and nonmagical darkness.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Night Huff. The welp exhales a necrotic cloud targeting a creature within 10 ft. of itself. The creature must succeed a DC 12 Constitution saving throw or take 7 (2d6) necrotic damage and can't regain hit points until the end of the welp's next turn.

NOCTURNE DRAGON WYRMLING

Medium Dragon

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	11 (0)	12 (+1)	15 (+2)

Skills Perception +2, Stealth +4

Damage Immunities necrotic

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12

Languages Understands Draconic but doesn't speak

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

Cowl of Night. The dragon has advantage on Dexterity (Stealth) checks and Dexterity saving throws when in dim light or darkness. Additionally, the dragon can hide while in dim light.

Nocturne Sight. The dragon can see with its darkvision in both magical and nonmagical darkness.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Night Breath (Recharge 5-6). The dragon breathes necrotic energy in a 30 ft. cone. Any non-magical light source, or light created by the *Light* cantrip, in the area is snuffed out or dispelled respectively. Each creature within the area must make a DC 13 Constitution saving throw, taking 17 (5d6) necrotic damage, or half as much on a successful one.

YOUNG NOCTURNE DRAGON

Large Dragon

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +6, Wis +5

Skills Intimidation +7, Perception +5, Stealth +6

Damage Immunities necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic

Challenge 8 (3,900 XP) **Proficiency** +3

Cowl of Night. The dragon has advantage on Dexterity (Stealth) checks and Dexterity saving throws when in dim light or darkness. Additionally, the dragon can hide while in dim light or darkness.

ADULT NOCTURNE DRAGON

Huge Dragon

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +9, Con +10, Wis +7, Cha +10

Skills Intimidation +10, Perception +7, Stealth +9

Damage Immunities necrotic

Senses blindsight 30 ft., darkvision 240 ft., passive Perception 17

Languages Common, Draconic

Challenge 16 (15,000 XP) **Proficiency** +5

Cowl of Night. The dragon has advantage on Dexterity (Stealth) checks and Dexterity saving throws when in dim light or darkness. Additionally, the dragon can hide while in dim light or darkness.

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

Nocturne Sight. The dragon can see with its darkvision in both magical and nonmagical darkness.

ACTIONS

Multiattack. The dragon can use its Frightning Presence. It then makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage plus 10 (3d6) necrotic damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Nocturne Sight. The dragon can see with its darkvision in both magical and nonmagical darkness.

ACTIONS

Multiattack. The dragon makes three attacks: one bite and two claws attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Night Breath (Recharge 5-6). The dragon breathes necrotic energy in a 30 ft. cone. Any non-magical light source, or light created by the *Light* cantrip, in the area is snuffed out or dispelled respectively. Each creature within the area must make a DC 15 Constitution saving throw, taking 42 (12d6) necrotic damage, or half as much on a successful one.

Frightning Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and can see it must succeed on a DC 18 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 frightning Presence for the next 24 hours.

Night Breath (Recharge 5-6). The dragon breathes necrotic energy in a 60 ft. cone. Any non-magical light source, or light created by the *Light* cantrip, in the area is snuffed out or dispelled respectively. Each creature within the area must make a DC 18 Constitution saving throw, taking 56 (16d6) necrotic damage, or half as much on a successful one.

Additionally, any humanoid creature slain by this breath raises as a zombie at the beginning of the dragon's next turn.

Wings of Night. The dragon spreads its wings and creates a 30-foot sphere of magical darkness centered on itself. Any natural light in the area is snuffed out. The area is heavily obscured and remains for 1 minute or until the dragon uses this action again.

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. The dragon regains spent legendary actions at the start of its turn.

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

Lurk. If the dragon is hidden, it moves up to half of its speed.

Tail. The dragon attacks with its tail.

Prowl (2 Actions). The dragon moves up to its speed without provoking opportunity attacks and hides.

Nocturnal Ambush (3 Actions). If the dragon is hiding in dim light or darkness, it can move or fly up to its speed and then make a bite attack before it is revealed.

TRUE NOCTURNE DRAGON

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	27 (+8)	19 (+4)	18 (+4)	21 (+5)

Saving Throws Dex +11, Con +16, Wis +11, Cha +13

Skills History +10, Intimidation +13, Perception +11, Stealth +11

Damage Immunities necrotic

Senses blindsight 60 ft., darkvision 240 ft., passive Perception 21

Languages Common, Draconic

Challenge 23 (50,000 XP)

Proficiency +7

Cowl of Night. The dragon has advantage on Dexterity (Stealth) checks and Dexterity saving throws when in dim light or darkness. Additionally, the dragon can hide while in dim light or darkness.

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

Nocturne Sight. The dragon can see with its darkvision in both magical and nonmagical darkness.

Piercing Breath. The necrotic damage dealt by the dragon's breath ignores a creature's resistance to necrotic damage.

ACTIONS

Multiattack. The dragon can use its Frightning Presence. It then makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) piercing damage plus 14 (4d6) necrotic damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage and if the creature is size Large or smaller it must make a DC 17 Strength saving throw or be pushed up to 10 ft. away from the dragon.

Frightning Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and can see 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 frightening Presence for the next 24 hours.

Any humanoid that is frightened this way subtracts 2 (1d4) from each saving throw it makes.

Night Breath (Recharge 5-6). The dragon breathes necrotic energy in a 90 ft. cone. Any non-magical light source, or light created by the *Light* cantrip, in the area is snuffed out or dispelled respectively. Each creature within the area must make a DC 23 Constitution saving throw, taking 63 (18d6) necrotic damage, or half as much on a successful one.

Additionally, any humanoid creature slain by this breath raises as a zombie at the beginning of the dragon's next turn.

Wings of Night. The dragon spreads its wings and creates a 40-foot sphere of magical darkness centered on itself. Any natural or magical light in the area is snuffed out. The area is heavily obscured and remains for 1 minute or until the dragon uses this action again.

REACTION

Enervate Minions (1/Day). When any amount of humanoids that were slain by the dragon's breath attack rise as zombies within 60 ft. of the dragon, up to 1d4+2 of the slain humanoids within 60 ft. of the dragon rise as wights instead.

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. The dragon regains spent legendary actions at the start of its turn.

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

Lurk. If the dragon is hidden, it moves up to half of its speed.

Tail. The dragon attacks with its tail.

Prowl (2 Actions). The dragon moves up to its speed without provoking opportunity attacks and hides.

Nocturnal Ambush (3 Actions). If the dragon is hiding in dim light or darkness, it can move or fly up to its speed and then make a bite attack before it is revealed.