



ARDALUS

- **N.B.** This section of a monster entry is usually given to its description & size/weight information.

Design Choices

- **Damage Threshold** All attacks against a monster with Damage Threshold are reduced by the amount given. Critical Hits ignore Damage Threshold as do certain Weak Spots (unique to each monster entry).
- **Bloodied** The Bloodied mechanic sees a return, unless otherwise stated in the creatures stat block, being bloodied means you now deal maximum damage, but all attacks against you deal maximum damage in return.
- **Legendary Resistance** Now just listed under Resistances (you all know how it works by now).
- **XP** Now measured in thousands ('k') in this book, so 62k XP means 62,000 XP.
- **Flight Actions** These give more cinematic options; especially to flying dragons.
- **Attack Variety** For intelligent monsters I try to give them a few different options for each specific attack.
- **Dragon Breath** Dragons can focus their breath on one spot (dealing more damage) or shake their head to spray in a cone (to cover a greater area).
- **Falling Damage** Targets still take one die of damage per 10 ft. dropped (max. 200 ft.) but die type is based on size (ie. Medium d8, Large d10).

ADVENTURE IDEAS

"God's Teeth" (High Level)

Rumour has it that Hephaestus lost a tooth after a skirmish with the god Ares. The golden tooth is capable of granting three wishes to whomever finds it somewhere in his workshop.

"The Frozen Forge" (Epic Level)

The fire of the forge has gone out, ensorcelled in some wintry grip. However, Hephaestus is doing some much needed repairs to the **League Door** and needs his forge operational lest the barrier be breached and the Far Realm unleashed!

"Bahamut's Revenge" (Godling Tier)

For the brazen murder of Korbaster, Bahamut sends the **Silver Squadron** (12 Ancient Silver Dragons & 12 epic level Dragonborn Paladin riders) to teach Hephaestus a lesson.

ANCIENT RED DRAGON SALVAGE

%	MATERIALS FOR
01-40	1d4 Potions of Fire Breath
41-70	1d2 Dragon Slayer Weapons
71-90	Suit of Dragon Scale Mail
91-100	All The Above...OR something unique

die man-thing

Gargantuan Dragon, Chaotic Evil (Neutral)

Armor Class 20

Damage Threshold 20

Hit Points 600 (20d20 x 2, +180)

Bloodied 300

Speed 40 ft., Climb 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30	10	29	18	15	23
(+10)	(+0)	(+9)	(+4)	(+2)	(+6)

Skills Perception +15, Stealth +6

Damage Immunities fire

Resistances legendary (2/day)

Senses darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 20 (62k XP)

Proficiency +6

TRAITS

- **Weak Spot.** The dragons underbelly is its weak spot.
 - **Melee Attacks** can target the weak spot if the attacker gets underneath the dragon where each individual suffers a **FREE** Claw Trample attack made against them each round.
 - **Ranged Attacks** are made at disadvantage against its weak spot unless its flying overhead.

BONUS ACTIONS

- **Burning Bite** Add +4d12 fire damage to its bite
- **Frightful Presence** All targets within 120 ft., DC 20 Wis save or become Frightened for 1 minute. Repeat saves each turn to end the effect.

FLIGHT ACTIONS

- **Flyby Breath** 170 ft. Line, 44 (8d10) fire dmg.
- **Flyby Snatch** Makes four Claw attacks **with Disadvantage** along its flight path. Those hit are carried into the air and dropped from height (medium targets take 1d8 dmg./10 ft. dropped). Escape DC 24.
- **Heavy Landing** 40 x 20 ft. Area, the dragon makes a Claw Trample attack against targets in the area.
- **Stalled Landing/Takeoff** 50 x 50 ft. Area centred on where the dragon lands (or takes off). DC 24 Dex save or be blinded by dust for 1 round. Fail by 5 or more and also get knocked prone.

ACTIONS

The dragon can **Multiattack** to use 1 bite, 2 claws AND its breath weapon (if recharged) each round.

- **Bite** Melee: +16, reach 15 ft., Hit: 36 (4d12+10) dmg.
 - Bite & Grab. Target is grappled (Escape DC 24)
 - Bite & Toss. Target thrown 30 ft. in the air (any direction) for 13 (3d8) dmg. and knocked prone.
- **Claw** Melee: +16, reach 10 ft., Hit: 24 (4d6+10) dmg.
 - Claw Swipe. Standard Claw attack.
 - Claw Trample. **Disadvantage** on the attack, but max. Dmg. on a hit and target is knocked prone.
- **Fire Breath (Recharge 5/6)** DC 23 Dex save for 1/2
 - Fire Sweep. 90 ft. Cone, 44 (8d10) fire dmg.
 - Focus Fire. 90 ft. Line, 88 (16d10) fire dmg.

Guardian of the Fiery Forge of Hephaestus is the dread dragon Ardalus.

Divine Intervention Ardalus was saved from certain doom by Hephaestus who intervened during a climactic battle the dragon was having with its rival of many centuries, an ancient gold dragon Korbastar. Hephaestus fought the proud beast and from his own perspective 'immortalised' it by crafting its remains into his great golden girdle; the Belt of Bastards.

Debt of Gratitude The dying red dragon was healed by Hephaestus and pledged a millennia of service to the god. In turn, Hephaestus took Ardalus as his adopted son, lest some ignorant godling try to slay the beast to make a name for themselves.

Begrudging Guard While the red dragon is, on the face of it, loyal to Hephaestus, at least as much as it can be, it is still a greedy, deceitful and selfish creature that only serves the god out of fear. Ardalus could be swayed into betraying Hephaestus (if one as powerful as Zeus made it a tempting offer) and it knows most of the secrets of the Forge.

LEGENDARY ACTIONS (2/round)

- **Insidious Gaze** (cost 1) one target the dragon can see must make a DC 20 Cha save or any fire defences are compromised.
 - Fire Immunity becomes Fire Resistance
 - Fire Resistance is removed
 - Those with neither become Vulnerable to Fire
- **Smoke Snort** (cost 1) one target within 30 ft. must make a DC 23 Con save or have disadvantage on attack rolls until the end of its next turn.
- **Tail** (cost 2) The dragon makes a tail attack.
 - Melee: +16, reach 20 ft., Hit: 28 (4d8+10) dmg.
 - Tail Swat. One target, DC 24 Dex save or launched up to 60 ft. for an extra 27 (6d8) dmg.
 - Tail Sweep. 20 ft. Cone., DC 24 Dex save or knocked prone.

GM's NOTES/TACTICS

- **Threat** Expect this dragon to drop one High Level PC per round, or one Epic Level PC every two rounds.
- **Flight** If encountered out in the open the dragon will use flight actions to either try a Flyby Snatch on several spread out enemies, or make a heavy landing into a nicely bunched group.
- **Attack** Will use Insidious Gaze before unleashing its breath weapon. Uses Fire Sweep cone against groups.
- **Defence** Bite & Toss, Smoke Snort and Tail Swat if hard pressed in melee to give it some space.
- **Escape** Will Takeoff and try to flee if reduced to about 150 hit points.

