

AMETHYST DRAGONS

Farthborne stars, amethyst dragons carry the majesty and enormity of the cosmos in their bearing and affect, just as they bear its protection from the forces of madness and dissolution as a sacred compact. The world is theirs to guard, for just as it bends to their will so must that fealty be shown its proper reward.

The creatures of Law and of Chaos that inhabit their worlds, despite providing occasional entertainment and insight, are mere window-dressing to the only conflict of any consequence, that between coherence and incoherence, between being and non-being.

AMETHYST DRAGON LORE

Arcana DC 15: Amethyst dragons are masters of psychokinesis, able to exert enormous power over gravitational forces through force of will alone, though those that embark upon arcane studies often pursue magical means of further enhancing this mastery.

Arcana DC 20: The volatile gems of concentrated gravitational force created by an amethyst dragon's breath weapon tend to explode shortly after creation, though more mature dragons can exert fine control over the moment of detonation.

History DC 10: Despite their emphatic disinterest in conflicts between forces of Law and Chaos, amethyst dragons frequently take on the role of bulwarks against aberrant incursions and the malign influence of the far realm.

History DC 15: While amethyst dragons most usually reside in gemstone hollows within the depths of the elemental plane of earth, when they do stay on the material plane for extended periods they tend to prefer high mountain lakes, which over time develop aberrant gravitational phenomena due to repeated infusion of the dragon's psionic powers.

Nature DC 15: Like other gem dragons, the age, and by extension the likely psionic capabilities of amethyst dragons can be estimated by the size and prominence of their pupils, which shrink and fade as they age, eventually leaving their eyes as undifferentiated, luminous purple orbs.

Religion DC 20: Though not conventionally worshipped by amethyst dragons themselves, the great wyrm Aleithilithos holds a particular position of reverence among their kind as Thane to Sardior, the Ruby Dragon, and temples in his honor can be found among the lesser folk of the realms.

AMETHYST DRAGON TACTICS

Well into adulthood, amethyst dragons prefer to stay out of melee range when possible, using their Mind Blind to gain advantage on attack rolls against a creature, then to move away without provoking attacks of opportunity on turns when their breath weapon is charging. Once they reach Ancient, however, they show a greater tendency to slug it out in melee, using their Psychokinetic Hurl to pick which opponents get to be in close proximity to them.

They often open with their Shattergem Breath, then use a combination of grappling and psionics to cluster creatures around the gems before they detonate, using their Singularity Breath either to escape an unfavorable engagement or to lock creatures down while they assemble more foes near their Shattergems.

Amethyst great wyrms generally use their Metabolic Overdrive on their turn, and often forgo their Bite attack in favor of a Claw-Claw-Tail multiattack if they can cluster multiple foes together with either their Gravity Collapse or Psychokinetic Hurl.



AMETHYST DRAGON WYRMLING

Medium dragon (gem), neutral

Armor Class 17 (Natural Armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	16 (+3)	13 (+1)	17 (+3)

Saving Throws DEX +2, CON +5, WIS +3, CHA +5

Skills Arcana +7, Perception +5, Persuasion +5, Stealth +2

Damage Resistances Force, Psychic

Condition Immunities Frightened, Prone

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception 15

Languages Draconic, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Amphibious. The dragon can breathe air and water.

Crushing Field. The area in a 15 foot radius around the dragon is difficult terrain for creatures with a Strength score lower than 13.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 4 (1d8) force damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shattergem Breath. The dragon breathes forth a hail of luminous crystals in a 15-foot line that is 5 feet wide. The area becomes difficult terrain, and each creature in the area must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) slashing damage, or half as much on a success.

At the end of the dragon's next turn, the gems detonate. Each creature within 5 feet of the line must succeed on a DC 17 Constitution saving throw or take 16 (3d10) force damage, or half as much on a success.

Singularity Breath. The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 15-foot cone. Each creature in that area must make a DC 13 Strength saving throw.

On a failed save, the creature takes 22 (5d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Bonus Actions

Psionic Empowerment. The dragon produces one of the following effects:

- **Telekinetic Trip.** One creature within 60 feet that the dragon can see must succeed on a DC 13 Strength saving throw or be knocked prone.
- **Mind-Blind.** The dragon becomes invisible to one creature it can see until the beginning of its next turn.

AMETHYST DRAGON LAIRS

Most amethyst dragons lair in hollows carved into crystal veins, deep in the elemental plane of earth, though some are known to make their homes beside or beneath high mountain lakes and springs, often fashioning elements of their lairs to mimic aspects of those gemstone caverns.

Amethyst lairs often have inconsistent gravity, with traversal of even their above-water lairs often described as similar to swimming, and gravity within enclosed tunnels of their lairs often spiraling around the tunnel's edges or unexpectedly flipping as one passes a threshold.

AMETHYST DRAGON HOARDS

Amethyst hoards prominently feature treatises on the nature and magics of the cosmos, along with tools both magical and mundane for observing them and objects and artifacts whose study may lend or have lent some astral insight, such as fallen stars or devices for capturing and condensing starlight.

They also treasure objects from distant worlds, both interplanar and interspherical, along with esoteric books of natural philosophy and metaphysics interrogating the principles by which the multiverse operates

AMETHYST DRAGON SOCIAL ENCOUNTERS

- To forge an immortal-slaying weapon, the greatest smith in the realms has tasked the party with claiming an unfallen star, by climbing the great celestial mount which rises beyond the sky. After a long and arduous journey, the party finds its peak guarded by a great amethyst dragon, who demands that they return something to the night equal to the star they would claim.
- A plague of spirax have been spreading across the realm, grinding the land to dust as they harvest its elements to restore their home world. The party must seek out an amethyst dragon familiar with the outer realms to stop this invasion at its source, both to aid in teleporting beyond the natural reach of the weave, and in preserving their minds against against the raw and seething madness of that place.
- Strange movements in the stars indicate that local time has been strained beyond what is safe by some repeating loop, and an amethyst dragon has taken human form to request the aid of magical investigators in discovering and undoing this aberration, psionically safeguarding their memories against the erosion of the loop.

YOUNG AMETHYST DRAGON

Large dragon (gem), neutral

Armor Class 18 (Natural Armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws DEX +5, CON +9, WIS +6, CHA +8

Skills Arcana +12, Perception +10, Persuasion +8, Stealth +5

Damage Resistances Force, Psychic

Condition Immunities Frightened, Prone

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 20

Languages Common, Draconic, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Crushing Field. The area in a 15 foot radius around the dragon is difficult terrain for creatures with a Strength score lower than 15.

Actions

Multiattack. The dragon makes three attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 4 (1d8) force damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage and the target is grappled (escape DC 17).

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shattergem Breath. The dragon breathes forth a hail of luminous crystals in a 30-foot line that is 5 feet wide. The area becomes difficult terrain, and each creature in the area must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) slashing damage, or half as much on a success.

At the end of the dragon's next turn, the gems detonate. Each creature within 10 feet of the line must succeed on a DC 17 Constitution saving throw or take 33 (6d10) force damage, or half as much on a success.

Singularity Breath. The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 30-foot cone. Each creature in that area must make a DC 17 Strength saving throw.

On a failed save, the creature takes 36 (8d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Bonus Actions

Psionic Empowerment. The dragon produces one of the following effects:

- **Psychokinetic Hurl.** One creature the dragon can see within 30 feet must succeed on a DC 20 Strength saving throw or be flung up to 20 feet in a direction of the dragon's choice and take 7 (2d6) bludgeoning damage.
- **Mind-Blind.** The dragon becomes invisible to one creature it can see until the beginning of its next turn.
- **Psychic Step.** The dragon teleports up to 60 feet to an unoccupied space within 5 feet of a creature that it can telepathically communicate with.

Reactions

Psychoport Inversion. As a reaction when a creature teleports to or away from a space the dragon can see, the dragon forces it to succeed on a DC 20 Charisma saving throw or take 22 (4d10) force damage and immediately teleport back.



ADULT AMETHYST DRAGON

Huge dragon (gem), neutral

Armor Class 19 (Natural Armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	25 (+7)	20 (+5)	17 (+3)	21 (+5)

Saving Throws DEX +7, CON +12, WIS +8, CHA +10

Skills Arcana +15, Perception +13, Persuasion +10, Stealth +7

Damage Resistances Force, Psychic

Condition Immunities Frightened, Prone

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

Languages Common, Draconic, Telepathy 120 ft.

Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

Forcebreaker. The dragon can destroy an adjacent creation of magical force, such as that produced by Wall of Force or Forcecage, by spending 10 feet of movement.

Crushing Field. The area in a 30 foot radius around the dragon is difficult terrain for creatures with a Strength score lower than 17.

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

Actions

Multiattack. The dragon makes three attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 9 (2d8) force damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 11 (1d8 + 7) slashing damage and the target is grappled (escape DC 20).

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shattergem Breath. The dragon breathes forth a hail of luminous crystals in a 60-foot line that is 5 feet wide. The area becomes difficult terrain, and each creature in the area must succeed on a DC 20 Dexterity saving throw or take 28 (8d6) slashing damage, or half as much on a success.

Singularity Breath. The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 60-foot cone. Each creature in that area must make a DC 20 Strength saving throw.

On a failed save, the creature takes 45 (10d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Bonus Actions

Psionic Empowerment. The dragon produces one of the following effects:

- **Psychokinetic Hurl.** One creature the dragon can see within 30 feet must succeed on a DC 20 Strength saving throw or be flung up to 20 feet in a direction of the dragon's choice and take 7 (2d6) bludgeoning damage.
- **Mind-Blind.** The dragon becomes invisible to one creature it can see until the beginning of its next turn.
- **Psionic Step.** The dragon teleports up to 60 feet to an unoccupied space within 5 feet of a creature that it can telepathically communicate with.

Reactions

Psychoport Inversion. As a reaction when a creature teleports to or away from a space the dragon can see, the dragon forces it to succeed on a DC 20 Charisma saving throw or take 22 (4d10) force damage and immediately teleport back.

Bloodied Breath (1/Day). As a reaction to being reduced below 115 hit points, the dragon immediately recharges and uses one of its breath weapons.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below.

Psionic Empowerment. The dragon uses its Psionic Empowerment.

Gravity Collapse. Each creature within 30 feet of a line of gems created by the dragon's breath must succeed on a DC 20 Strength saving throw or be pulled up to 15 feet toward it by the most direct route.

Detonate Gems (Costs 2 Actions). One line of gems created by the dragons breath detonates in a chained explosion of force. Each creature within 15 feet of the line must succeed on a DC 20 Constitution saving throw or take 33 (6d10) force damage, or half as much on a success.

ANCIENT AMETHYST DRAGON

Gargantuan dragon (gem), neutral

Armor Class 20 (Natural Armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	27 (+8)	26 (+8)	19 (+4)	23 (+6)

Saving Throws DEX +9, CON +15, WIS +15, CHA +13

Skills Arcana +22, Perception +18, Persuasion +13, Stealth +9

Damage Resistances Force, Psychic

Condition Immunities Charmed, Frightened, Poisoned, Prone

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 28

Languages Common, Draconic, Telepathy 120 ft.

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

Forcebreaker. The dragon can destroy an adjacent creation of magical force, such as that produced by Wall of Force or Forcecage, by spending 10 feet of movement.

Crushing Field. The area in a 30 foot radius around the dragon is difficult terrain for creatures with a Strength score lower than 19.

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

Actions

Multiattack. The dragon makes three attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 13 (3d8) force damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage and the target is grappled (escape DC 23) and restrained.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage and the target is pushed 15 ft. away from the dragon.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shattergem Breath. The dragon breathes forth a hail of luminous crystals in a 90-foot line that is 10 feet wide. The area becomes difficult terrain, and each creature in the area must succeed on a DC 23 Dexterity saving throw or take 35 (10d6) slashing damage, or half as much on a success.

Singularity Breath. The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 90-foot cone. Each creature in that area must make a DC 23 Strength saving throw.

On a failed save, the creature takes 63 (14d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Bonus Actions

Psionic Empowerment. The dragon produces one of the following effects:

- **Psychokinetic Hurl.** One creature the dragon can see within 30 feet must succeed on a DC 23 Strength saving throw or be flung up to 30 feet in a direction of the dragon's choice and take 10 (3d6) bludgeoning damage.
- **Mind-Blind.** The dragon becomes invisible to one creature it can see until the beginning of its next turn.
- **Metabolic Overdrive.** The dragon gains advantage on Dexterity and Constitution saving throws until the beginning of its next turn.
- **Psychic Step.** The dragon teleports up to 60 feet to an unoccupied space within 5 feet of a creature that it can telepathically communicate with.

Reactions

Psychoport Inversion. As a reaction when a creature teleports to or away from a space the dragon can see, the dragon forces it to succeed on a DC 23 Charisma saving throw or take 22 (4d10) force damage and immediately teleport back.

Bloodied Breath (1/Day). As a reaction to being reduced below 223 hit points, the dragon immediately recharges and uses one of its breath weapons.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below.

Psionic Empowerment. The dragon uses its Psionic Empowerment.

Gravity Collapse. Each creature within 30 feet of a line of gems created by the dragon's breath must succeed on a DC 23 Strength saving throw or be pulled up to 15 feet toward it by the most direct route.

Detonate Gems (Costs 2 Actions). One line of gems created by the dragon's breath detonates in a chained explosion of force. Each creature within 15 feet of the line must succeed on a DC 23 Constitution saving throw or take 44 (8d10) force damage, or half as much on a success.

GREAT WYRM AMETHYST DRAGON

Gargantuan dragon (gem), neutral

Armor Class 21 (Natural Armor)

Hit Points 652 (34d20 + 306)

Speed 60 ft., fly 120 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	29 (+9)	27 (+8)	22 (+6)	24 (+7)

Saving Throws DEX +10, CON +17, WIS +14, CHA +15

Skills Arcana +24, Perception +22, Persuasion +15, Stealth +10

Damage Resistances Force, Psychic; Attacks made without advantage

Condition Immunities Charmed, Frightened, Prone
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 28

Languages Common, Draconic, Telepathy 120 ft.

Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

Forcebreaker. The dragon can destroy an adjacent creation of magical force, such as that produced by Wall of Force or Forcecage, by spending 10 feet of movement.

Crushing Field. The area in a 30-foot radius around the dragon is difficult terrain for creatures with a Strength score lower than 21.

Legendary Resistance (5/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 18 (4d8) force damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage and the target is grappled (escape DC 25) and restrained. Each other creature within 10 feet of the target must succeed on a DC 24 Dexterity saving throw or take half the attack's damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage and the target is pushed 20 ft. away from the dragon. Each other creature within 10 feet of the target must succeed on a DC 24 Dexterity saving throw or take half the attack's damage and be pushed 10 feet away.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shattergem Breath. The dragon breathes forth a hail of luminous crystals in a 300-foot line that is 15 feet wide. The area becomes difficult terrain, and each creature in the area must succeed on a DC 24 Dexterity saving throw or take 42 (12d6) slashing damage, or half as much on a success.

Singularity Breath. The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 300-foot cone. Each creature in that area must make a DC 23 Strength saving throw.

On a failed save, the creature takes 81 (18d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Bonus Actions

Psionic Empowerment. The dragon produces one of the following effects:

- **Psychokinetic Hurl.** One creature the dragon can see within 30 feet must succeed on a DC 23 Strength saving throw or be flung up to 40 feet in a direction of the dragon's choice and take 14 (4d6) bludgeoning damage.
- **Mind-Blind.** The dragon becomes invisible to one creature it can telepathically communicate with until the beginning of its next turn.
- **Metabolic Overdrive.** The dragon gains advantage on Dexterity and Constitution saving throws until the beginning of its next turn.
- **Psychic Step.** The dragon teleports up to 60 feet to an unoccupied space within 5 feet of a creature that it can telepathically communicate with.

Reactions

Psychoport Inversion. As a reaction when a creature teleports to or away from a space the dragon can see, the dragon forces it to succeed on a DC 24 Charisma saving throw or take 22 (4d10) force damage and immediately teleport back.

Bloodied Breath (1/Day). As a reaction to being reduced below 327 hit points, the dragon immediately recharges and uses one of its breath weapons.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below.

Psionic Empowerment. The dragon uses its Psionic Empowerment.

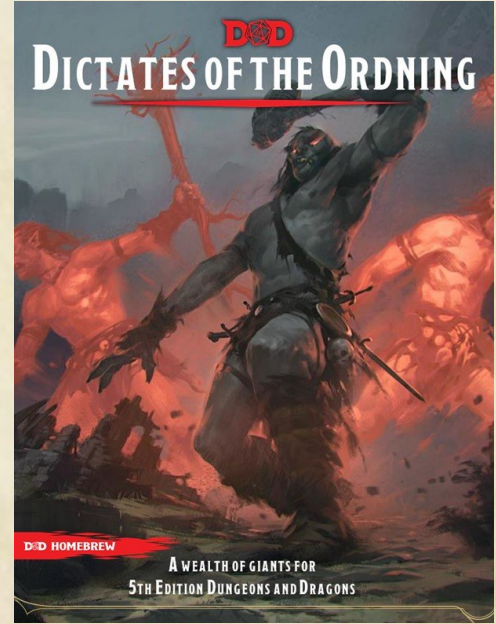
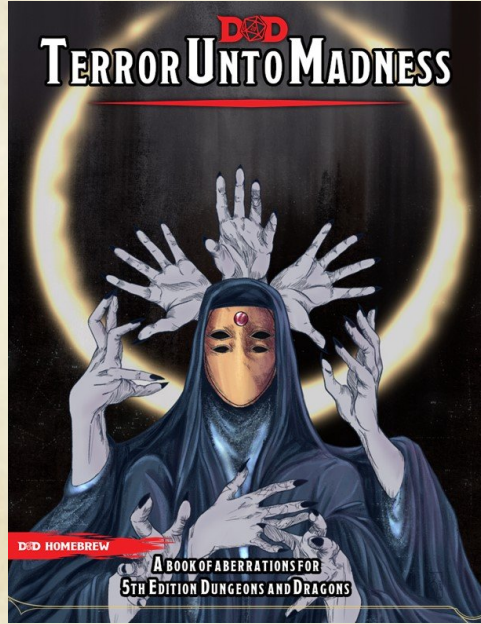
Gravity Collapse. Each creature within 30 feet of a line of gems created by the dragon's breath must succeed on a DC 24 Strength saving throw or be pulled up to 15 feet toward it by the most direct route.

Detonate Gems (Costs 2 Actions). One line of gems created by the dragon's breath detonates in a chained explosion of force. Each creature within 15 feet of the line must succeed on a DC 24 Constitution saving throw or take 55 (10d10) force damage, or half as much on a success.

ART CREDITS

- Amethyst Dragon by Alex Stone
- Amethyst Dragon by Piotr Dura
- Bisk, Goblin King by [Rae Elderidge](#)

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Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A large illustration of a green goblin-like creature with a crown and a large earring, sitting on a pile of gold coins. The creature is holding a glowing blue orb. Surrounding the creature are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a stack of books (one titled 'CONFLUX CREATURES' and another 'NASTY BOYS'), a scroll, a small blue dragon, and a small orange lion. Several red buttons with the text 'Become a patron' and the Patreon logo are overlaid on the scene. One button is at the top left, one at the top right, one in the middle right, one at the bottom left, and one at the bottom center.

