



Artwork by Kaion Luong

## ALEKSANDYR SAVIOR OF HUMANITY

*"Oh Humanity, wretched Humanity, Humanity forlorn! Oh Humanity rejoice! Saved by grace, saved by pity, saved and yet undeservingly loved. In spite of thy wretched self thou were saved from thy shackles. A debt which can never repaid in full lieth upon us all. So purge thyself of thy hubris! Cast thy wretched self aside and be born anew. Be worthy of salvation given to thee, so that one day the Brillaint One shall saveth you once again! Aleksandyr be pleased, Aleksandyr be praised, forevermore!" - From the Gospel of Aleksandyr*

**Old Dragon Gods: Aleksandyr**  
Altland, the continent of unbound potential, was sort 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? None knew from where they came, their true origins lost to the annals of history and myth. But their arrival meant the complete subjugating of Altland and humanity. For centuries, if not millennia, the Dragons ruled over the land uncontested as 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. And in each domain, humanity would be ruled by tyranny and cruelty. Yet, among these cruel Gods, one looked at the subjugated race with pity. His actions; according to what is written in the Aleksandryan Gospel, would lead to humanity's freedom and the fall of the Dragon Gods.

### DESCRIPTION

Aleksandyr is said to be a brilliant, shining dragon covered in golden scales. Four wings adorned with bright, elegant feathers frame his back, and a proud, regal mane befitting his status surrounds a head crowned with powerful horns. His breath is radiant lightning, banishing the darkest night and summoning warmth like the sun. Depictions of him that show his fiercer aspects always display his mastery of lightning to smite evil.

Aleksandyr is commonly portrayed as a stern yet loving parental figure. Though various aspects of his actions have been depicted across history, from a benevolent deity known for mercy, to a righteous, bloody savior waging war against evil, many choose to show his more protective nature, such a church painting showing Aleksandyr using his wings to shelter humanity from the other tyrannic dragons.

In many places of worship, Aleksandyr is shown in the pose of Aleksandryan prayer, both arms crossed, each palm resting on the chest.

## WORSHIP

While his true role in history is a matter of debate, Aleksandyr's existence is an accepted fact among historians. The Aleksandryan clergy itself began as a humble cult, no different from the other religions that emerged once the Dragon Gods were vanquished. But many held wounds too deep and fresh to worship a visage of their former tyrants. Thus even in its infancy the Aleksandryian faith was persecuted and shunned wherever it went.

But memories fade with the passage of time as the Dragon Gods and their bloody age became ancient history. And yet the tale of the one dragon that stood with mankind and freed them continued to be passed down across the centuries, slowly captivating the hearts of the people.

As time moved ever forward the yoke of tyranny continued to rise and fall. Those who felt the weight of subjugation readily accepted a savior figure such as Aleksandyr, and in time the faith was given new life and acceptance by the downtrodden. This ultimately led to the establishment of the Aleksandryan Church, a popular yet controversial faith in many parts of Altland.

Aleksandryan faith itself dictates that humanity's plights stem from their own hubris and the folly of mankind believing their race untouchable. It made them blind to the Dragon Gods, and was the root cause for the wars that were to follow. All sin comes from this hubris. Aleksandyr was the unworthy humanity's savior, and though they did not deserve salvation he saw their potential. Thus one must repay Aleksandyr's deed through humility and worship.

Some worshippers might go to the extreme of seeing themselves and others as impure creatures that face a constant uphill battle against their lesser impulses. It is something which must be corrected wherever they are found by those who follow the faith. A pious belief, yet the Aleksandryan Church is also known to be charitable and active within their local communities. Many houses of healing and orphanages are run in the name of Aleksandyr, providing its followers security and making the faith appealing for those in the lower parts of society.

One point of contention of the Aleksandryan faith is its refusal to acknowledging other faiths. According to the teachings of the church summarized in the Aleksandryan Gospel, the old gods of humanity abandoned them in their time of need when the Dragons arrived and thus are not worthy of worship.

## LORE

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

**DC 10.** According to legend, Aleksandyr is one of the Dragon Gods of old who fought against his own kin for the sake of humanity.

**DC 12.** The Aleksandryan church worships Aleksandyr as a God and the Savior of Humanity whose actions were told to be pivotal in defeating the Dragon Gods.

**DC 15.** After the fall of the Dragon Gods, Aleksandyr vanished from the world entirely. Leading theories suggest that Aleksandyr exiled himself to avoid the rage of mankind or that he knew they could not flourish while he remained. The Aleksandryan Church speaks of Aleksandyr and his ascension to the aether, and how those proven worthy will be saved at rest by his side after death.

**DC 18.** During the ancient reign of Dragons, Aleksandyr held vast territories and ruled over the continent alongside his kin. As the atrocities of the Dragon Gods are well documented, the absence of any cruel deeds performed by Aleksandyr in recorded history gives credence to the teachings of the Aleksandryan Church - that Aleksandyr may have been sympathetic to humanity. On the other hand, documentation of many of Aleksandyr's conquests of his kin do exist, with Aleksandyr's army composing of human subjects. Whether Aleksandyr was truly sympathetic toward humanity, or merely saw them as a means to expand his own power among his kin remains a point of contention for historians to this day.

**DC 20.** When Aleksandyr left the stage of this world, he did not do so before leaving something behind. Individuals exist among humanity who carry Aleksandyr's blood. Their divine heritage shows through with brilliant eyes and a presence of great magnitude. To the Aleksandryan Church, these individuals are living saints and proof of Aleksandyr's divinity enduring to this day. Scholars have long since become aware of the adaptability of draconic blood, finding other lineages with draconic heritage throughout history. What differentiates the carriers of Aleksandyr's legacy is their reclusiveness. Their lineage is one of divinity and seclusion, not giving up their family secrets readily, thus the question remains: What relationship did they have with Aleksandyr. Did Aleksandyr sire children with humans before leaving, or was this divine family elevated by him for being his most trusted subjects?

## ASPECT OF ALEKSANDYR

When the true worshippers of Aleksandyr are in peril, when their prayers form a pleading chorus, it is said that Aleksandyr shall answer his faithful and arrive to preserve mankind once more. An aspect of Aleksandyr is a manifestation of Aleksandyr's will. It carries a fraction of his might but will nonetheless be a formidable protector. There has been no recording of an Aspect of Aleksandyr manifesting within history, though the Aleksandryan Gospel describes it in length.

## ASPECT OF ALEKSANDYR

*Gargantuan Celestial*

**Armor Class** 18 (natural armor)

**Hit Points** 248 (16d20 + 80)

**Speed** 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	16 (+3)	19 (+4)	22 (+6)

**Proficiency** +6

**Saving Throws** Dex +9, Con +11, Wis +10, Cha +12

**Skills** Insight +10, Perception +10, Religion +9

**Damage Resistances** lightning, radiant; 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)

**Brilliant Body.** The Aspect of Aleksandyr emanates bright light in a 60 ft. radius and dim light in an additional 60 feet.

**Divine Resilience.** The Aspect of Aleksandyr 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 Aleksandyr fails a saving throw, it can choose to succeed instead.

**Magic Weapons.** The Aspect's weapons are magical.

**Symbol of Hope.** Any allied creature within 120 ft. of the Aspect that can see it has advantage on saving throws against being charmed and feared. Additionally any creature that is feared repeats the saving throw against the condition at the end of its turn (unless it already does so), using the same DC of the original effect.

**Wings of Protection.** Any creature that starts its turn within 30 ft. of the Aspect and is dying stabilizes. Additionally attacks targeting creatures that prone and unconscious due to dying within 30 ft. of the Aspect cannot be made with advantage and are made with disadvantage instead.

### My use of the term 'humanity'

Aleksandyr is not a protective deity of the race of "humans" exclusively. Anytime I use the term humanity in my works understand that I use this term to refer to all humanoid races, instead of only humans.

### ACTIONS

**Multiattack.** The Aspect makes three attacks; two with its claws and one with its bite. Alternatively the Aspect fires three Divine Bolts.

**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 9 (2d8) lightning and 9 (2d8) radiant damage.

**Divine Bolt.** *Ranged Spell Attack:* +12 to hit, range 60 ft., one target. *Hit:* 7 (2d6) lightning and 7 (2d6) radiant damage.

**Brilliant Lightning Breath (Recharge 5-6).** The Aspect breathes brilliant lightning in a 60 ft. cone, any magical darkness in the area is dispelled. Each creature in the area of the Aspect's choice must make a DC 19 Dexterity saving throw, taking 45 (10d8) lightning and 45 (10d8) radiant damage on a failed save and half as much on a successful one.

**Light of Mercy.** The Aspect releases a soothing light, emanating in a 40 ft. radius centered on itself. Each creature the light reaches gains 10 temporary hit points which fade at the beginning of the Aspect's next turn.

**Great Sacrifice.** The Aspect releases a life-giving pulse in a 60 ft. radius centered on itself. Each creature in the area of the Aspect's choice that died within the last 10 minutes is restored to life at 1 hit point. The Aspect is then destroyed.

### LEGENDARY ACTIONS

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

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

**Divine Bolt.** The Aspect attacks with its Divine Bolt.

**Bringer of Mercy (2 Actions).** The Aspect moves up to its speed or flies up to half of its flying speed, and uses Light of Mercy.

**Smiting Bite (3 Actions).** The Aspect makes one bite attack. If the attack hits a hostile creature, a creature within 60 ft. of the Aspect regains 20 (4d6+6) hit points.

## ANGEL OF ALEKSANDYR

Aleksandyr was not alone in his defiance against his vile brethren. Under his banner was the armada of dragons that followed in his draconic flight. Each of these lesser dragons are often share parts of his image, though none compare to Aleksandyr's might and splendor. After the defeat of the Dragon Gods these Dragons would follow their master into the ether. Now they serve as Aleksandyr's divine warriors, stewards, and vessels of his divine powers, all in the name of humanities protection. Those who have proven themselves true worshippers of Aleksandyr can call upon these manifestations within the material realm to help them on their righteous task.

### ANGEL OF ALEKSANDYR

*Huge Celestial*

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d12 + 42)

**Speed** 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	17 (+3)	13 (+1)	15 (+2)	18 (+4)

**Proficiency** +4

**Skills** Insight +6, Perception +6, Religion +5

**Damage Resistances** lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned, unconscious

**Senses** truesight 60 ft., passive Perception 16

**Languages** Common, Celestial, Draconic, Telepathy 60 ft.

**Challenge** 9 (5,000 XP)

**Brilliant Body.** The Angel of Aleksandyr emanates bright light in a 20 ft. radius and dim light in an additional 20 feet. The Angel can suppress and activate this effect during its turn with a bonus action.

**Divine Resilience.** The Angel of Aleksandyr has advantage on saving throws against spells and magical effects and gains 10 temporary hit points at the beginning of its turn.

#### ACTIONS

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

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 4 (1d8) lightning and 4 (1d8) radiant damage.

**Divine Breath (Recharge 5-6).** The Angel uses one of the following breaths:

**Fierce.** Angel breathes divine lightning in a 60 ft. line that is 5 ft. wide. Each creature within the line must make a DC 15 Dexterity saving throw, taking 22 (5d8) lightning and 22 (5d8) radiant damage, or half as much on a successful one.

**Mercy.** Angel breathes a wave of divine light in a 30 ft. cone. Each allied creature touched by the light gains 20 temporary hit points which fade at the beginning of the Angel's next turn.

## CHOSEN OF ALEKSANDYR

Few mortals prove themselves to be an exemplar of Aleksandyr's teachings, though only Aleksandyr himself can truly judge the might of a follower's heart to encompass his will.

Those who are worthy are destined to perform great deeds in the name of Aleksandyr, and are pleased with the title of chosen. The chosen of Aleksandyr each carry a shard of Aleksandyr's power within their soul, allowing them a fraction of his will and the ability to act independently from Aleksandyr, a great show of trust that his chosen will perform as he pleases under their own will.

### CHOSEN OF ALEKSANDYR

*Medium Humanoid*

**Armor Class** 18 (beastplate & shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (0)	12 (+1)	16 (+3)

**Proficiency** +3

**Skills** Perception +4, Persuasion +5

**Senses** passive Perception 14

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

**Inspiring Presence.** As long as the chosen is not frightened, each allied creature within 20 ft. of the chosen that can see them has advantage on saving throws against being frightened.

#### ACTIONS

**Multiattack.** The chosen makes two attacks, only one of which can be a Divine Bolt.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if wielded two-handed, plus 4 (1d8) radiant damage

**Divine Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 4 (1d8) lightning and 4 (1d8) radiant damage.

**Saving Touch.** The chosen touches a creature in range and the creature regains 10 (2d6+3) hit points. Once a creature gained hit points this way it can't benefit from the chosen's saving touch for 24 hours.

**Brilliant Wings (Recharge 5-6).** The chosen spreads two pairs of spectral wings and each creature within 10 ft. of themselves gains 10 temporary hit points which fade at the beginning of the chosen's next turn. Any dying creature of the chosen's choice within the area stabilizes. Additionally, the chosen gains a flying speed of 40 ft. until the end of their next turn.

**Spellcasting.** The chosen casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 13) without needing material components:

At will: *light, spare the dying, thaumaturgy*

# BRILLIANT DRAGONS

## ALEKSANDYR'S FLIGHT

Majestic, proud, and steadfast - these were the qualities Aleksandyr desired for his own draconic flight which he created from his essence upon his arrival in the realm of Altland. Through his draconic flight, Aleksandyr sought to govern his dominion and would eventually command them as one in the historic war with his despotic kin. Once the dust settled, Aleksandyr left the mortal world, relinquishing it back to humanity, and legions of his brood followed in his wake. However, few of his offspring made the decision to remain. The people of Altland referred to these creatures as brilliant dragons.

A brilliant dragon's head is crowned with a pair of curled horns that sweep back, similar to rams. A magnificent mane frames its noble face and extends down its spine, all the way down to its tail. But a brilliant dragon's most recognizable feature

are the radiant wings that were passed down from their progenitor, Aleksandyr.

As their forefather, Brilliant Dragon's possess a strong sense of compassion and justice. When Aleksandyr elected to leave the world, it was that very trait that barred them from leaving. After all, humanity had to suffer greatly at the hands of dragons; therefore, it was only just that mankind should be aided to regain their rightful place as leaders of Altland. Thus they remained, vowing to become humanity's unseen protectors and guides. Using their innate magic, most Brilliant Dragons elect to live unseen among the people of altland, assuming positions in which they can further aid mankind's progress and growth.



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## BRILLIANT 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)	14 (+2)	12 (+1)	7 (-2)	13 (+1)	12 (+1)

**Proficiency** +2

**Skills** Insight +3, Perception +3

**Damage Resistances** lightning, radiant

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Draconic but can't speak

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

**Brilliant Body.** The dragon emanates bright light in a 10 ft. radius and dim light in an additional 10 feet. The dragon can suppress and activate this effect during its turn with a bonus action.

### ACTIONS

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

**Brilliant Huff.** The welp exhales a spark of radiant lightning targeting a creature within 10 ft. of itself. The creature must succeed a DC 11 Dexterity saving throw or take 3 (1d6) lightning and 3 (1d6) radiant damage.

## BRILLIANT 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
16 (+3)	14 (+2)	14 (+2)	11 (0)	14 (+2)	15 (+2)

**Proficiency** +2

**Skills** Insight +4, Perception +4

**Damage Immunities** lightning, radiant

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

**Languages** Draconic

**Challenge** 3 (700 XP)

**Brilliant Body.** The dragon emanates bright light in a 10 ft. radius and dim light in an additional 10 feet. The dragon can suppress and activate this effect during its turn with a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 3 (1d6) lightning and 3 (1d6) radiant damage.

**Brilliant Breath (Recharge 5-6).** The dragon breathes radiant lightning in a 30 ft. line that is 5 ft. wide. Each creature within the line must make a DC 12 Dexterity saving throw, taking 9 (2d8) lightning and 9 (2d8) radiant damage, or half as much on a successful one. Additionally, any creature that fails its saving throw is cowed in a brilliant light until the end of its next turn. A creature cowed in brilliant light emanates bright light in a 5 ft. radius, has disadvantage on Stealth checks to hide, and can't benefit from being invisible.

## YOUNG BRILLIANT DRAGON

Large Dragon

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	13 (+1)	16 (+3)	18 (+4)

**Proficiency** +3

**Skills** Insight +6, Perception +6

**Damage Immunities** lightning, radiant

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

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

**Brilliant Body.** The dragon emanates bright light in a 20 ft. radius and dim light in an additional 20 feet. The dragon can suppress and activate this effect during its turn with a bonus action.

### ACTIONS

## ADULT BRILLIANT DRAGON

Huge Dragon

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d12 + 72)

**Speed** 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	15 (+2)	18 (+4)	19 (+4)

**Proficiency** +5

**Saving Throws** Dex +6, Con +9, Wis +9, Cha +9

**Skills** History +7, Insight +9, Perception +9, Persuasion +9

**Damage Immunities** lightning, radiant

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic

**Challenge** 15 (13,000 XP)

**Brilliant Body.** The dragon emanates bright light in a 30 ft. radius and dim light in an additional 30 feet. The dragon can suppress and activate this effect during its turn with a bonus action.

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

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 5 (1d10) lightning and 5 (1d10) radiant damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

**Awesome 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 17 Charisma saving throw or become

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+5) piercing damage plus 4 (1d8) lightning and 4 (1d8) radiant damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

**Wings of Light.** The dragon spreads its wings and emanates bright light within 30 ft. of itself. Each creature in that area must succeed a DC 14 Constitution saving throw or be blinded until the end of the dragon's next turn.

**Brilliant Breath (Recharge 5-6).** The dragon breathes radiant lightning in a 60 ft. line that is 5 ft. wide. Each creature within the line must make a DC 14 Dexterity saving throw, taking 22 (5d8) lightning and 22 (5d8) radiant damage, or half as much on a successful one.

Additionally, any creature that fails its saving throw is cowed in a brilliant light until the end of its next turn. A creature cowed in brilliant light emanates bright light in a 10 ft. radius, has disadvantage on Stealth checks to hide, and can't benefit from being invisible.

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 Awesome Presence for the next 24 hours.

**Wings of Light.** The dragon spreads its wings and emanates bright light within 60 ft. of itself. Each creature in that area must succeed a DC 17 Constitution saving throw or be blinded for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Additionally, any magical darkness in the area created by a spell of 6th level or lower (or created by a creature with a proficiency of 5 or lower) is dispelled.

**Brilliant Breath (Recharge 5-6).** The dragon breathes radiant lightning in a 30 ft. line that is 5 ft. wide. Each creature within the line must make a DC 17 Dexterity saving throw, taking 27 (6d8) lightning and 27 (6d8) radiant damage, or half as much on a successful one.

Additionally, any creature that fails its saving throw is cowed in a brilliant light until the end of its next turn. A creature cowed in brilliant light emanates bright light in a 10 ft. radius, has disadvantage on Stealth checks to hide, and can't benefit from being invisible.

**Change Shape.** The dragon magically polymorphs into a humanoid form. It reverts into its true form if it dies. In its humanoid form, the dragon retains its statistics, but can't use its Actions or Legendary Actions other than Change Shape, which are replaced by those of the new form. If the dragon uses its action to return into its original form it can use its Wings of Light as part of the same action.

### 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.

**Tail.** The dragon attacks with its tail.

**Brilliant Wings (2 Actions).** The dragon uses its Wings of Light and can then fly up to half of its flying speed.

## ANCIENT BRILLIANT DRAGON

*Gargantuan Celestial*

**Armor Class** 21 (natural armor)

**Hit Points** 462 (25d20 + 200)

**Speed** 40 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	17 (+3)	21 (+5)	19 (+4)

**Proficiency** +7

**Saving Throws** Dex +8, Con +15, Wis +12, Cha +11

**Skills** History +10, Insight +12, Perception +12, Persuasion +11

**Damage Immunities** lightning, radiant

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 22 (41,000 XP)

**Brilliant Body.** The dragon emanates bright light in a 30 ft. radius and dim light in an additional 30 feet. The dragon can suppress and activate this effect during its turn with a bonus action.

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

**Piercing Breath.** The lightning and radiant damage dealt by the dragon's breath treats a creature's immunity to lightning or radiant damage as if it were a resistance instead.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8+8) piercing damage plus 4 (1d8) lightning and 4 (1d8) radiant damage.

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

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage and if the creature is size Large or smaller it must make a DC 18 Strength saving throw or be pushed up to 10 ft. away from the dragon.

**Awesome 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 Charisma 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 Awesome Presence for the next 24 hours.

**Wings of Light.** The dragon spreads its wings and emanates bright light within 60 ft. of itself. Each creature in that area must succeed a DC 23 Constitution saving throw or be blinded for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Additionally, any magical darkness in the area is dispelled.

**Brilliant Breath (Recharge 5-6).** The dragon breathes radiant lightning in a 30 ft. line that is 5 ft. wide. Each creature within the line must make a DC 23 Dexterity saving throw, taking 40 (9d8) lightning and 40 (9d8) radiant damage, or half as much on a successful one.

Any creature that fails its saving throw is cowed in a brilliant light until the end of its next turn. A creature cowed in brilliant light emanates bright light in a 10 ft. radius and can't benefit from being invisible or being hidden, additionally the next attack roll made targeting the creature before the end of the dragon's next turn has advantage.

**Change Shape.** The dragon magically polymorphs into a humanoid form. It reverts into its true form if it dies. In its humanoid form, the dragon retains its statistics, but can't use its actions, which are replaced by those of the new form, other than its Change Shape. If the dragon uses its action to return into its original form it can use its Wings of Light as part of the same action.

### REACTIONS

**Brilliant Rebuttal.** When a creature scores a hit with a melee weapon attack, the dragon releases a flash of radiance. Each creature within 10 ft. of the Dragon must make a DC 23 Constitution saving throw or take 18 (4d8) radiant damage and be blinded until the end of the dragon's next turn.

### 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.

**Tail.** The dragon attacks with its tail.

**Brilliant Wings (2 Actions).** The dragon uses its Wings of light and can then fly up to half of its flying speed.

**Steady (2 Actions).** The dragon gains an additional reaction until the end of its next turn, but can use it only to use its Brilliant Rebuttal reaction.



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