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Astral dragon 5e stats

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The Astral Dragon for the 5th Edition Dungeons & Dragons Astral Dragon is a common term for a breed of old golden dragons to which all Dragons of Krynn can understand a common ancestry. The immortal astral dragons are the personification of neutrality in dragons. What are the origins of the Astral Dragons? Among the first dragons ever created by the gods were two astral dragons named Deion and Procene. These dragons were instructed to give birth to a race of dragons that the gods would accept as their own. Selected newborns were taken from their parents and transformed to reflect the personalities and philosophies of the gods they adopted. This resulted in early archetypes of black, red, gold, silver and other dragons. Deion and Procene remained neutral; In exchange for their descendants, the gods promised to leave them alone. When the couple was tired of the constant tension between the good and evil dragons, they appealed to the gods to be freed from their obligations to Krynn. The gods fulfilled their wish and moved them to an alternative level of existence in the abyss. Over time, Deion and Procene brought new generations of neutral dragons to the world. What do Astral Dragons look like? An unrelated astral dragon is a blunt yellow in color and about five feet long with human hands and long, slender fingers. It has huge black eyes, and its scales are covered with fine blond fur. Although a juvenile is slightly less formidable, an astral dragon does not come through the different age groups like other dragons; his stats don't change until they become part of a paired pair. What is a paired couple Dragons? When an astral dragon finds a suitable partner, the couple appeals to the gods of neutrality to sanction their union. When approval is granted, the paired astral dragons undergo a remarkable transformation. To symbolize the union, the gods create a 100-foot gold chain, each end of which the necks to connect them for all eternity. The pals grow up to a length of 50 feet and are shrouded in a permanent aura of golden light. Their intelligence and abilities are rising to god-like levels. After that, the couple lives, fights, works and plays as a unit. If the chain is broken and the links are separated for 30 days by a distance of at least 100 meters, they return to their original, weaker shapes; however, it requires the power of a wish spell or its equivalent to break the chain. Astral dragon, Unmated Medium dragon, neutral Armor Class 14 (natural armor, 16 on the Astral Plane) Hit Points 60 (8d8 + 24) Speed 15 ft. (50 ft. on the Astral Plane), fly 50 ft. Skills Str 15 (+2), Dex 12 (+1), Con 17 (+3), Int 17 (+3), Wis 17 (+3), Cha 16 (+3) Saving Throws Con +5, Int +5, Wis +3, Cha +5 Skills Perception +7 Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17 AbyssAbyssal, Draconic, Telepathie 120 ft. Challenge 2 (450 XP) Increased Astral Vision. While it is on the astral plane, the astral dragon can see up to ten miles in each direction, as long as nothing obstructs its vision. Rejuvenation. When the Astral Dragon is destroyed, it returns all of its hit points in 1 hour, unless destroyed with a power word kill or wish spell. Actions Multiattack. The Astral Dragon makes three attacks: one with his bite and two with his claws. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., a target. Results: 9 (2d6 + 2) Piercing damage. Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., a target. Hits: 4 (1d4 + 2) slash damage. Mated Astral Dragons Gargantuan Dragons, neutral armor Class 18 (natural armor, 25 on the astral level) Hit Points 647 (35d20 + 245) Speed 25 ft. (75 ft. on the Astral aircraft), fly 60 ft. (75 ft. on the Astral aircraft) Skills Str 24 (+7), Dex 12 (+1), Con 25 (+7), Int 25 (+7), Wis 26 (+8), Cha 25 (+7) Saving Throws Con +15, Int +15, Wis +16, Cha +15 Skills Insight +16, Perception +24 Senses blindsight 60 ft., darkvision 120 ft., passive Perception 34 Languages Abyssal, Draconic, telepathy 240 ft. Challenge CR 28 (120,000 XP) Chained links. When the chain of astral dragons is broken and the dragons are separated by at least 300 feet for 30 days, they return to a pair of unmated astral dragons. The only way to break a pair of paired astral dragon necklaces is with a wish spell. Increased Astral Vision. While they are on the astral plane, the astral dragons can see up to ten miles in each direction as long as nothing obstructs their vision. Legendary Resistance (3/day). If the Dragons fail a saving throw, they can succeed instead. When the Astral Dragons are destroyed, they will get all their hit points back in 1 hour, unless they are destroyed with a power word kill or wish spell. Spellcasting. The Astral Dragons are 20th-level wizards. Your magic ability is wisdom (magic save DC 24, 24, with magic attacks). The astral dragons have prepared the following clerical spells: Cantrips (at will): Guided tour, Light, Repair, Resistance, thaumaturgy 1st level (4 slots): recognize evil and good, recognize magic, protection from evil and good, sanctuary 2nd level (3 slots): augury, calm emotions, locate object 3rd level (3 slots): clairvoyance, distribute magic, send 4th level (3 slots): banishment, divination, find creature 5th level (3 slots) : commune , Scatter Evil and Good, Legend, Screaming 6th Level (2 Slots): Heal, Word of Callback 7th Level (2 Slots): Level Shift, 8th Level Symbol (1 Slot): Antimagik Field 9th Level (1 Slot): Gate Magic Resistance. The Dragons have the advantage of saving throws against spells and other magical effects. Two heads. The astral dragons have an advantage in wisdom (perception) checks and in saving throws against the blinded, enchanted, deafened, frightened, stunned and unconscious knocking. Actions Multiattack. The astral dragons can use their terrible presence. They then make six attacks; two with their bites and four with their claws. Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., a target. Hits: 21 (4d6 + 7) Piercing damage. Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., a target. Hits: 14 (2d6 + 7) slash damage. Cock. Melee Weapon Attack: +15 to hit, reach 20 ft., a target. Hits: 16 (2d8 + 7) bldgeoning damage. Terrible presence. Any creature of dragon choice that lies within 120 feet of the dragons and is aware of them must succeed on a DC 24 Wisdom Rescue Throw or be scared for 1 minute. A creature can repeat the saving throw at the end of each of its rounds and complete the effect on itself for success. If a creature's saving throw succeeds or the effect ends for it, the creature will be immune to the dragon's terrible presence for the next 24 hours. Legendary Actions The Dragons can perform 3 legendary actions and choose from the following options. Only one legendary action option can be used at a time and only at the end of the turn of another creature. The Dragons will receive legendary promotions at the beginning of their series. Cantrip. The Dragons throw a cantrip. Recognize. The dragons do a wisdom (perception) check. Tail attack. The Dragons make a tail attack. Wing Attack (cost 2 actions). The Dragons are beating their wings. Any creature within 15 feet of the dragons must succeed on a DC 23 skill rescue throw or 14 (2d6 + 7) bludgeoning damage and be beaten vulnerable. The dragons can then fly up to half their flight speed. The Dragons of the Dragons of the the Astral Dragons live in huge black crystal built for them by the gods. Their power is so immense that the tissue of the astral plane is influenced by their presence. Lair Actions On initiative Count 20 (losing initiative bonds) the Dragons perform a Lair action to cause one of the following effects; the dragons can use the Effect two rounds in a row: Crystal shards sprout from the ground, creating a dense wall on a solid surface that the dragons can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high and 1 foot thick. When the wall appears, each creature in its area is pushed 5 feet out of the wall space and appears on the side of the wall it wants. Each 10-foot section of the wall has AC 13, 15 hit points, susceptibility to thunder damage and immunity to acid, cold, fire, necrotics, venom and psychological damage. The astral dragons alter the tissue of the astral plane and create an astral nebula that fills a 20-foot radius sphere centered on a point that the dragons can see within 120 feet of them. The fog spreads around The Corner, and its territory is heavily darkened. Each creature in the fog when it appears must make a DC 15 Wisdom Rescue Throw or be confused for 1 minute as if it were under the effects of the confusion spell. A creature can repeat the saving throw at the end of each of its rounds and complete the effect on itself for success. If a creature's saving throw succeeds or the effect ends for it, the creature is immune to the effects of the Dragon Nebula for 1 hour. Powerful psychic winds blow around the dragons. Each creature within 60 feet of the Dragons must succeed on a DC 15 Intelligence Rescue Throw, or be pushed 15 feet away from the Dragons and stunned until the end of the Dragon's next turn. Non-thinking objects are not affected by these winds. Regional Effects The region with the legendary Astral Dragon Lair is distorted by the magic of the dragons, which creates one or more of the following effects: The Astral Void shimmers with unusual colors within 6 miles of the Dragon Lair. These colours range from vibrant violets and green tones to dark amber and navy blue to bright yellow and white. The distant color pools, which look like stars on the astral plane, appear to form into unusual shapes such as monsters, demons and other signs within 1 mile of the Dragon Lair. These illusions seem real, although they cannot do any harm. A creature that examines the stars with a successful DC 20 (Investigation) check can say that it is an illusion. The Astral Dragons are aware of the presence and location of any creature with an intelligence of 3 or higher within 10 miles of their hiding place. Like it? Share it! Thank you for reading the classic 2nd edition Astral Dragon. If you like what you're reading, help spread the word by clicking one of the sharing buttons below And if you're not, be sure to follow by typing your email address to the right or bottom of the footer. Until next time! Time! Time!

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