

WELCOME TO CREST CITY

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WELCOME TO CREST CITY

Famous for its draconic history and attractions, Crest City is a heavily fortified and orderly nation that stresses security, law, and prosperity. Its history is steeped in rich draconic lore and heritage, and stands as a proud and independent kingdom led by its beloved royal family.

To all who live here, the city is believed to have been blessed centuries ago by powerful, ancient dragons, who imparted their magic and wisdom upon the city's leaders and land. The exact dragons involved are often disputed, but the nature of their influence is always a positive one. These tales have become a staunch point of pride and help stress the importance of maintaining the nation's established structure and order.

AMBIENT MOOD

In Crest City, the crystal-blue skies and cotton clouds watch over a happy and energetic populace. The cobblestone streets wind through ivy-covered stone buildings, and joyful denizens laugh and talk while they travel. Songbirds chirp and tweet from their nests among the vines, adding a gentle harmony to the constant burbling. The wafting aroma of freshly fried and baked goods mingles with the fresh scent of dew-covered leaves and recent rainfall. The city is vibrant and peaceful.

- Most buildings in Crest City are built from brick or stone and mortar, which provides ample space for the various flowering ivy vines to take root. Several types of melodic songbirds nest in the leaves, adding splotches of blues and reds to the green flora.
- Crest City is blessed with rich mines below the city's feet, which has allowed them to create metalcraft in abundance. This has directly resulted in a vast array of experimental pots and pans and cuisine centered on delicious fried and baked pastries.
- Thanks to the city's ancient smiths and architects, a complex system of aqueducts and sewers make people and streets of Crest City much less offensive to the nose and eyes.
- With the exception of the Western Wing of the city, the numerous and dedicated Winged Watch guards patrol the streets to ensure the safety and prosperity of its citizenry. They are strict, but fair, and thus beloved by the populace they defend.
- There are daily rain showers in the early afternoon almost every day. Due to its punctuality, the city rests indoors during each day's two-hour deluge, enjoying their early afternoon relaxation and camaraderie before returning to their labors for the evening. While it's not raining, however, the sun shines warmly upon the city's stone masonry.

HIDDEN ORIGINS

Crest City was founded hundreds of years ago by an ancient Circle of druids who blessed the earth with fertility and consistent weather. To this day, it remains a haven of peace and prosperity, provided you respect its laws.

Unbeknownst to the populace and the world at large, the

order of druids who founded Crest City are still here, and more importantly, are still heavily involved in the political and economical affairs of this prosperous city-state.

Centuries ago, this order banded together to protect and raise a gold dragon hatchling named Lothrem, who had been hunted and tormented by a cruel band of hunters and chromatic dragons. As a result of this commitment, the Circle evolved into a secretive order dedicated to the dragon's protection: the Circle of Dragons. This dragon's existence, much like the druids themselves, is a secret shared with precious few.

Now fully grown, Lothrem is protected—even to its own detriment—by the Circle. The Circle is far more concerned about their lack of mate or progeny, and what that means for the future of Crest City, than they are with Lothrem's happiness. Indeed, Lothrem's absence could spell disaster for the city's influence, peace, and prosperity. Knowing only a life led by druidic principle and protection, Lothrem's bouts of loneliness and wanderlust feel like a mystery to even himself.

Weather Patterns

Part of Lothrem's influence over the city is directly tied to his mood. With the exception of the afternoon rainshower, you can determine Lothrem's current mood and the city's weather using the following table.

WEATHER PATTERNS

d10	Mood	Weather
1	Anger	Stormy
2-3	Sadness	Rainy
4-6	Neutral	Overcast
7-9	Happiness	Sunny
10	Fear	Misty

ROYALTY

Christoph von Crest is the current King and benevolent ruler of Crest City, along with his wife, the wise Queen Ella. They have one daughter, Princess Calliope, who is admired for both her stately charm as well as her uncommon bravery. The royal family is beloved by their people, and seen as a point of pride and heritage.

The King and Queen serve as the highest arbiters of the city, but most matters are handled by the various noble families. The royal family, as well as many of the city's nobility, are high-ranking members of the Circle of Dragons, and thus delegate more unsightly matters to other members of the order to handle discreetly, away from the eyes of the public.

Both in public and private, the royal and noble families of Crest City display their pride in the city's draconic heritage, encouraging the draconic emblems and iconography, and allow the Circle to hide in plain sight.

THE CIRCLE OF DRAGONS

The city's ancient druidic foundation, the Circle of Dragons, has grown to become an expansive order with deep ties to many royal bloodlines: a fact hidden within the draconic iconography seen in family heraldry and insignia. Its existence is a closely kept secret among upper nobility and its members.

When civilization flourishes, lawbreakers will seek to undermine it. The duty of the Circle is to encourage order and prevent chaos.

The Circle is always eager to expand its reach to other cities and nations in a never-ending crusade for order, and have become a group of nobles, aristocrats, mages, and spies. They are a mysterious and invisible hand that works to maintain the order of many great societies. As a whole, the Circle is a Lawful Neutral organization, although many of its members trend toward Good.

Initiation into the Circle involves a great deal of solemn, ceremonial oaths and rituals. Lower standings invoke themes of hatching eggs and receiving wisdom from elders. Rumor tells of high-standing initiates receiving an audience from Lothrem, the Circle's great presiding dragon.

The Circle uses a unique mixture of Druidic and Draconic to disguise their secret messages in a way similar to Thieves' cant. This kind of encryption is a staple of the Circle, and is the primary reason why it has avoided detection for centuries.

Due in large part to its focus on secrecy, the Crest City Druidic Circle as a faction tends to infiltrate other, more well-known organizations to obtain information. In this, it tends to compete with various other spy networks and factions, resulting in a near-constant shadow war across the world.

The Circle makes frequent use of their Wild Shape abilities to infiltrate and scout areas that would otherwise be impossible to reach. The other unique feature of this faction is their ability to take on powerful, draconic forms, which they use to either lure or discourage predators, looters, or adventurers from special or secret locations.

Support from the Circle comes in the following ways:

- Access to their secure and secret message network.
- Access to the Vault, which serves as storage or protection of dangerous or sought-after items.
- A one-time-use favor to help aid in diplomatic relations with another country or dragon.
- Use of various city resources like library access, discount at shops, Garrison assistance, etc.

CITY DENIZENS

Although the city is ruled by a noble human family and its inhabitants are mostly humans, it is also home to communities of dwarves, halflings, and the occasional gnome. All walks of life can be found here in some form or another, but dragonborn residents and visitors face a distinct challenge here.

These draconic humanoids are seen as besmirching, rather than descendants of, true dragon-kind. As a result, they are often treated with scowls, snide remarks, or outright bigotry and harassment.

Optional Rule: Standing System

As a reward for the length or quality of service that a character or member of the circle provides, the Circle can increase their standing in its ranks. Each title grants access to more powerful and more frequent favors from the Circle.

Circle of Dragons Standings:

- Hatchling (new member)
- Wyrmling (complete 1 year or 1 major task)
- Youth (complete 5 years or 5 major tasks)
- Adult (complete 15 years or 15 major tasks)
- Ancient (complete 25 years or 25 major tasks)
- Wyrm (a descendant of royal lineage)
- Wyvern (assassinate a chosen target)

CURRENCY

Perhaps the only thing more widely traveled than Crest City's reputation is its unusual currency: a series of oval, scale-shaped coins that correspond to the various metallic dragons. Copper, Silver, and Gold dragons are emblazoned upon the standard copper, silver, and gold pieces, but they also mint a 5cp Bronze coin, a 5sp Brass coin, and special 10gp Platinum coins.

Currency can be exchanged for a minor fee in various government-run facilities found throughout the city. They're also responsible for maintenance, public safety, and fire prevention.

EXPLORATION

Crest City is a ringed metropolis that's divided into smaller subsections, or wards, that help organize it into unique neighborhoods and subcultures. The streets are organized carefully, with sweeping curves and piercing spokes allowing for simple navigation and travel throughout it.

WARDS OF THE CITY

The Winged Expanse is the massive outer wall encircling the city, fortifying it against any assault. It is heavily patrolled by the Winged Watch, the city's military. Most watchpost towers along the Expanse also serve as government and utility offices.

The Crown's Circle is the central-most district, where the Castle, Crest City Banking, and titled Keeps are given additional security by the elite Scaled Guardians and an additional wall.

The Eastern Wing is a ward with a vibrant nightlife, luxurious restaurants, gorgeous hotels like Isabelle's, the beautiful Chimera's Theater, expansive terraced gardens, and the main entry gate to the Crown's Circle.

The Western Wing is home to various smithies and tanneries, the Winged Watch Garrison (which guards the secondary entrance to the Crown's Circle and the Platinum Penitentiary prison), and the bulk of the city's lower-class homes and neighborhoods.

Southclaw Square is a bustling, burgeoning market where many fine crafts and goods are produced and sold. This area is also home to the city's Adventuring Guild outpost and the city's largest Fire Station, the Flickering Flame. In the evening, many taverns and bars welcome the weary workers.

Northfang District is the hub for knowledge and academia, with its towering library, free public schools, magical shops, and middle-class housing.

The Warrens are an expansive network of underground tunnels, sewers, rich mineral mines, and secret caverns. Only a few tunnels lead out of the city's walls, kept secret and protected by the Circle and Scaled Guardians. Navigating these paths involves a complex system of lifts and maze-like passageways.

EXAMPLE WARRENS ENCOUNTERS TABLE

3d6	Result
3	1d4 wyverns nesting
4	An ore vein of copper (50%), silver (30%), gold (15%), or platinum (5%)
5-7	3d4 giant rats
8-10	1 injured (50/94 hp) bulette limping home
11-13	1d4 gelatinous cubes (80%) or 1 black pudding (20%)
14-16	3d8 thugs hunting for treasure
17	An ancient ruined monument depicting a large hatching egg, strangely warm to the touch.
18	1d6 minotaurs farming mushrooms

SPECIFIC LOCATIONS

The Emporium of Magic is a highly reputable shop in the Northfang District. Its owner, Eliae the rock gnome, sells many fairly priced, enchanted items for the discerning buyer. They are surprisingly lively for their age, and their short stature is rivaled only by their short temper towards hagglers.

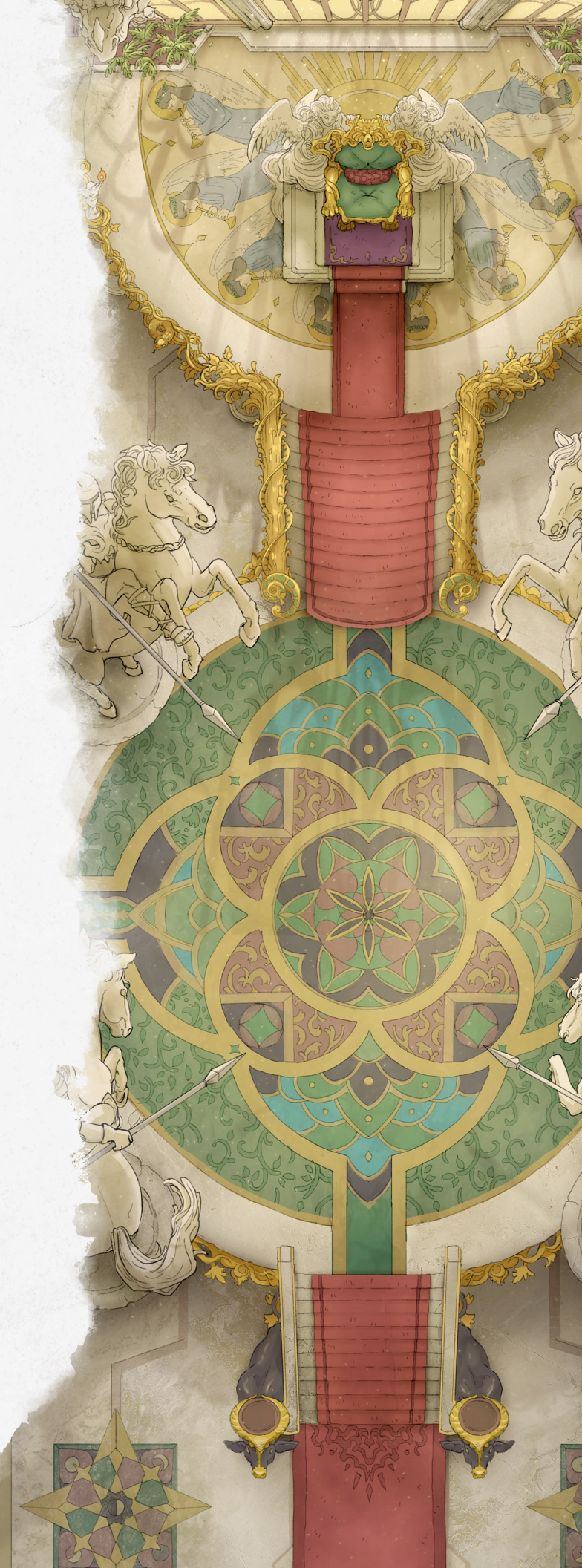
Tooth and Claw, an Eastern Wing apothecary, provides many powerful and mystical potions and remedies. It's been under the management of the half-elf, Drusilla Culver, for the better part of a century.

Sulphuric Smithy, owned and operated by Stoic the tiefling in the Western Wing, provides everything from weaponry and armor to horseshoes. Make note, commenting on the smithy's brimstone smell can be bad for your health.

Lochs and Keys in the Crown's Circle, run by the jovial dwarven craftsman Stanford Lochlan, is the only place to find masterwork locks, vaults, and keys. Though much of his time and effort is occupied working at the Bank, his uniquely crafted puzzle boxes have no equal.

Crest City Bank, boasting "The Vault more secure than a dragon's hoard!" as its motto, is a state and Circle-run banking service. For the right price, virtually anything can be safely stored, and many trade-oriented countries recognize their magically printed scripts as acceptable currency.

The Spire of Scales is a massive tower in the Northfang District that's home to an extensive library of various arcane and esoteric topics. Access is limited, but once obtained, it is said that centuries of reading could only scratch the surface of what it contains.



Graham Goodhill's General Wares is a shop where all manner of travelling goods can be obtained. Graham himself is a fast-paced halfling renowned for his long auburn sideburns and keen haggling skills.

The local **Adventuring Guild** outpost doubles as home for various mercenaries. A stout, squat building, everyone in Crest City knows that for the right price, almost any problem can be solved by the mercenaries and heroes there. As such, the Circle keeps a constant eye on the Guild for upcoming talent, rumors, and uses it to spread its propaganda.

The Dragon's Dice tavern is a rowdy, yet well-kept, family-run alehouse. The proprietor, Trevor Twistclaw, is a 6th generation barkeep. He's well-accustomed to slinging drinks, dice, and drunks across the bar's counter, smiling all the while.

Isabelle's is a notoriously posh inn found in the Eastern Wing, known for clearly identifying its patrons via its trademark lavender and drakebane perfume, a product of her large rooftop greenhouse.

The Platinum Penitentiary is a partially underground fortress for the imprisonment of the city's few lawbreakers. With only life sentences and no parole, this edifice is the main reason no thieves guild dares operate in Crest City.

The Chimera's Theater is a lavish production house that caters to the residents of the Crown's Circle. Geoffrey Carnelian is a Circle Wyrmling and the current owner, so it occasionally functions as a safe house for Circle members.

The Flickering Flame is home to the city's most prestigious and dedicated protectors. Praised by all as stalwart and brave local heroes, many children of Crest City idolize the Flickering Flame fighters.

Crest City Maps

Available for free, courtesy of Cze & Peku, at thegriffonssaddlebag.com/crestcity

The Princess, Knight, and Dragon

The age-old story of a Princess held captive in a tower under the guard of a wicked dragon is actually the result of an overly excited—and less than cautious—princess on holiday. Unfortunately, the concept spurred several dragons to begin actually abducting royalty for ransom, and continued from there.

VINCENT VON DRECK

One of several advisors to the King, Vincent is an earl and an Ancient member of the Circle, responsible for keeping King Christoph Constantine's desk free from the city's messier tasks. As such, he frequently hires mercenaries and adventurers for the Crown, making him an ideal introduction to the city and the Circle.

VINCENT'S QUESTS

- Her Royal Highness, the Princess Calliope, has been kidnapped while traveling in her dragon shape. She must be rescued from her kidnapper's hideout before her secret is discovered.
- Crest City Bank has been threatened by an infamous thief. If at all possible, they must be stopped before the vault's reputation is tarnished.
- Prisoners from the Platinum Penitentiary have been reported missing. Vincent suspects Geoffrey Carnelian, a low-ranking Circle member and proprietor of the Chimera's Theater, may be involved.

MAKING CUSTOM DRUID NPCS

When filling Crest City with exciting new characters, consider whether they know of or are secretly a member of the Circle of Dragons. If you make a unique druid NPC, consider using the following table to determine their personality.

PERSONALITY TRAITS

d8	Trait
1	I struggle to control the drive to hoard wealth while in dragon form.
2	I'm constantly driven to keep things around me clean and orderly.
3	I have a nasty habit of snacking on rodents while in dragon form.
4	I always have change jangling in my pockets.
5	I hate that there are secrets I'm not allowed to know.
6	I often find my facial expressions to be unintentionally stoic or intimidating.
7	Random trivia is the coinage for my intellectual hoard.
8	I'm always more confident and comfortable when transformed.



IDEALS

d6 Ideal

- 1 **Justice.** It's a lifestyle I take seriously. (Lawful)
- 2 **Wisdom.** Our way of life requires the constant advice of our forebears. (Neutral)
- 3 **Responsibility.** As a member of this proud tradition, I must strive for excellence. (Lawful)
- 4 **Knowledge.** The Circle's success thrives on secrets and research. (Neutral)
- 5 **Order.** Society would crumble without the Circle's firm guiding hand. (Lawful)
- 6 **Patience.** The Circle must patiently reap, that we may eventually sow. (Any)

BONDS

d6 Bonds

- 1 I witnessed a horrible act from a corrupt member of the Circle, but have no proof.
- 2 I seek to recover my family's tome of lineage, lost two generations ago.
- 3 I have a long-standing rivalry with another member of the Circle.
- 4 A mentor of the Circle took me in as a youth, I owe them everything.
- 5 An innocent family member is imprisoned in the Penitentiary.
- 6 I've been charged by the Spire to seek out arcane knowledge.

FLAWS

d6 Flaw

- 1 I am so accustomed to lying and keeping secrets that I struggle to tell the truth.
- 2 I struggle to prevent myself from immediately executing judgment when I witness a crime.
- 3 I'm so focused on gathering knowledge that I find it painful to share it with others.
- 4 My exacting standards of self-perfection drive me to the brink of exhaustion on a daily basis.
- 5 I would set the world ablaze if tasked to do so by the Circle.
- 6 I truly believe that the world would be better off under the control of dragons instead of mortals.

EXAMPLE TREASURE

Adventures in and around Crest City can reward heroes with dragon-related items like the dragon edge weapons, studious researching items like the eye of the bookworm, or any royal item like the wand of gilding or Violet King's promise, depending on the nature of the quest.

CREST CITY STAT BLOCKS

CIRCLE OF DRAGONS DRUID

Druids of the Circle of Dragons typically take a supportive role while in combat, utilizing their spells to heal and empower their allies. However, if they become injured or face a truly imminent threat, they will wild shape into their powerful draconic form and unleash their full might with tremendous fervor.

These special druids are labeled in ascending order below by their strength and ranking within the Order.

VINCENT VON DRECK

Beneath a facade of haphazard scribbings and windswept hair, Vincent is a shrewd negotiator and keen observer. He is quite diligent in collecting and protecting the Circle's secrets, as well as keeping an eye out for potentially talented recruits.

While typically affable, the rare occasions that unleash his true temper and draconic might have rightfully earned him the nickname "Book Wurm" amongst the Circle.

LOTHREM

Initially a frightened and orphaned hatchling, Lothrem has grown in a curious manner. Now a full-sized and fully capable ancient dragon, their wisdom and natural magic are mighty indeed, shaping their appearance and the very weather above their hidden Warrens lair.

More in tune with nature than a typical gold dragon, Lothrem has verdant green scales, and grass and flowers grow from their back and the outside of their wings. They have elk-like antlers that wrap around their head, seeming to form a natural and regal crown. When they beat their wings, the air smells sweet like a forest glen, and bits of leaves and grass swirl about.

Unfortunately, the years of protection and isolation have not been kind to Lothrem, and for the last 500 years, they have been overcome with a bout of sadness and acute pain each day, resulting in a consistent drizzling rainfall above.

Perhaps release, even a temporary one, from this gilded cage would resolve the matter, but the Circle is unwilling to break tradition and endanger the city.

WAND OF GILDING



CREST CITY DRUID (WYRMLING)

Medium humanoid (human), lawful neutral

Armor Class 13 (hide armor) in humanoid form, 15 (natural armor) in dragon form

Hit Points 39 (6d8 + 12)

Speed 30 ft. (climb 30 ft. in dragon form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	15 (+2)	11 (+0)

Skills Nature +3, Perception +4, Stealth +3

Senses passive Perception 14

Languages Common, Draconic, Druidic

Challenge 2 (450 XP)

Spellcasting (Humanoid Form Only). The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *shillelagh* (can cast on sickles)

1st level (4 slots): *cure wounds*, *entangle*, *healing word*

2nd level (3 slots): *enhance ability*, *locate object*, *spike growth*

ACTIONS

Sickle (Humanoid Form Only). *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, or 6 (1d8 + 2) slashing damage with *shillelagh*.

Bite (Dragon Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Breath Weapon (Recharge 6; Dragon Form Only). The druid exhales a plume of energy in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 7 (2d6) damage of the type associated with the druid's dragon type (see the Dragon Damage Type table) on a failed save, or half as much damage on a successful one.

Change Shape (2/Day). The druid can use its action to magically polymorph into a Medium dragon of any type of its choice (see the Dragon Damage Type table), or back into its humanoid form. When the druid polymorphs, it gains 40 temporary hit points, and it can choose whether its equipment falls to the ground, melds into its new form, or is worn by the new form (if possible). It reverts to its humanoid form after 2 hours, if it dies, or if it falls unconscious. Its statistics are the same in each form, other than its AC and speed, as noted.

CREST CITY DRUID (YOUTH)

Medium humanoid (human), lawful neutral

Armor Class 13 (hide armor) in humanoid form, 16 (natural armor) in dragon form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (climb 30 ft. in dragon form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +4, Perception +6, Stealth +4

Senses passive Perception 16

Languages Common, Draconic, Druidic

Challenge 5 (1,800 XP)

Draconic Weapons (Dragon Form Only). While in dragon form, the druid's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Spellcasting (Humanoid Form Only). The druid is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *shillelagh* (can cast on sickles)

1st level (4 slots): *cure wounds*, *entangle*, *healing word*

2nd level (3 slots): *enhance ability*, *locate object*, *spike growth*

3rd level (3 slots): *plant growth*, *protection from energy*, *wind wall*

4th level (2 slots): *dominate beast*, *polymorph*

ACTIONS

Multiattack. In dragon form, the druid makes two attacks: one with its bite and one with its claws. In humanoid form, it makes two sickle attacks.

Sickle (Humanoid Form Only). *Melee Weapon Attack:* +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, or 7 (1d8 + 3) slashing damage with *shillelagh*.

Bite (Dragon Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claw (Dragon Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Breath Weapon (Recharge 6; Dragon Form Only). The druid exhales a plume of energy in a 20-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 10 (3d6) damage of the type associated with the druid's dragon type (see the Dragon Damage Type table) on a failed save, or half as much damage on a successful one.

Change Shape (2/Day). The druid uses its action to magically polymorph into a Medium dragon of any type of its choice (see the Dragon Damage Type table), or back into its humanoid form. When the druid polymorphs, it gains 80 temporary hit points, and it can choose whether its equipment falls to the ground, melds into its new form, or is worn by the new form (if possible). It reverts to its humanoid form after 4 hours, if it dies, or if it falls unconscious. Its statistics are the same in each form, other than its AC and speed, as noted.

Druidic Dragon Shapes

When determining what dragon color and damage type a **Crest City druid** or similar creature should use when they use their Change Shape ability, use the table below.

DRAGON DAMAGE TYPE

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

VINCENT VON DRECK

Medium humanoid (human), lawful neutral

Armor Class 14 (hide armor) in humanoid form, 17 (natural armor) in dragon form

Hit Points 117 (18d8 + 36)

Speed 30 ft. (climb 30 ft., fly 30 ft. in dragon form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	13 (+1)	18 (+4)	17 (+3)

Saving Throws Int +5, Wis +8

Skills Insight +8, Intimidation +7, Nature +5, Perception +8, Persuasion +7

Damage Resistances damage type associated with his dragon type (dragon form only)

Senses darkvision 60 ft. (dragon form only), passive Perception 18

Languages Common, Draconic, Druidic

Challenge 9 (5,000 XP)

Draconic Weapons (Dragon Form Only). While in dragon form, Vincent's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Spellcasting (Humanoid Form Only). Vincent is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16), and he can't cast spells that require material components while in dragon form. He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*, *shillelagh** (can cast on sickles)

1st level (4 slots): *cure wounds*, *entangle*, *healing word*

2nd level (3 slots): *enhance ability*,* *locate object*,* *spike growth**

3rd level (3 slots): *plant growth*, *protection from energy*, *wind wall**

4th level (3 slots): *dominate beast*, *freedom of movement*,* *polymorph**

5th level (2 slots): *commune with nature*, *tree stride*
6th level (1 slot): *transport via plants*, *wall of thorns**

*This spell requires material components.

ACTIONS

Multiattack. In dragon form, Vincent makes two attacks: one with his bite and one with his claws. In humanoid form, he makes two sickle attacks.

Sickle (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit (+8 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage, or 8 (1d8 + 4) slashing damage with *shillelagh*.

Bite (Dragon Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claw (Dragon Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Breath Weapon (Recharge 6; Dragon Form Only). Vincent exhales a plume of energy in a 25-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 14 (4d6) damage of the type associated with Vincent's dragon type (see the Dragon Damage Type table) on a failed save, or half as much damage on a successful one.

Change Shape (2/Day). Vincent uses his action to magically polymorph into a Medium dragon of any type of his choice (see the Dragon Damage Type table), or back into his humanoid form. When Vincent polymorphs, he gains 120 temporary hit points, and he can choose whether his equipment falls to the ground, melds into his new form, or is worn by the new form (if possible). He reverts to his humanoid form after 6 hours, if he dies, or if he falls unconscious. His statistics are the same in each form, other than his AC, speed, damage resistances, and senses, as noted.

LOTHREM, THE WREATHED DRAGON

Gargantuán dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	29 (+9)	18 (+4)	23 (+6)	24 (+7)

Saving Throws Dex +11, Con +17, Wis +14, Cha +15

Skills History +12, Insight +22, Nature +12, Perception +14, Persuasion +15, Stealth +11

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, Druidic

Challenge 25 (75,000 XP)

Legendary Resistance (1/Day). If Lothrem fails a saving throw, they can choose to succeed instead.

Nature's Restoration. Lothrem regains 10 hit points at the start of their turn if they have at least 1 hit point. If they are in sunlight, they instead regain 20 hit points.

ACTIONS

Multiattack. Lothrem can use their Frightful Presence. They then make three attacks: one with their bite and two with their claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Lothrem's choice that is within 120 feet of Lothrem and aware of them must succeed on a DC 23 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 Lothrem's Frightful Presence for the next 24 hours.

Ensnaring Breath (Recharge 5–6). Lothrem exhales enriching breath on the ground in a 120-foot line that is 10 feet wide, causing a thick wall of tangled, thorny brush to magically grow in the area. The wall is 20 feet high and blocks line of sight. Each creature in the area must make a DC 25 Dexterity saving throw. On a failed save, a creature takes 63 (14d8) piercing damage and is restrained in the wall. On a successful save, a creature takes half as much damage and isn't restrained.

The wall remains until the end of Lothrem's next turn, at which point it withers and disappears. A creature restrained in the wall or one that is within 5 feet of the creature can use its action to make a DC 19 Strength check, freeing the creature on a success. For the duration, the area is difficult

terrain, and when a creature moves into or within the area, it takes 9 (2d8) piercing damage for every 5 feet it travels.

Change Shape. Lothrem magically polymorphs into a humanoid or beast that has a challenge rating no higher than their own, or back into their true form. Lothrem reverts to their true form if they die. Any equipment Lothrem is wearing or carrying is absorbed or borne by the new form (Lothrem's choice).

In a new form, Lothrem retains their own alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Lothrem's statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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. Lothrem regains spent legendary actions at the start of their turn.

Detect. Lothrem makes a Wisdom (Perception) check.

Tail Attack. Lothrem makes a tail attack.

Wing Attack (Costs 2 Actions). Lothrem beats their wings. Each creature within 10 feet of Lothrem must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Lothrem can then fly up to half their flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Lothrem takes a lair action to cause one of the following effects:

- Each creature of Lothrem's choice within 60 feet of them gains the effect of the *sanctuary* spell. This effect lasts until initiative count 20 on the next round.
- Lothrem casts *wind wall*, requiring no material components.
- Lothrem chooses a point on the ground that they can see within 120 feet of them, causing grasping weeds and vines to sprout from the ground in a 30-foot radius centered on that point. For 1 minute, the area is under the effects of the *entangle* spell. This effect ends early if Lothrem uses this lair action again or if they die.

REGIONAL EFFECTS

The region containing Lothrem's lair is warped by their draconic magic, which creates one or more of the following effects:

- Each creature that has the ability to cast at least one spell can cast the *druidcraft* cantrip at will while within 6 miles of Lothrem's lair.
- The weather within 6 miles of the lair is substantially affected by Lothrem's current state of mind (see Lothrem's Mood & Weather table).
- Ivy and other vines are prevalent on stone structures within 1 mile of Lothrem's lair, reinforcing the structures and protecting them against the elements. In addition, while Lothrem is within their lair, grass and flowers continuously grow beneath them, as if under the effects of the *druidcraft* spell.



CIRCLE OF DRAGONS DRUID

NEW CHARACTER OPTION: DRUID

Channeling their inner connection to the earth in order to control powerful spells and magic abilities, druids are the wardens of the natural world. Valuing the needs of all living things against their own, these primal mages are likely to feel out of place when joining the rest of civilization. However, when the balance of the natural world is at stake, nothing can quell a druid's determination and ferocity, rushing to thwart the efforts of evil and the unnatural—especially aberrations and undead.

CIRCLE OF DRAGONS

The Circle of Dragons is an old order of druids steeped in rigid tradition. These honor-bound wardens of nature and draconic heritage are members of a secret society that have influenced governance, war, and culture across the world. High-standing members of this Circle have ties to royal bloodlines that date back generations, a connection that's subtly showcased in royal family crests and insignia.

Druids from this Circle know that dragons, and draconic magic, are as connected to the world as plants or beasts, and

utilize that connection to transform into a unique and powerful draconic form all their own.

DRACONIC LORE

Starting at 2nd level, you can speak, read, and write Draconic. Additionally, whenever you make an Intelligence (History) check related to draconic history or lore, you can add your proficiency bonus to the check. If you are already proficient in the History skill, you can add double your proficiency bonus to the check instead.

DRAGON SHAPE

At 2nd level, you can expend a use of your Wild Shape feature to transform into a unique form: your dragon shape. You become a Medium dragon while in this form, standing on all fours, but retain your normal character statistics and senses. Your dragon shape's AC is equal to 13 + your Dexterity modifier (maximum 2) and has a walking speed and climbing speed of 30 feet. In addition, when you take this form, you gain temporary hit points equal to your hit point maximum. When you return to your normal form, you lose any remaining temporary hit points.

You can remain in this form for a number of hours equal to half your druid level, rounded down. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

When you use your dragon shape, you determine what type of dragon to transform into. The type of dragon determines your scale color and breath weapon's damage type, as shown in the table below, but your appearance is otherwise up to you. Your wings aren't yet fully formed at 2nd level, but grow stronger as you gain levels in this class.

DRAGON SHAPE TYPE

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

You can't cast spells while in this form, but gain a different set of actions you can use on each of your turns:

Bite. When you take the Attack action, you can use your dagger-like teeth to make an unarmed strike. You can use your Wisdom modifier, instead of Strength, for the attack and damage rolls with your bite, and it deals 1d12 piercing damage on a hit, instead of the bludgeoning damage normal for an unarmed strike.

Breath Weapon. You can use an action to exhale a plume of powerful energy from inside of you, dealing 2d6 damage of your dragon's damage type to creatures in a 15-foot cone that fail a Dexterity saving throw against your spell save DC, or half as much on a success. Once you use this feature, it can't be used again for 1 minute.

Your breath weapon improves at certain levels. At 6th

level, your breath weapon deals 3d6 damage and extends in a 20-foot cone. At 10th level, it deals 4d6 damage and extends in a 25-foot cone, and at 14th level it deals 5d6 damage and extends in a 30-foot cone.

IMPROVED DRAGON SHAPE

By 6th level, your control over your dragon shape has improved, granting you the following benefits while in that form:

- You have a +1 bonus to AC. This bonus is in addition to your dragon shape's normal AC.
- You gain a new way to attack:
Claws. Your razor-sharp claws are natural weapons, which you can use to make unarmed strikes. You can use your Wisdom modifier, instead of Strength, for the attack and damage rolls with your claws, and they deal 2d6 slashing damage on a hit, instead of the bludgeoning damage normal for an unarmed strike.
- When you take the Attack action on your turn, you can make one attack with your bite and one attack with your claws. Your attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You have darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

DRACONIC MAGIC

Starting at 10th level, you're able to cast certain druid spells while in your dragon shape. To cast a spell while in this form, it must use a druid spell slot level of 3rd or lower, and it can't require any material components.

In addition, your scales continue to toughen and your wings have become strong enough to carry you. You gain the following benefits while in your dragon shape:

- You have a +2 bonus to AC. This bonus is in addition to your dragon shape's normal AC.
- You have resistance to the damage type associated with your dragon shape.
- You have a flying speed of 30 feet.

HEART OF A DRAGON

At 14th level, you can use your breath weapon even while you're not in your dragon shape. Once you use this feature, you can't use it again until you finish a long rest.

In addition, you gain the following benefits while in your dragon shape:

- You have a +3 bonus to AC. This bonus is in addition to your dragon shape's normal AC.
- Your flying speed increases to 60 feet.
- When you take the Attack action on your turn, you can make three attacks: one with your bite, and two with your claws.

Finally, when you take on your dragon shape, you can choose to become a Large dragon, instead of Medium. If you do, your bite has a reach of 10 feet, instead of 5.