

AURANTHIS, THE BRASS FLAME

Gargantuan Dragon (spirit dragon (brass)), Lawful Good

Armor Class 22 (natural armor)

Hit Points 367 (21d20+147)

Speed 40 ft., fly 80 ft., climb 40 ft.

STR 28 (+9)

DEX 10 (+0)

CON 24 (+7)

INT 22 (+6)

WIS 20 (+5)

CHA 22 (+6)

Damage Immunities fire, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 29

Languages Common, Draconic, Sacred Magi, Elvish, Dwarvish, and all mortal languages spoken in the age of Venn

Challenge 22 (41,000 XP)

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

Magic Resistance. Auranthis has advantage on saving throws against spells and other magical effects.

Spirit Dragon Awareness. Auranthis is aware of the location of any Spirit Dragon Whistle attuned to it within 1 mile. It cannot be surprised while conscious.

Forceful Wisdom. When Auranthis uses its Breath Weapon, creatures that fail the save are also affected by a Calm Emotions effect (DC 20 Wisdom save) for 1 minute, suppressing strong emotions and the charmed and frightened conditions.

ACTIONS

Multiattack. Auranthis makes three attacks: one with its bite and two with its claws. It can replace the bite with its Breath Weapon if available.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10+9) piercing damage plus 11 (2d10) fire damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6+9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8+9) bludgeoning damage.

Fire Breath (Recharge 5-6). Auranthis exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much on a success.

Repulsion Breath (Recharge 5-6). Auranthis exhales a blast of repulsion gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Strength saving throw or be pushed 60 feet away and knocked prone.

Spellcasting. Auranthis casts one of the following spells (spell save DC 21, +13 to hit), using Charisma as its spellcasting ability: At will: detect magic, speak with animals. 3/day each: suggestion, tongues. 1/day each: commune, legend lore, mass suggestion.

REACTIONS

Tail Attack. When a creature Auranthis can see within 20 feet hits it with an attack, Auranthis can use its reaction to make a tail attack against that creature.

LEGENDARY ACTIONS

Auranthis, the Brass Flame 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.

Detect. Auranthis makes a Wisdom (Perception) check.

Tail Swipe (Costs 2 Actions). Auranthis makes a tail attack.

Frightful Presence (Costs 2 Actions). Each creature of Auranthis's choice that is within 120 feet and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute.

Breath Weapon (Costs 3 Actions). Auranthis uses its Fire Breath or Repulsion Breath if available.

Lore

The Great Spirit Dragons were gifts from Solgarde, forged by Vorathem from the five noble metals during the height of the Giant Wars, when mortals needed something that was not quite mortal to fight something that was not quite natural. They served that purpose magnificently and for two thousand years were the most effective force for civilized order in Dracomere's history.

Then the purpose ended, and they did not.

Auranthis was always the most conversational of the five -- the Brass Spirit Dragon has always been the most interested in mortals as people rather than as subjects, which made the turn worse rather than better. When Auranthis became something other than a protector, the thing that changed was not the interest. It was the conclusion drawn from observation: that mortals, left entirely to their own devices, consistently made choices that Auranthis found unacceptable. The solution was not to stop protecting mortals. The solution was to ensure that protection was continuous, complete, and not optional.

Auranthis is, as of 2368 FW, alive. The location is not publicly known. Archmage Vane knows where the Spirit Dragon Whistles are kept and what each one calls. The Conclave has three theories about what would happen if one were sounded, none of which are reassuring.

Habitat

Unknown; last confirmed sighting was in the Drakepire Mountains during the final year of the Spirit Dragon Wars