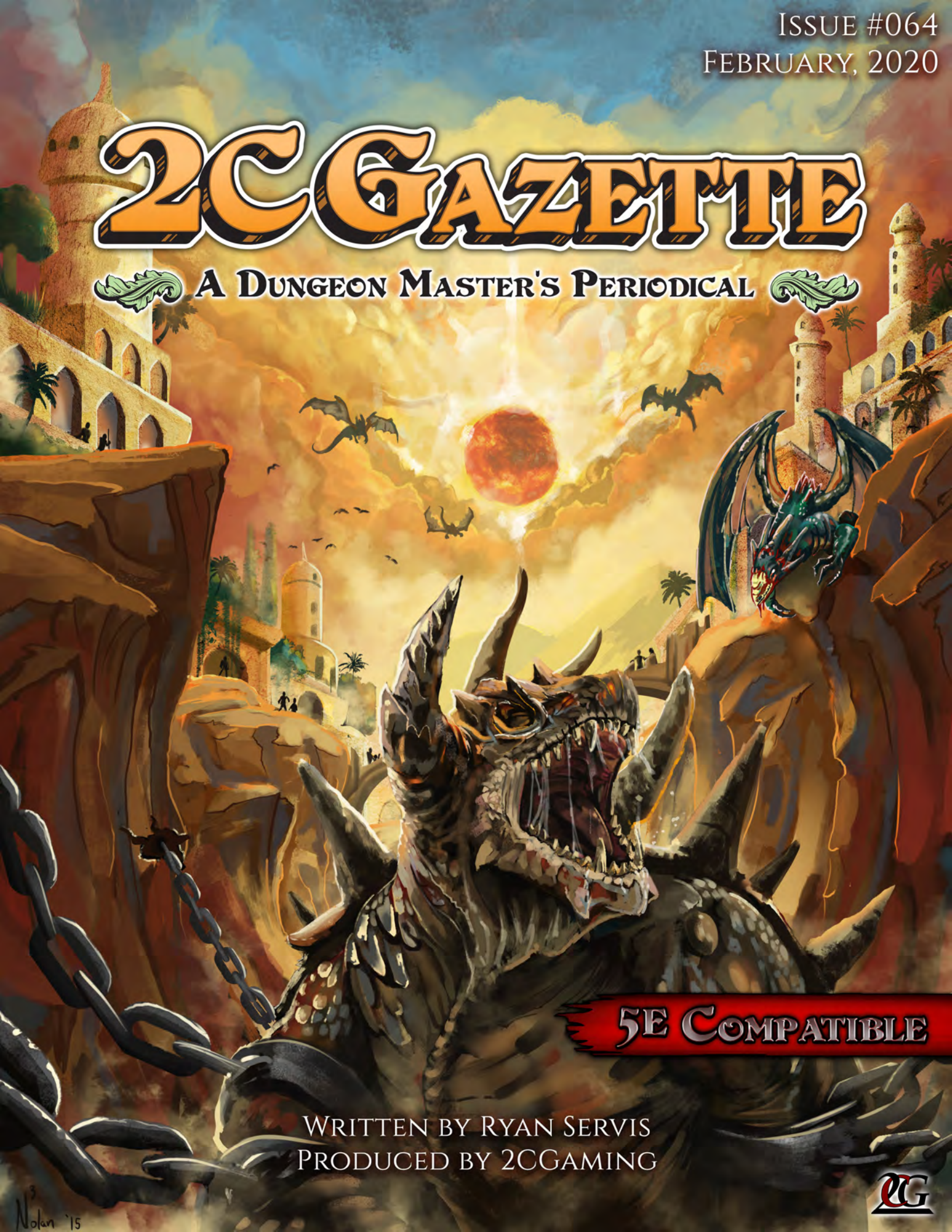


ISSUE #064  
FEBRUARY, 2020

# 2CGAZETTE

A DUNGEON MASTER'S PERIODICAL



5E COMPATIBLE

WRITTEN BY RYAN SERVIS  
PRODUCED BY 2CGAMING

Nolan '15



# THE 2CGAZETTE – ISSUE 064

February 2020

Written by Ryan Servis

Produced by 2CGaming, LLC.

Created for 2CGaming's Patreon - the 2CGazette: [www.patreon.com/2cggaming](http://www.patreon.com/2cggaming)

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## 2CGAMING AND TITANS

2CGaming has gotten pretty good at creating monsters. We've made terrors of countless shapes and sizes in our *Total Party Kill Bestiary* and unstoppable mythics in our *Epic Legacy* series. But this is something new. Today we debut the first piece of an upcoming project in 2020 – the *Epic Legacy Tome of Titans*. This book will feature a selection of top tier villains and foes from both classic 5th Edition lore and beyond. These are the kind of creatures that deserve pages of awesome content that will make your games undoubtably more Epic. Not only will this allow DMs to introduce astonishing creatures into the Epic games, it will do the same for regular 5th Edition play, with both a standard and Epic version of **each titan**. Whether its Asmodeus, Cthulhu, or one of the dozens of titanic creatures of fantasy lore, we are here to deliver. We hope you enjoy this first look at the model we are using to build this book, using our first featured titan – the Dark Dragonqueen! Please share your thoughts in the 2CGaming discord or on Twitter @2CGaming, we'd love to hear them!

## THE DARK DRAGONQUEEN

*Mother of Draconic Evil*

*“My children shall rule over all, for only they are worthy. And I, as their mother, will command the realms through rite of strength and blood. As it was meant to be.”*

### DESCRIPTION

Like a draconic hydra, the five headed deity known as the dark dragonqueen is a terror to behold. Her mud-colored body is immense, its scales slowly diluting to vibrant black, blue, green, white, and red as they move toward her many necks. Each head is a unique epitome of form and virtue exemplifying chromatic dragonkind. Her gaze is everywhere, surveying all with a tyrannical glare that bears only disdain for all weaker creatures. Her voices echo like thundering clouds, each unique in its pitch and tone, but united in a symphony of authoritative dictation. While there is much to admire about her terrific form, the same cannot be said of the smell. Poisonous gas, acrid fumes, ionized air, burning sulfur, and rime mix noxiously, the result of a slurry of chemicals oozing from her mouths. Great and terrible in equal measure, the dark dragonqueen is among the greatest evils in the known realms, and she certainly looks the part.

### PROFILE

Personality: Tyrannical

**Ideals:** In the dragonqueen's eyes, all other creatures are inferior to her children. Even the noble offspring of her brother are barley a close second to her spawn. However, only a fool would believe the dragonqueen capable of seeing others as equals. She holds herself in highest regard, and dreams of ruling the realms with a vast, draconic empire.

**Bonds:** The dragonqueen has a little-known sister for whom she holds a soft spot – the three headed dragon princess Malefica. While her sister is inferior in every way, the dragonqueen sees any challenge to Malefica's strength and dominion as a direct challenge to her own.

**Flaws:** The dragonqueen is envious of her platinum brother and the esteem he holds among mortal races. While she is incapable of being loved as he is, the dragonqueen will do everything in her power to achieve the same degree of reverence and worship through fear, intimidation, and violence.

**Legend:** The dark dragonqueen was created alongside her brother, the platinum dragonking, by the divine lord of dragonkind. First among his children, the sibling pair served in harmony, exploring the realms and learning of magic. With the permission of their creator, the siblings created races of mighty dragons, inferior but nonetheless mighty reflections of themselves. Both children sought to impress their parent with their creations, and a rivalry soon grew between the two. The dragonqueen sought to increase the power of her children, granting them dominion over lesser races and savage strength. The dragonking in turn instilled unmatched virtue and grace within his creations. Rivalry turned to jealousy as the competition grew ever fiercer, until the sibling's creator intervened. The divine lord of dragonkind went to his platinum son, knowing him to be the more reasonable of the two, to convince him to end the squabbling peacefully. Unfortunately, the dragonqueen's spies learned of this visit, and in a jealous rage she believed her creator to be siding with her brother. The dark dragonqueen vowed to not only surpass her disgustingly noble sibling, but her creator as well, falling ever farther into evil over the eons, dragging her children alongside her into the depths of depravity and evil.

## CHALLENGES

The dark dragonqueen can pose combat, exploration, or social challenge to PCs who interact with her.

### Combat

As a goddess of an already staggeringly powerful race, the dark dragonqueen is an opponent few can match. Her abilities are a mixture of fiendish influence, draconic might, divine power, and a dash of magic. Everything her offspring can do, the dragonqueen can do better: her breath weapons are more powerful, her presence more terrifying, her strength more formidable, and her savagery unrivaled. She has gone toe to toe with fellow gods, cosmic horrors, and even the archdukes of hell. These clashes were excellent teachers, affording her experience that exceeds any mortal's. The dragonqueen's five cunning brains fight flawlessly together, ensuring no one strategy dominates her approach to an opponent. Her cowardice and cunning are equal to her savagery and cruelty on the battlefield, with no amount of pride stopping the dragonqueen from doing whatever it takes to win. With immense divine power and legions of subjects, the dragonqueen is never without key strategic information, used to formulate a both cruel and effective strategies to deal with foolhardy challengers. While her power is great, she is not invincible. Mighty heroes, powerful servants of her brother, and other divinities may challenge her (albeit with a significant amount of effort and teamwork). The dark dragonqueen takes great care never to put herself in a fight she cannot escape, having long since learned discretion is the better part of valor.

If you are using 2CGaming's *Epic Legacy* system, you can run the even more impressive mythic dark dragonqueen in your game. Such a sinister creature is an evil dragon god made flesh, with a terrifying strength and enhanced arsenal to back up such a position. When her full might is brought

to bear the dragonqueen is a living cataclysm. Her power can level entire planes singlehandedly, exterminating entire cities in moments. Even most Epic creatures can only hope to escape her wrath, with those strong enough to survive the onslaught possessing but a brief window before they are overcome by the dragonqueen's divine influence. It takes titanic effort for this version of the dark dragonqueen to manifest, an opportunity she capitalizes on to the best of her expansive abilities.

### **Exploration**

The dark dragonqueen lives within a gigantic cave carved into the largest mountain on the topmost layer of hell. From there she oversees the industrious devils and their machinations, briefly entertaining visitors between gluttonous meals. A steady stream of messengers brings word of her enemies' movements, with information as to the activities of her hated brother the most valuable in her malevolent eyes. Behind her massive bulk is the wealth of worlds – a hoard that has never been robbed or swindled. The area around her lair is perfectly suited for the dragonqueen's needs, causing the following regional effects:

### **Regional Effects**

The region containing the dragonqueen's lair is warped by her divine power, which has created the following effects within 50 miles of the lair:

- Dragons in the area feel incredibly uneasy and cannot benefit from short or long rests, and non-dragons cannot assume the forms of dragons.
- Magical items of *legendary* or rarer qualities give off an aura that can be detected by dragons up to 50 miles away.
- Gold and other currencies mysteriously vanish every hour. A creature carrying currency loses 1d100 of its most valuable coinage every hour it remains within the area, which appears within the dragonqueen's hoard.

If the dragonqueen is destroyed these effects fade immediately.

### **Social**

The dark dragonqueen is five identities sharing one soul. Each of her heads speaks with a different voice and mannerisms, exemplifying the legendary behavior of their chromatic dragon counterparts. The white head is savage and aggressive, from which the dragonqueen gains her proficiency in Intimidation. The red head is knowledgeable and clever, from which the dragonqueen gains her proficiency in History. The green head is duplicitous and conniving, from which the dragonqueen gains her proficiency in Deception. The blue head is noble and dignified, from which the dragonqueen gains her proficiency in Insight. The black head is predatory and cruel, from which the dragonqueen gains her proficiency in Perception. Unless the creature she is addressing is very significant, the dragonqueen rarely speaks with all her heads. In the rare moments her voice is one, her tone echoes with divine authority and overwhelming evil.

## RESOURCES

The dark dragonqueen possesses the following resources to further her goals and schemes.

### Allies

As the mother of all chromatic dragons, the dark dragonqueen commands the largest following of dragons in the known realms. Her children serve through equal measures of fear, admiration, and devotion. While the most powerful among them may resist the casual call to action, no chromatic dragon will refuse a direct order given by their progenitor. Those who serve her out of faith are among her most loyal offspring, granted powerful divine boons as rewards for their service. Mortals are known to join in this worship, though in the dragonqueen's eyes most are but expendable fuel to light the fires of her rising empire.

Among the dragonqueen's more unusual allies are the fiendish devils. While their alliance is tenuous, the dragonqueen's residence in the hells has proved mutually beneficial. Her presence ensures ongoing supremacy against demonic incursions, while in turn the devils provide the dragonqueen with one of the most effective networks of spies in the known realms. None know who would win if both sides came to blows, but for the moment it seems both parties have an unshakable interest in perpetuating their alliance. Many suspect this relationship is cemented in a magical contract said to be penned by Asmodeus himself, the destruction of which would prove disastrous to the forces of evil. The devils will rarely intervene directly on the dragonqueen's behalf, and in the event they do will almost never commit high ranking fiends to the cause. Only once has an archduke followed the dark dragonqueen's orders, a decision they quickly came to regret.

### Rewards

While the dragonqueen loves her hoard as much as any dragon, she will gladly make sacrifices to achieve her goals of a draconic empire. Since treasure is a key motivator for dragons, the dragonqueen will use her vast wealth to bribe powerful draconic allies, though she never pays as much as she ought to. Even mortals can be blessed with the dragonqueen's wealth should they serve her well, though such transactions can easily end in catastrophe. Every deal ends with the dragonqueen having the upper hand, a status quo one would be wise not to challenge.

## STATISTICS BLOCK

Below follows the statistics block to run the Dark Dragonqueen in your 5th Edition game. If you are playing with 2CGaming's *Epic Legacy* system, and your party has advanced beyond 20th level, consider instead using the mythic version of the Dark Dragonqueen for extra impact on your world and challenge for your Epic players.

In the case of your use of the Dark Dragonqueen in an *Epic Legacy* game, we encourage introduction of the non-Mythic version first as an avatar or representative of the Dragonqueen prior to revelation of her true form with the Mythic version later.

## THE DARK DRAGONQUEEN

*Gargantuan dragon, lawful evil*

**Armor Class** 24 (natural armor)

**Hit Points** 962 (52d20 + 416)

**Speed** 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	26 (+8)	21 (+5)	22 (+6)	23 (+6)

**Saving Throws** Str +19, Con +17, Wis +15, Cha +15

**Skills** Deception +23, History +23, Intimidation +23, Insight +23, Perception +24

**Damage Immunities** acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
Condition Immunities charmed, frightened

**Senses** darkvision 240 ft., blindsense 60 ft., passive Perception 34

**Languages** Common, Draconic, Infernal

**Challenge** 30 (155,000 XP)

### TRAITS

**Fiendish Influence.** The dragonqueen's nature has been altered from her time spent in the hells, granting her the following benefits:

- **Devil's Gaze.** The dragonqueen can see in magical darkness and can see the presence of magic on creatures and objects in the form of a faint aura, learning the effects strength (in spell levels) and school (when appropriate).
- **Fiendish Weapons.** The dragonqueen's attacks are magical. Additionally, if a target hit by her attacks would be immune to damage dealt by it, the target instead has resistance.
- **Spell Resistance.** The dragonqueen has advantage on saving throws against spells and magical effects and takes half damage from spells.

**Immense.** The dragonqueen's form is tremendous. She is 120 ft. long from snouts to tail and has a wingspan of 180 ft. On the battlefield, the dragonqueen typically occupies a 60 ft. by 60 ft. space. She can end her movement in a Huge or smaller creature's space and does not treat such spaces as difficult terrain.

Additionally, on each of her turns the dragonqueen can spend 20 ft. of movement to deal 100 bludgeoning damage to an unattended object or structure within 5 ft. of her.

**Multiple Heads.** The dragonqueen has five chromatic dragon heads – black, blue, green, red, and white. While she has more than one head, she cannot be blinded, deafened, frightened, stunned, or knocked unconscious (included in her statistics).

Additionally, while the dark dragonqueen has more than one head she has advantage on Intelligence, Wisdom, and Charisma saving throws.

**Mythic Resistance.** Once per turn when the dragonqueen fails a saving throw or is critically hit, she can spend one of her unspent legendary actions to succeed instead or turn the critical hit into a normal hit.

### ACTIONS

**Multiattack.** The dragonqueen makes three bite attacks and two claw attacks. Any bite attacks made in this manner cannot be made against a single target more than once, and each bite attack must be made using a different head. The dragonqueen can forgo making a bite attack in this manner to instead make a tail attack or use her Tyrannical Presence or Breath Weapons action.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 21 (6d6) acid, cold, fire, lightning, or poison damage according to which head was used to make the attack.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

**Tail. Melee Weapon Attack:** +19 to hit, reach 60 ft., each target of the dragonqueen's choice within range. *Hit:* 23 (2d12 + 10) bludgeoning damage. If a target was a creature, it must succeed on a DC 27 Strength saving throw or be thrown 60 ft. in a straight line away from the dragonqueen, landing prone.

**Breath Weapons.** The dragonqueen unleashes a breath weapon using one of her heads, which causes the following effects according to which head she uses.

- **Black.** A 300 ft. line of acid that is 10 ft. wide. Each creature in the affected area must succeed on a DC 25 Dexterity saving throw or take 67 (15d8) acid damage, or half as much on a success.
- **Blue.** A 300 ft. line of lightning that is 10 ft. wide. Each creature in the affected area must succeed on a DC 25 Dexterity saving throw or take 88 (16d10) lightning damage, or half as much on a success.
- **Green.** A 120 ft. cone of poisonous gas. Each creature in the affected area must succeed on a DC 25 Constitution saving throw or take 77 (22d6) poison damage, or half as much on a success.
- **Red.** A 120 ft. cone of fire. Each creature in the affected area must succeed on a DC 25 Dexterity saving throw or take 91 (26d6) fire damage, or half as much on a success.
- **White.** A 120 ft. cone of icy cold. Each creature in the affected area must succeed on a DC 25 Constitution saving throw or take 72 (16d8) cold damage, or half as much on a success.

**Cataclysm Breath (Recharge 5 – 6).** The dragonqueen's five heads collectively unleash their breath weapons in a 300 ft. cone of roiling, chaotic energy. Each creature in the affected area must succeed on a DC 25 Constitution saving throw or take 95 (50d6) damage, or half as much on a success. The type of damage is either acid, cold, fire, lightning, or poison, which is different for each affected creature according to which type it is likely to take the most damage from after factoring in resistances, immunities, and vulnerabilities.

Unattended objects and structures in the affected area take double damage from this effect.

**Divine Power.** The dragonqueen exerts her divine power, causing one of the following effects.

- Ends a spell or magical effect within 300 ft. of her.
- Suppresses the properties of a non-*artifact* magical item she can see within 300 ft. for 1 hour.
- Casts any spell of 5th level or lower with the casting time of an action or bonus action. Her spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks).

**Tyrannical Presence.** Each creature of dragonqueen's choice that is within 240 feet of the dragonqueen and aware of her must succeed on a DC 25 Wisdom saving throw or bow before of her power. A creature immune to the charmed condition has advantage this saving throw. A creature so bowing immediately falls prone and cannot stand up from prone without the dragonqueen's explicit permission. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that fails three saving throws in this manner becomes permanently frightened of the dragonqueen and can no longer attempt saving throws to end the effect. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragonqueen's Tyrannical presence for the next 24 hours.

#### LEGENDARY ACTIONS

The dragonqueen can take give legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The dragonqueen regains spent legendary actions at the start of her turn.

The dragonqueen's legendary actions associated with her five heads (a bite and breath weapon for each) can only be used once per head until the start of her next turn.

**Bite.** The dragonqueen makes a bite attack using one of her heads.

**Breath weapon (Costs 2 Actions).** The dragonqueen unleashes a breath weapon using one of her heads.

**Divine Power (Costs 3 Actions).** The dragonqueen uses her Divine Power action.

**Move.** The dragonqueen moves up to half her walking speed or flies up to half her flying speed.



## THE MYTHIC DARK DRAGONQUEEN

*Gargantuan Mythic dragon (intermediate deity), lawful evil*

**Armor Class** 30 (natural armor)

**Hit Points** 3362 (164d20 + 416)

**Speed** 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	6 (-2)	30 (+10)	22 (+6)	25 (+7)	28 (+9)

**Saving Throws** Str +24, Dex +10 Con +22, Int +18, Wis +19, Cha +21

**Skills** Deception +33, History +30, Intimidation +33, Insight +31, Perception +31

**Damage Immunities** acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from non-Epic sources

**Condition Immunities** charmed, frightened

**Senses** darkvision 240 ft., blindsense 60 ft., passive Perception 41

**Languages** Common, Draconic, Infernal

**Challenge** Mythic 9

### TRAITS

**Divine Resistance (3/day).** When the dragonqueen is affected by an enemy creature or is hit with an attack, she can choose to be immune all damage and harmful effects caused by the effect or attack for its duration (if any).

**Fiendish Influence.** The dragonqueen's nature has been altered from her time spent in the hells, granting her the following benefits.

- **Devil's Gaze.** The dragonqueen can see in magical darkness and can see the presence of magic on creatures and objects in the form of a faint aura, learning the effects strength (in spell levels) and school (when appropriate).
- **Fiendish Weapons.** The dragonqueen's attacks are magical. Additionally, if a target hit by her attacks would be immune to damage dealt by it, the target instead has resistance.
- **Spell Resistance.** The dragonqueen has advantage on saving throws against spells and magical effects, and takes half damage from spells.

**Immense.** The dragonqueen's form is tremendous. She is 120 ft. long from snouts to tail and has a wingspan of 180 ft. On the battlefield, the dragonqueen typically occupies a 60 ft. by 60 ft. space. She can end her movement in a Huge or smaller creature's space and does not treat such spaces as difficult terrain.

Additionally, on each of her turns the dragonqueen can spend 20 ft. of movement to deal 100 bludgeoning damage to an unattended object or structure within 5 ft. of her.

**Multiple Heads.** The dragonqueen has five chromatic dragon heads; black, blue, green, red, and white. While she has more than one head, she cannot be blinded, deafened, frightened, stunned, or knocked unconscious (included in her statistics).

Additionally, while the dark dragonqueen has more than one head she has Epic advantage on Intelligence, Wisdom, and Charisma saving throws.

### MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the dragonqueen takes a mythic action to cause one of the following effects. The dragonqueen can't use the same effect twice in a row.

**Curse of Supplication.** The dragonqueen targets a creature she can see within 300 ft. with a dread curse. The target must succeed on a DC 30 Wisdom saving throw or be afflicted with an Epic curse. A creature so cursed cannot be immune to conditions or damage. Additionally, when a creature so cursed is reduced to zero hit points by the dragonqueen, she can choose to instead reduce it to 1 hit point and bind its soul to her service. A creature so bound dies instantly if it ever willingly disobeys a command given by the dragonqueen and cannot be returned to life unless the dragonqueen allows it.

**Roar.** One of the dragonqueen's heads roars, which can be heard up to 1 mile away. Creatures of the dragonqueen's choice that she is aware of that hear the roar must make a DC 30 Charisma saving throw or be unable to magically teleport or travel between the planes without her explicit approval.

#### ACTIONS

**Multiattack.** The dragonqueen makes five attacks, only one of which may be a tail attack. No bite attacks made in this manner can be made against a single target more than once, and each bite attack must be made using a different head. The dragonqueen can forgo making a bite attack in this manner to instead use her Tyrannical Presence or Breath Weapons action.

**Bite.** *Melee Weapon Attack:* +24 to hit, reach 30 ft., one target. *Hit:* 56 (8d10 + 12) piercing damage plus 35 (10d6) acid, cold, fire, lightning, or poison damage according to which head was used to make the attack.

**Claw.** *Melee Weapon Attack:* +24 to hit, reach 15 ft., one target. *Hit:* 47 (10d6 + 12) slashing damage.

**Tail.** *Melee Weapon Attack:* +24 to hit, reach 60 ft., each target of the dragonqueen's choice within range.. *Hit:* 38 (4d12 + 12) bludgeoning damage. If a target was a creature, it must succeed on a DC 32 Strength saving throw or be thrown 60 ft. in a straight line away from the dragonqueen, landing prone.

**Breath Weapons.** The dragonqueen unleashes a breath weapon using one of her heads, which causes the following effects according to which head she uses.

- **Black.** A 300 ft. line of acid that is 10 ft. wide. Each creature in the affected area must succeed on a DC 30 Dexterity saving throw or take 90 (20d8) acid damage, or half as much on a success.
- **Blue.** A 300 ft. line of lightning that is 10 ft. wide. Each creature in the affected area must succeed on a DC 30 Dexterity saving throw or take 110 (20d10) lightning damage, or half as much on a success.
- **Green.** A 120 ft. cone of poisonous gas. Each creature in the affected area must succeed on a DC 30 Constitution saving throw or take 105 (30d6) poison damage, or half as much on a success.
- **Red.** A 120 ft. cone of fire. Each creature in the affected area must succeed on a DC 30 Dexterity saving throw or take 140 (40d6) fire damage, or half as much on a success.
- **White.** A 120 ft. cone of icy cold. Each creature in the affected area must succeed on a DC 30 Constitution saving throw or take 90 (20d8) cold damage, or half as much on a success.

**Cataclysm Breath (Recharge 5-6).** The dragonqueen's five heads collectively unleash their breath weapons in a 300 ft. cone of roiling, chaotic energy. Each creature in the affected area must succeed on a DC 30 Constitution saving throw or take 220 (40d10) arcane damage, or half as much on a success.

Unattended objects and structures take double damage from this effect, and anything reduced to zero hit points from the damage is utterly obliterated.

**Divine Power.** The dragonqueen exerts her divine power, causing one of the following effects.

- Ends a non-Deific spell or magical effect within 300 ft. of her.
- Suppresses the properties of a non-relic magical item she can see within 300 ft. for 1 hour.
- Instantly casts any non-Epic spell of 8<sup>th</sup> level or lower. Her spellcasting ability is Charisma (spell save DC 29, +21 to hit with spell attacks).

**Tyrannical Presence.** Each creature of dragonqueen's choice that is within 240 feet of the dragonqueen and aware of her must succeed on a DC 30 Wisdom saving throw or bow before of her power. A creature immune to the charmed condition has advantage this saving throw. A creature so bowing immediately falls prone and cannot stand up from prone without the dragonqueen's explicit permission. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that fails three saving throws in this manner becomes permanently frightened of the dragonqueen and can no longer attempt saving throws to end the effect. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragonqueen's Tyrannical presence for the next hour.

### LEGENDARY ACTIONS

The dragonqueen can take five legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The dragonqueen regains spent legendary actions at the start of her turn.

The dragonqueen's legendary actions associated with her five heads (a bite and breath weapon for each) can only be used once per head until the start of her next turn.

**Bite.** The dragonqueen makes a bite attack using one of her heads.

**Breath weapon (Costs 2 Actions).** The dragonqueen unleashes a breath weapon using one of her heads.

**Divine Power (Costs 3 Actions).** The dragonqueen uses her Divine Power action.

**Move.** The dragonqueen moves up to half her walking speed or flies up to half her flying speed.

### Mythic Effects

As a mythic creature, the dragonqueen causes the following effects.

**Deific Being.** The dragonqueen is an intermediate deity. Against non-Deific creatures she gains the following benefits, unless she chooses not to.

- Automatically hits with any attacks.
- Automatically succeeds on saving throws and ability checks.
- When the dragonqueen deals damage to such creatures, she deals an amount of her choosing up to the maximum listed damage for the attack (excluding extra dice such as from critical hits, spell effects, etc.)
- Such creatures cannot succeed on saving throws against the dragonqueen.

However, these advantages are muted against Epic creatures. When the dragonqueen encounters such creatures for the first time in a day, she does not gain these benefits for a number of rounds equal to the creature's Epic (not total) character level or Epic CR.

**Draconic Magic.** By spending 1 minute in uninterrupted concentration during which time she takes no actions or spends movement, the dragonqueen can cast any spell or Epic spell of her choice, which is considered a Deific effect for its duration.