

RISE OF TIAMAT – EPISODE 6:

METALLIC DRAGONS, ARISE (PLAYER-FACING)

PROTANTHER, ANCIENT GOLD DRAGON

Gargantuan male dragon

Armor Class 22 (natural armour)

Hit Points unknown

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

STR	DEX	CON	INT	WIS	CHA
Epic	Unknown	Epic	Unknown	Unknown	Epic

Saving Throws unknown

Skills Insight, Perception, Persuasion, Stealth

Condition Immunities unknown

Damage Immunities fire, resilience 15

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20+

Languages Common, Draconic, others

Challenge n/a

Proficiency Bonus n/a

Legendary Resistance. Limited ability to overcome failed saving throws.

Innate Spellcasting. Gold dragons are usually able to cast divine spells.

ACTIONS

None. Auto successful attacks against the PCs resultant of Degree of Failure/s on the PCs attack rolls. Attacks consists of Bite (reach 15 ft.), Claw (reach 10 ft.), Molten Spit (reach 60 ft.), Tail Swipe (reach 20 ft.), Wing Buffet (reach 15 ft.).

Breath Weapons. Activated as a Legendary Action when specific undisclosed conditions are met. Protanther uses one of the following breath weapons.

Fire Breath. Protanther exhales fire in a 90-foot cone.

Weakening Breath. Protanther exhales gas in a 90-foot cone.

Change Shape. Protanther magically polymorphs into a humanoid or beast.

LEGENDARY ACTIONS

Protanther **Roars** at the commencement of combat and when they are first bloodied in combat.

At the end of each PCs turn a Legendary Action occurs.

IT IS MY SOLEMN DUTY TO UPHOLD ALL THAT IS good and noble. This is not the first time nor the last for Tiamat's trickery. My brethren and I have faced countless battles like this. Tiamat's cults are foul weeds that must be eradicated.

—Protanther, former King of Justice

EVALUATION BEGINS

The clouds disperse, leaving behind a brilliant blue sky with a glorious sun shining down on you. The final member of the draconic council – Protanther the Gold Dragon awaits. The sun gleams off their large golden flecked scales as they gaze at you. Flexible spines droop like whiskers from their wise face while their pupilless eyes resemble pools of molten gold. They look at the sky above and nod their head sagely before addressing you: "Come forth, may we both be judged by Bahamut's will."

DRAGON-FACING

The DMG Optional Rule Facing (page 252) will be in effect, particularly in relation to the effects of the Legendary Action Tail Swipe.

INITIATIVE

Initiative will only apply to the PCs. Besides Legendary Actions, described below, Protanther does not declare Actions, but instead inflicts damage on PCs when they fail

- DC 28 Acrobatics/Athletic skilled checks when moving in-and-out of threatening reach;
- attack rolls;
- to move a minimum of 20 feet during their turn while in melee combat;

PC MOVEMENT (IN MELEE)

In an effort for cinematic combat that reflects the natural mobility required of participants, PCs in melee will be required to move a minimum of 20 feet (3 based on size differential between Medium and Gargantuan +1 inherent) during a round of combat or suffer disADV on their attacks as Protanther is better able to defend against and hit slow and stationery targets.

PC MOVEMENT (AS REACTION)

PCs may, as a reaction, use unused movement to reduce damage inflicted on them by 1d6 per 5 feet of movement and then move accordingly as part of their reaction.

DRAGON MOVEMENT

Mechanics are not included herein.

PC INSIGHT

They are gruff, jaded and self-assured, with a stern and righteous bearing. Their scaled form bears many, many scars. The energy around them suggests magical might.

WING BUFFET (LANDING)

When Protanther subsequently lands after their Wing Buffet, the selected character by the dragon takes 10d10 bludgeoning damage (DMG Improving Damage page 249) as Protanther lands on them crushing them underfoot. A DC 26 Strength saving throw is required to halve the damage and avoid being knocked prone.

LEGENDARY ACTIONS

The Legendary Actions have been simplified.

At the end of a character's turn, the PC suffers the first effect that is applicable to them (**in the order as listed**) if Protanther has not already used the same attack earlier in the round. If no attacks are available or applicable, then the PC is fortunate to avoid the affects of Protanther's Legendary Actions that turn. It can also happen that a PC can be affected by more than one Legendary Attack in a round of combat.

- A Breath Weapon attack if the PC fulfils the criteria for certain undisclosed conditions (this affects all PCs within the area of effect);
- A Wing Buffet if the PC is within 15 feet of Protanther (this affects all PCs within the area of effect);
- A Tail Swipe if the PC is within 20 feet of Protanther's rear (this affects all PCs within the area of effect);
- A Molten Spit if the PC is within 60 feet of Protanther; and
- A Mortal Terror Gaze if the PC is within 120 feet of Protanther.

ATTACK (WITH ROLLS)

PCs will make attack rolls and based on the modified roll one will know if they succeeded or failed to hit their target along with the measurable Degree of Failure or Success.

DEGREES OF SUCCESS AND FAILURE

As the combat utilises Degrees of Success and Failure, natural 20's do not automatically indicate a Critical Hit.

Success 1. The PC made a successful attack.

Success 2. The PC made a Critical Hit, and gains one of the following until the beginning of their next turn:

- 10 feet of movement;
- ADV on their next skill check or saving throw; or
- End the frightened condition on themselves.

Success 3. As above, and until the end of their next turn, they gain ADV on their next attack against the dragon.

Failure 1. Protanther succeeds on their Bite (1-2), Claw (3-5) or Molten Spit (6) attack.

*Savage Attacker feat, with Cleave feature
Knocked Prone with Bite or Claw*

Molten Spit creates difficult and harmful terrain

Failure 2-6. As above, and the damage is increased by 1 die for each Degree of Failure above the first.

Failure 3-6. As above.

Snatched (Grappled) with Bite or Claw and tossed for 15 feet (2d6 bludgeoning damage) and Knocked Prone.

Molten Spit inflicts Minor Scar

Failure 5-6. As above and the character gain

DESIRE

In truth, I bear no love for the mortal races. Your lives are too short to fully appreciate the power you might wield and the dangers you pose to the world. Your civilizations rise and fall, scarring the land again and again with your hasty, ill-conceived actions. Better we should fight alone, slaying our enemy as we have a thousand times before and will do again, rather than place our fate in the hands of those so inept and corruptible. It is we alone who will prevent Tiamat's rise, regardless of the blood that must be shed for victory.

ATTACKS (WITHOUT ROLLS)

In order for attacks without rolls against Protanther to count as successful, the dragon would need to either

- Fail their saving throw; and
- the damage done would have had to bypass the Protanther's Resilience 15 or if there was no damage inflicted the attack would have had to impose a "negative" condition on the dragon.

OR

- Succeed on their saving throw; and
- the damage done would have had to bypass the dragon's Resilience 15 or if there was no damage inflicted the attack would have had to impose a "negative" condition on the dragon; as well as
- Fail a Morale check which is a DC 10 Wisdom, which takes into account the following factors:

PCs already Defeated. +1 bonus for every unconscious PC;

Current Successful Attacks. -1 penalty for every sustained successful attack against Protanther;

Friendly Dragons. -1 penalty for each other dragon present which has a friendly attitude towards the PCs and thus chastises Protanther for challenging the Champions of the Council while they are in a weakened state.

Bloodied. The Morale check is at disADV if Protanther is bloodied.

ATTACK TABLE

Attack Roll	1st Attack	2nd Attack	3rd Attack
01-09	Failure 4	Failure 5	Failure 6
10-13	Failure 3	Failure 4	Failure 5
14-17	Failure 2	Failure 3	Failure 4
18-21	Failure 1	Failure 2	Failure 3
22-25	Success 1	Failure 1	Failure 2
26-29	Success 2	Success 1	Failure 1
30+	Success 3	Success 2	Success 1

SHIELD SPELL

The Shield spell may be used to

- negate 1 Degree of Failure; or
- reduce 1 damage die from a Tail Swipe or Wing Buffet attack.

MAGICAL ITEM SACRIFICE (SUNDERING)

A PC may sacrifice a magical item through the fiction (item was sundered) to reduce damage inflicted on them. The damage reduction is based on the rarity of the item. A PC can choose to either use the average, which is reflected in the brackets in the table, or roll the appropriate die as listed.

This is not a reaction.

DAMAGE REDUCTION BY MAGICAL ITEM

Magical Item Rarity	Damage Reduction	Consumable	Damage Reduction
Common	1d12 (7)	Common	1d6 (4)
Uncommon	2d12 (13)	Uncommon	2d6 (7)
Rare	3d12 (20)	Rare	3d6 (11)
Vary Rare	4d12 (28)	Very Rare	4d6 (14)
Legendary	5d12 (35)	Legendary	5d6 (18)

EXHAUSTION

A PC can prevent 10 points of damage inflicted on them by gaining a level of exhaustion.

This is not a reaction.

LINGERING INJURY

A PC can prevent 20 points of damage inflicted on them by rolling on the Lingering Injuries table.

This is not a reaction.

MORALE

The Morale check called for under the **Attacks (without rolls)** is a test to determine if Protanther acknowledges the PCs attack as successful or not.

It is not to test of the dragon's resolve in the combat.

THE CHALLENGE

Words can deceive us all and clever thoughts are useless if they are not translated into reality. I see only one way to truly know if Bahamut wishes for you to lead us to victory. Here, under this glorious sky where he rose for the first time, let us fight to receive his glorious blessing.