


NECROMANCER DRAGON



Necromancer Dragons are vile draconic creatures with an innate understanding of death. They reign supreme in their macabre dominion over the deceased. From a young age, these dragons possess a sinister ability to collect the essence of the departed, binding it to lifeless forms and using them like puppets in a morbid symphony.

In their juvenile years, Necromancer Dragons engage in a chilling pantomime with the recently departed. Twirling and pirouetting, victims manipulated by these dragons wear blissful smiles, their clouded, unseeing eyes reflecting the malevolent glee of a puppeteer. Before indulging in their baser needs, these dragons orchestrate a grotesque dance, a prelude to the impending consumption.

As they mature, Necromancer Dragons ascend in control, commanding legions of undead soldiers or reanimating entire courts of decomposed servants to serve their dark whims. The most ancient among them, the apex of their kind, transcend the boundaries of draconic nature, even reanimating their own kin—a loathsome perversion viewed with

disgust by other dragon species.

Their powers, however, extend beyond reanimation; Necromancer Dragons can unleash waves of dark magic, causing all that falls under their malevolent gaze to age and wither.

Within the eerie confines of their lairs, Necromancer Dragons amass legions of wights, the rotting remnants of the once-living, serving as both guardians and twisted companions. The chilling presence of these wights, combined with the dragon's necromantic prowess, transforms their lairs into a realm of haunting terror.

There are few creatures in the realm of Yhtar match the lethal potency and universal abhorrence inspired by the Necromancer Dragon. A maestro of death's symphony, these dragons weave a tapestry of terror and decay, their lairs echoing with the tormented whispers of the reanimated, a dark testament to their mastery over death itself.

NECROMANCER DRAGON

GARGANTUAN DRAGON NEUTRAL EVIL

Armour Class 22 (natural armour)

Hit Points 367 (21d20+147)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	18 (+4)	16 (+3)	20 (+5)

Saving Throws DEX +9, CON +14, WIS +10, CHA +12

Skills Arcana +11, Perception +10, Religion +11, Stealth +9, Intimidation +12

Damage Immunities necrotic

Damage Vulnerabilities radiant

Senses truesight 120 ft., Passive Perception 16

Languages Draconic, Common, Abyssal

Challenge 21 (33,000 XP)

Proficiency Bonus +7

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

Undead Retinue. A Necromancer Dragon is always accompanied by 10 (3d4+3) wights, which are under control of the Necromancer Dragon.

ACTIONS

Multiattack. Necromancer Dragon makes one Bite attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. Hit: 19 (2d10+8) piercing damage.

Claw. *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 10 ft., one target. Hit: 18 (3d6+8) bludgeoning damage.

Frightful Presence. Each creature of the Necromancer Dragon's choice that is within 120 feet of the Necromancer Dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Necromancer Dragon's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The Necromancer Dragon exhales a necrotic haze in a 60-foot cone. Each creature in that line must

make a DC 17 Dexterity saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. Creatures killed by this attack raise as Wights under the control of the Necromancer Dragon.

Innate Spellcasting. Necromancer Dragon's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can cast the following spells, requiring no material components:

1/Long or Short Rest: *Animate Dead, Bane, Bestow Curse, Blight, Circle of Death, Cloudkill, Create Undead, Detect Magic, Inflict Wounds, Ray of Enfeeblement, Speak with Dead*

LEGENDARY ACTIONS

Necromancer Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Necromancer Dragon regains spent legendary actions at the start of its turn.

Detect. The Necromancer Dragon makes a Wisdom (Perception) check.

Tail Attack. The Necromancer Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Necromancer Dragon beats its wings. Each creature within 10 feet of the Necromancer Dragon must succeed on a DC 23 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The Necromancer Dragon can then fly up to half its flying speed.

LAIR ACTIONS

When fighting inside its lair, Necromancer Dragon can take lair actions. On initiative count 20 (losing initiative ties), Necromancer Dragon takes a lair action to cause one of the following effects:

Bolster Retinue. The Necromancer Dragon can raise 1d4+1 Wights to fight under their control.

Sapping Energy. Every creature with the Necromancer Dragon's Lair must make a DC 15 Wisdom saving throw or melee attacks using Strength inflict only half damage. This effect ends after one round.