

## 1: List of Dungeons & Dragons 4th edition monsters - Wikipedia

*Metallic dragons were a type of dragon distinguished typically by the color and composition of their scales, that was like that of various metals, hence the name. They were generally good, altruistic, and righteous creatures.*

Setting[ edit ] The setting of 4e is highly generic and designed to give the DM a relatively blank canvas to paint on. This default setting consists of a wild sort-of-medieval landscape in which isolated human and demihuman communities Points of Light struggle to survive after the fall of a greater empire. This provides an explanation for the large areas of wilderness and many ruins for monsters to hide in, and the need for adventurers as opposed to more regulated militias. The "ground" setting of 4e has become known as the Nentir Vale , after the particular region of the World used for most official non-planar adventure modules. The Great Wheel cosmology, present in 2e and 3e since popularized by Planescape , has been replaced by a new metaphysical cosmology, known as the World Axis. Advice is given on how to reset the cosmology back to the Great Wheel in the Manual of the Planes. The DMG contains an extensive section explaining the tropes of the setting and how they might be used, and also suggesting ways in which the DM can deviate from them to make the setting his own. Old-School Nods[ edit ] Whilst 4e aggressively asserted its identity as a brand new edition in terms of both fluff and mechanics, a lot of older material is actually given the nod in various subtle ways, increasingly so as the edition aged and became more confident with its basic identity. Dragon Magazine actually brought back several ancient monsters that 3e had passed over; the Decapus , the Magen , the Rhagodessa , and the Thoul. Multiple factions from Planescape returned, in the form of the Mercykillers, Sensates, Ciphers and Xaositects. The sadly underdeveloped Domains of Dread articles paid homage to the original "Weekend In Hell" version of Ravenloft , with even its hardcore campaign setting fans admitting that the 4e version of the Headless Horseman Darklord was better. Multiple famous old-school dungeon modules were said to have a place within the Nentir Vale setting. Some even received 4th edition updates; the Tomb of Horrors returned once again, whilst Dungeon Magazine ran an adaptation of the complete Against The Giants module series. Heroes of the Elemental Chaos revived the idea of the Urdunnir , a long-forgotten species of earth elemental dwarves. Gameplay[ edit ] Nearly every roll consists of making a single d20 roll, plus a modifier, against a target number. Gameplay is divided into encounters. The GM selects monsters and traps up to a total experience value as recommended for the size of the party, and the encounter plays out as a tactical miniatures game. Non-combat encounters consist of "skill challenges", where skill checks sometimes of multiple types are made in sequence. XP is awarded for non-combat challenges and quests, as well as for combat encounters. Each character can take one standard action such as an attack , one move action, one minor action, and any number of free actions per turn. Each character also gets one immediate interrupt or immediate reaction per round, which may be used outside of the regular turn order. Generally each character will use their standard action to make use of an attack power. Characters are highly specialized as noted above, and fit into combat roles of controller status effect and mass-attack focused , defender durability and counter-attack focused , leader buffing and healing focused , and striker single target damage focused. Characters level up from level 1 to 30; with the scope of the game changing every ten levels. Levels 1 to 10 consist of battling localised threats eventually scaling to national threats. Levels 11 to 20 consist of battling national threats that eventually scale to world-wide threats. Levels 21 to 30 consist of battling world-wide threats that scale to multi-versal threats. At 30 characters are expected to undergo some form of apotheosis, effectively becoming demi-gods or equivalent in power. Order of the Stick summed this up perfectly in their limited edition Dragon Magazine book; the 4e team relies on spacing and managing cooldowns and per-battle abilities, while the 3. The sourcebook "Wizards Presents: Roles[ edit ] Arguably one of the biggest class-based mechanical changes in 4e was the introduction of Roles. What does each class give to the party? The most popular classes are always those that have a strong mission statement, and when that statement gets wobbly, then you end up with problems - hence the infamous Tier system of 3e. Roles became a defining outline for creating classes, both for the designers and the players; a clear shorthand as to what sort of stuff this class should do in order to meaningfully contribute to a battle. Defenders are the "tanks" of the party.

Strikers are the "critical hitters" of the party. Opportunist attackers, strikers specialize in dealing out lots of damage to opportune targets. Leaders are the "supporters" of the party. They focus on aiding the other party members, be it by healing, granting extra opportunities, buffing, etc. What makes them different to the "healbot" cleric of editions past is that WoTC noted a lot of people complained that whilst clerics were useful, they were often boring. So, leaders were designed to have "double-duty" powers; abilities that would help the rest of the party and still let them get stuck into the fray. Controllers are the "tacticals" of the party. They manipulate the overall flow of battle, specializing in winnowing out weaker foes mowing down minions with Fireball, for example, impeding stronger foes, and in manipulating the battlefield to force enemies to make hard decisions that benefit the party. It bears repeating that Roles do not apply outside of combat. To this end, 4e made two rather deep cuts to the sacred cow: First, classes would no longer have alignment restrictions of any kind. Bards, barbarians, and bardbarians could be lawful, monks could be chaotic, and paladins could be whatever alignment they damn well pleased without losing all their class features. This got some murmuring at first, but it eventually died down, hence its survival into next edition. Second, and much more controversially, the design team stripped out more than half of the existing alignments, collapsing together "chaotic and neutral good" into just "good," "lawful and neutral evil" into just "evil," and all three neutral alignments into "unaligned. And it hearkened back to the very olden days, when alignment was a spectrum instead of a grid, thus: Law - Good - Neutral - Evil - Chaos. It should be added here that there was some justification for doing this, although it was done rather poorly. Everything might have worked better if they left in the lawful neutral and chaotic neutral alignments as "lawful" and "chaotic" both of which had much firmer identities than neutral good and neutral evil. But, there was a complication: Indeed, many suspect that this whole process was initially kicked off by a desire to remove "chaotic neutral" from the alignment system altogether for exactly this reason. Unfortunately, this was very much a "trying to please everyone, and succeeding in pleasing no one" scenario. People who liked the old alignment system hated the new one, seeing it, fairly or unfairly and there are some eloquent defenses of it in the PHB as a dumbed-down, stripped down version of the old one, tearing out more than half the options and leaving nothing to really replace them. People who hated the old alignment system continued to be unhappy with this one, since it was, after all, still an alignment system, only with even fewer options. And even the people who liked it for indeed, the fractious nature of alignment-based discussions all-but guarantees there are people who see no difference between neutral and chaotic good, or lawful and chaotic neutral got to get blasted by the heat of the raging flame war this choice unleashed. Worse, a setting that was somewhat-popular with the indie crowd that liked using the game to explore ideas more than actually playing it was pretty-tightly tied to the traditional alignment system, and completely-revamping the entire alignment grid from the ground up necessitated plucking it up by the roots after the last edition had instead been content to subject it to malign neglect. Character Generation [ edit ] Chargen is simplified compared to 3rd Edition although still time consuming. The core of character generation for 4e, in many ways, is the AEDU System, a universal mechanic for handling class combat options. This results in intimidating large lists of potential options that players need to check, but for newcomers, it is fairly easy to break things up into just the options they need to pick between. Other unique aspects of Chargen for this edition was the system of the Paragon Path and the Epic Destiny. Races [ edit ] The races of PHB 2. People were upset that the Gnome and Half-Orc were not in the core book. Level Adjustment, Favored Class and the concept of negative ability scores are all out the window in 4th edition. Your racial traits would align better with some classes than others, but still, you would never be outright terrible at a given class unless you deliberately made yourself crippled. Races in 4e followed a simple but robust formula: A racial speed, measured in "squares" which amount to 5 foot per square, so a "Speed 6 squares" character can move 30 feet per round. Size Vision - distinct vision ranges were dropped in this edition, so you simply had normal vision, low-light vision, or darkvision, and they tried to reduce the presence of darkvision as much as possible. The race selection was hugely controversial; responding to letters and forum posts indicating a general lack of a fanbase for gnomes and half-orcs, WotC chose to leave those races out of the 4e PHB, instead replacing them with a new race, the Dragonborn, and the Tieflings, one of the most popular "monstrous" races in 3rd edition. By the end of 4th edition, the race list had grown vast as any other edition before it. For the full array, see [ [1]

] A class has the following traits: As described above, this covers your combat role; Defender, Leader, Striker or Controller. This is mostly a flavor thing, although there are a rare few mechanical options locked behind power source, mostly the odd feat, Paragon Path or Epic Destiny. Describes what Ability Scores your class most relies on. Armor Proficiencies Weapon Proficiencies Implement: Certain classes use special items to "focus" their powers, mostly casters. Implement describes just what that is, such as the Cleric and her Holy Symbol. Compared to classes in other editions, 4e classes are hugely front-loaded; whereas classes in other editions follow a paradigm of "gain X class feature at level Y", 4e classes gain all of their features at first level although they do retain the aforementioned level-locked paradigm for Paragon Paths and Epic Destinies. The difference is that 4e classes have relatively few features, averaging about three or four. One of these features, and sometimes more, is always "modular", presenting a player with options to choose from that fundamentally affect the way the class plays. The Wizard, meanwhile, has the feature "Arcane Implement Mastery", where they can choose one specific kind of implement and gain special bonuses whilst using that specific implement. The vast array of different powers gives each PC their own specific set of tricks to use, so two members of the same race and class will play in very different manners. To try and avoid the problem of overwhelming players with options, similar to complaints about the book-keeping needed for casters in previous editions, PC characters have a very small set of powers, gaining new power "slots" as they level up, until they reach their maximum power set ignoring the bonus powers granted by a Paragon Path and an Epic Destiny at level 10, which consists of: From the Paragon tier 11th level onwards, leveling up allows a player to replace their weakest power with a power from their new level - for example, at level 13, you replace your now outdated and weak 1st level Encounter power with a 13th level one. At 11th level and 21st level, respectively, a player picks up a Paragon Path and an Epic Destiny, which further cements the kind of character they want to play and grants bonus class features and powers to match that theme. And then along came Essentials, and made things way more complicated! Based on the idea of Variant Classes, Essentials classes are all but impossible to summarize because each class does things in its own way.

### 2: Draconomicon 2: Metallic Dragons: A 4th Edition D&D Supplement by Richard Baker

*The five metallic dragon races thereafter appeared in the core monster book of every version of AD&D and D&D from , but with the release of D&D 4e () things changed. There were no metallic dragons in the Monster Manual ().*

Dwarves, elves, halflings and humans are all labeled as "common" races who will be seen practically everywhere save the drow subrace for elves , whilst the others are labeled as being "uncommon" races. Many races have subraces; they must choose to be a specific kind of that race for further added bonuses. Race design is similar to 4e, minus the "racial powers" setup due to the loss of that mechanic; all bonuses, no penalties - with a few subrace exceptions. This carries over the 4e philosophy of not completely screwing players who want to build something unconventional, like a halfling barbarian or a half-orc wizard. The first DMG includes rules for custom-building subraces and whole races, with the Eladrin and Aasimar used to demonstrate the rules. Dragonborn Essentially, they are their 4e counterparts with vaguer backgrounds, dragonborn are still pretty close to what they were. Not terrible, even if laughably outclassed in almost every way by other races with similar stat bonuses. Dwarf Your standard issue dwarf. Short and stout, grumpy but loyal, love digging, and tough as a hammer sammich. They get two subraces; Hill and Mountain. Elf Still pretty standard; graceful, eerie, beautiful, mary-sueish bastards. They get three subraces; high, wood and dark. High elves are the magically adept elite. Wood elves are the iconic forest-dwelling primal elves. The Sea Elf comes with the above mentioned ft swim speed as well as the ability to breathe under water as part of the "Child of the Sea" racial feature. Avariel are the winged elves of the Forgotten Realms, nearly driven to extinction by dragons. You have a flying speed of 30 feet while not wearing heavy or medium armor, and know Auran. Unless you are in it for the flavor, there is really no reason to pick them, seeing how there are plenty of better races with flight out there. The Grugach of the Greyhawk setting are xenophobic, isolationist forest dwellers, known to massacre anyone unfortunate enough to stumble into their realm. They get a Strength score increase of 1, a proficiency with the spear, shortbow, longbow, and net going with their savage theme. They can choose a single cantrip from the druid spell list, using Wisdom as their spellcasting ability. Their xenophobic nature also manifests itself by having their ability to speak Common replaced by Sylvan, so you better use a background feature to learn it. Shadar-kai have returned as an elf dub-race, being now a hybrid between their 3rd edition lore of being fae dwelling on the Plane of Shadow, and their 4th edition lore that presented them as humanoids from Shadowfell. Ironically, the fact that they are now basically insane BDSM elves from a different plane makes them seem allot like a certain other type of Dark Elf. They get a Charisma score increase of 1, and the choice between chill touch, spare the dying, or thaumaturgy, with Charisma as their spellcasting ability. Once per short rest, they can also teleport up to 15 feet to an unoccupied space they can see, and gain resistance to all damage until the start of their next turn. With Dragonlance supported, but the Kender race thankfully missing after playtest, these seem to hold up as the Kender replacement. These are the " svirfneblin ", the Underdark-dwelling gnomes mentioned but mostly ignored in editions past. They can also grow beards, something that may have been in previous editions, but is directly addressed in this one. The best PHB race for any Cha-based class, due to their tremendous versatility, and easily has the most raw power. Look at it like this: It might not be the optimal feat for your build, no, but can you easily deny that it beats out any other feat in the game for raw power? Well, a half-elf is essentially a variant human who gets a feat like that. Any kind of half-elf can trade for an upgrade to darkvision and proficiency in perception, half-high elves can gain a wizard cantrip, half-wood elves can gain a five-foot speed boost or an improved ability to hide in the wild, and both of the above can gain elf weapon training. This effectively makes them the best barbarians in the game and gives barbarian-lite abilities to any other classes. This new design eliminates the culturally awkward standard of male orcs forcing themselves on human women, to the point of actually raising the idea that the race could be used for playing a half-dwarf, half-orc. Halfling Small, cheerful, practical creatures, halflings try to make friends with anybody. Their two subraces are Lightfoot and Stout. The playtest release featured the infamous Kender of Dragonlance as yet another halfling subrace. Of course, if an official Dragonlance playbook ever comes out doubtful, at this point, given

the lackluster success of it in 3. Human Humans are the versatile race once again. The feat option, given how strong feats are in 5th, can actually make it very hard to choose any other race, even ones that specialize in a specific area, over humans for a build given the sheer rapidity of power the variant human allows. Tiefling Following in the footsteps of 4e, with a unified if still very variable appearance and a tiefling racial backlore as "descendants of a cursed empire" rather than "spawn of a human and a fiend". Pretty much all of the 3e variants made it through as sub-types. Gotta pick a sub race from the following: Nice utility, as all alternative movements are. Good for other Dex-based classes, completely redundant for a rogue or high-level ranger. Good for a control fighter and the like. Unarmed strikes may only deal a single point damage, but the real power of this ability is essentially two-weapon fighting without needing the fighting style to add the ability score modifier to the damage roll. Good for mage-hunting and utility. Warforged Same old magic robots. Very simple, yet very effective: All of these are somewhat abusable, so your DM might tone them down. On the plus side, they no longer have healing penalties and such. Only four varieties this time; Earth, Air, Water and Fire. Also, got a lot more cultural tweaks than just about anyone was expecting. They also have horns, which they are automatically proficient with, that deal 1d10 piercing damage, offer advantage on shoving checks, automatically shove when used as part of an Attack action, and can be used to gore an enemy as a bonus action even after a Dash. Gothic Heroes[ edit ] Revenant The most exotic race to come out of 5e yet, the Revenant is a member of any of the other races that has died and then risen from the grave as an undead creature in order to pursue an all-compelling goal. The drawback is, once you complete the goal that brought you back from the grave, you die well and truly, passing on to the afterlife with no further possibility of resurrection. Gith One of the biggest and most important subrace splits in the game over here. Zendikar[ edit ] Appearing on the Magic: As a result, it included assorted Zendikaran races, from humans and elves to goblins, vampires, merfolk and kor. Unlike traditional Merfolk , these ones come with legs, so they can actually walk around on land like Tritons. They have to pick one of the three Creeds to follow, which functions as a subrace choice. Zendikaran Vampire Aligned to Black Mana, Zendikaran Vampires are not undead, but infused with a necrotic disease that requires them to feed on the life-energy of others. This is a special attack that they can only do on a target that is willing, restrained, grappled or incapacitated; it inflicts 1 piercing damage and D6 necrotic damage, which A: Zendikaran Goblin Aligned to Red Mana, these goblins are tough and hardy creatures. Grotag Tribe Goblins receive free proficiency in Animal Handling. Lavastep Tribe Goblins have Advantage on Dexterity Stealth checks made in rocky or subterranean environments. Tuktuk Tribe Goblins receive free proficiency in thieves tools. Zendikaran Elves What to really say about these guys? Innistrad[ edit ] Appearing on the Magic: So instead you get an entirely new "human race", with assorted sub-races reflecting specific provinces of Innistrad. They essentially have the Mobility feat, but without having the mobility feat so you can double up on it if you gotta go fast. In mid-September, it was revealed that the book would feature roughly a dozen "deeply detailed" monstrous PC races, and an undisclosed larger number of monsters given "quick rules" for PC use. However, this turned out to be WoTC playing it vague and the end result was that there were only thirteen races in it, one of which was effectively a reprint. The Monstrous Adventurers mark the first return in 5th edition of racial ability score penalties, something that brought a lot of rage and skub from those who hated this idea and those who loved it. Not helping is that of all the races in the book, only the orc and the kobold get these penalties. The designers essentially tried to sidestep some critiques of flagrant balance issues with the "monstrous" races by saying that they are not intended to be truly balanced, and that all DMs have free reign to modify or ban them. Of course, this change in lore from 4e was met with huge amounts of skub. Aasimar Very, very different from their DMG examples. Each of the three subraces, at 3rd level, gets an "angelic manifestation", a transformation they can enter as an action and which lasts for 1 minute or until they end it, with bonuses depending on the subrace. Naturally, they had to undergo a fair amount of changes, since 5e wants to avoid letting PCs be Large. Not even in cultural information. They are surprisingly fitting, since they were first introduced as a player character race in the Forgotten Realms setting. Medium sized, 30ft land and swim speeds, amphibious, can cast Fog Cloud at will and Gust of Wind at 3rd level and Wall of Water at 5th level once per day with Charisma, telepathically talk to water-breathing creatures, are Resistant to Cold and immune to deep water environments. Exactly which ones are broken is

and forever will be skub , but general agreement is that the would-be orc and kobold will be far happier using re-colored half-orcs and halflings as a template, respectively, and that the yuan-ti pureblood is gob-smackingly powerful enough to make even the half-elf blush. One of the only monsters not to get their core racial power: That said, Pack Tactics is incredibly strong due to ANY form of advantage cancelling out disadvantage. What makes a kobold powerful is not that they have access to Advantage, but that they can pretty much never have Disadvantage when near an ally. This opens up a GWM kobold, or a long range sniper kobold as actually viable options. Put a Kobold on a Wolf mount for extra shenanigans. As for their crunch You have Advantage on all saving throws caused by spells and magical effects".

### 3: Dungeons & Dragons (4th Edition) | RPG | RPGGeek

*In addition, this book provides new information about draconic nations and organizations, and the roles that metallic dragons fill in a D&D game. Story and campaign elements in the book give Dungeon Masters ready-to-play material that is easily incorporated into a game, including adventure hooks, quests, and pregenerated treasure hoards.*

Metallic Dragons describes several varieties of dragons, including gold, silver, copper, iron, and adamantite dragons. Story and campaign elements in the book give Dungeon Masters ready-to-play material that is easily incorporated into a game, including adventure hooks, quests, encounters, and pregenerated treasure hoards. It was published in November Continuing the Monster Splatbooks. Chromatic Dragons and Open Grave: Secrets of the Undead Like its predecessors, it mixes the fluff of dragon background with crunchy stats for new dragons and also contains lots of adventures, encounters, and lairs. With that first supplement, the five core races of metallic dragons were set down, though they differed from their more recent kin in one way: Instead metallic dragons could be neutral. There were no metallic dragons in the Monster Manual Instead, GMs had to wait for the Monster Manual 2 , and upon its release they found an odd set of dragons. Three classics were there – the copper, gold, and silver – but the brass and bronze dragons were missing, replaced by two interlopers: The "good" dragons were also changed in another way: Metallic Dragons appeared exactly half-a-year after Monster Manual 2. It better explained the changes, saying that "Not all metallic dragons are good". Metallic Dragons also introduces seven new dragons. Though some of these dragons had appeared in some forms before, every single one of them was notably revamped from its previous appearances. A cobalt dragon had first appeared in Dragon June as one of a new grouping of five dragons called the ferrous dragons or the heavy metal dragons. The group had been popular, reappearing in Dragon The mithral dragon was most obviously a totally new entity, because the sole appearance of a dragon in this metal before had been in SJR4: In fact, when the Metallic Dragon designers created their own mithral dragon, they were thinking more about the radiant dragon, also from Spelljammer The orium dragon was totally new. As with the previous monster splatbooks, this one details a few famous creatures. Bahamut, the king of lawful and originally neutral dragons premiered in Supplement I: He was found in Dragon January Silvara, a silver dragon, may be the most famous good dragon. She plays a very prominent role in DL7: Valamaradace, a good dragon who is also the Dragon Queen of Silverymoon, is mentioned occasionally in Forgotten Realms lore. She made her first actual appearance in Dragon Magazine March , which was near the end of the run of the "Wyrms of the North" series. Other NPCs such as the brass dragon Andraemos and the cobalt dragon Niflung are new to this sourcebook. Please feel free to mail corrections, comments, and additions to shannon. Customers Who Bought this Title also Purchased.

### 4: Dungeons & Dragons 5th Edition - 1d4chan

*Draconomicon: Metallic Dragons* (), by Richard Baker with Ari Marmell, Peter Lee, David Noonan, and Robert J. Schwalb, is the third monster splatbook for D&D 4e. It was published in November It was published in November

It has been one of my favorites. A smart goblin trips them up every time. Or some other plant based PC race. Half-Orcs need to be in there. Shield dwarves, gold dwarves, gray elves, high elves, wild elves, etc. Dragonborn and Tieflings are an OK start. Or maybe they could steal from C. Lewis and create intelligent animals with prehensile paws and upright stances. For fun, though, perhaps they can only run full speed on all fours. Imagine bears, wolves, oversized mice, tigers Essentially, every human character gets two traits, which represent their background e. Short, Tall, Nondescript, or mental abilities e. Bewitching, Perceptive, Eidetic Memory. Buy that splat book when it comes out. Got to move the dead trees. Unique, new races I would like. Honestly, even expanding the player versions of the humanoid races listed in the back of the Monster Manual would do it for me. Ditto for aquatic races. Part of what I liked in Eberron was warforged, shifters, changelings and kalashtar. Personally, I was never into half-races of any sort. And no "joke" races like the Dragonlance gully dwarves, kender and gnomes. Half-orcs will probably be part of DDI content in the near future. No dead trees needed. I am pretty sure we will see the Drow there. You have to watch them trees. Nope, just a conduit to your wallet. Please, try to stay on topic for at least a few threads. The constant 4e bashing is getting tiresome. Always liked those guys. May have just been me wanting to play one from from the MM. So I guess I played a lot of them. So by not including metallic dragons they saved room for other monsters that would make more sense for a party to be fighting. So sort of playable lizard-folk. And a were-person of some breed.

### 5: Adventures | Dungeons & Dragons Free Resources

*Metallic dragons have played a large role in D&D's various monster compilation books, and for most of the game's history five main types - brass, copper, bronze, silver, and gold - were presented as roughly analogous to the five types of chromatic dragons.*

Cone of Cold, Paralyzation Gas Habitat: High Mountains the colder the better Diet: Almost anything; love tasting new things Preferred Treasure: Beautifully crafted jewelry or finely woven fabrics Silver dragons are the second most powerful of the metallic dragons, and are true friends to all. The silver dragon enjoys the company of humans and elves so much that it will often take the form of a human or elf and live among them for the majority of its life. It should be noted that silvers, like all dragons, believe themselves the most superior creatures in the world. However, apart from the ability to fly, which they enjoy greatly, they tend to prefer the physical forms of humanoids for everyday life. At first glance, the silver dragon appears very similar to the White dragon. The silver dragon also has a beautiful frill that begins at the top of its head and flows all the way down its neck and body to the tip of the tail. The frill is silver towards the body, fading to a purple hue at the edge. They have two long, smooth silver horns with black tips, pointing up and back from the head. They also have a pronounced sharp frill under the chin, which has the rough appearance of a goatee. They smell like rain. Silver dragons lay their eggs in a bed of snow. A new hatched silver wyrmling has scales of a bluish gray, which change to silver over time. Silver wyrmlings are intelligent, kind, extremely curious, and adorable. Unlike the gold or bronze dragon, the silver dragon does not usually go out of its way to bring justice to the world. Instead, it waits for others to ask for help. Silver dragons will attempt to right an injustice if they see one, but they have no inclination to intentionally seek evil out and destroy it. They are more interested in protecting the humans or elves it has come to care for than in looking for evil. Like most metallic dragons, silvers do not enjoy combat, and are averse to killing. If forced to fight, however, they are as deadly as any other dragon. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible. The pupils of the oldest silver dragons resemble orbs of molten mercury. They are very intelligent, more so than most humans, extremely powerful, breathtakingly beautiful, and have lifespans which can extend to 4, years as stated in *draconomicon*, the book of dragons. The silver dragon is regal and statuesque, an unusual trait they offer is the love of human dining, and will use the ability of alternate form to take part in large feasts. Silver dragons employ a breath weapon of extreme cold similar to that of white dragons. They also have a second breath weapon, a cone of paralyzing gas. Silver dragons are extremely rare and elusive, preferring to take the guise of kind and elderly humanoids or very attractive and young humanoids. They very much like to associate with elves and humans, not necessarily because they prefer their company over other races, but because they try to learn from the shorter lived humans. Dragons may live for millennia, while humans only live a few decades. This vast difference in time leads to inherent psychological differences concerning time. Dragons tend to think things through for years at a time, using their razor-sharp intellects to hone a plan to perfection, solve near-impossible puzzles, or engage in other intellectual pursuits. Silver dragons, however, note that humans are able to accomplish much in their short life spans because of their drive for success. When a silver dragon can combine its own long-term perspective with the ambition and drive of humans, the benefit is undeniable. Most silvers group together in "clans," a loose organization of dragons who choose to live together as a family. Clans take communal responsibility for protecting and raising their wyrmlings. A senior member of the clan may act as a leader, but no true leader actually exists. Silver dragons do not feel the need for a strict social structure, since they are most content to live as honestly as possible. However, many silver dragons leave their clans for long periods of time to live among nondragons. They tend to live for many years with the same group of humans or elves, having grown attached to them. As members of the family die, the silver dragon, grieved by the loss, often chooses to stay with the family, remaining a true and loyal friend and champion through many generations. If the dragon feels comfortable enough around these nondragons, it might even decide to reveal its true self. A typical lair will contain a main entertaining area, a storage room, a vault, a sleeping chamber, study, library, shrine, and two clinic rooms

where the dragon can offer help and protection to those who need it. The lair will also have a concealed back entrance for use in emergencies.

**Adamantine dragon[ edit ]** Adamantine dragons are tacticians that supplement their melee abilities with blasts of thunderous power. They can be found anywhere, but prefer to lair in huge underground caverns. Regarding tactics, an adamantine dragon favors frontal assaults against a single target that it can take down quickly. When fighting alone, an adamantine dragon attempts to isolate weaker foes first and finish them off quickly.

**Cobalt dragon[ edit ]** Midnight blue dragons that could fire a breath weapon of pulsing, barely perceptible energy. These dragons, like the chromium dragons, were foul of temper, but subservient to iron dragons and their lord.

**Mercury dragon[ edit ]** Mercury dragons are fast, relatively small by dragon standards creatures with long tails. They are very whimsical and make and change decisions quite often. At birth its scales are dull silver. As the dragon ages they become brighter, and at adulthood they take on a mirror finish. Mercury dragons have one breath weapon, a line of superheated yellow light. Upon adulthood, however, they have a secondary attack of reflecting light at their opponent, changing it into a brilliant burst of dazzling brightness. In combat, they are unpredictable except that they will never attack good-aligned creatures unless provoked. They always use spells in combat, finding new and creative ways to use them.

**Mithral dragon[ edit ]** Mithral dragons are among the rarest and most potent of the dragons. Choosing to live in the Astral Sea amongst the gods and angels, these dragons nevertheless pursue agendas and plots that put them into contact with creatures of the mortal world. Mithrals seek to further their own plans at any cost, and woe to the lesser creature that tries to thwart them. These dragons have visions of other times and spaces. Being native to the Astral Sea, mithral dragons are immortal and will not die unless slain in battle.

**Orium dragon[ edit ]** Orium dragons live in jungles and rainforests in the ruins of past civilizations. They command lesser beings to rebuild the glories of the past and obtain the long forgotten magic of fallen empires. To those under its protection, the orium dragon treat them as a monarch, wise but harsh. Those who threaten the dragon and his dreams of rebuilding his empire find themselves choking on its corrosive breath. Spines that vaguely resemble hair and a beard ring its head, and its scales shine like burnished steel. They routinely use their special abilities to infiltrate human society, typically masquerading as sages, scholars, wizards, and other intellectuals. Endlessly curious about the art, culture, history, and politics of civilized races, steel dragons live among humans and similar beings. Though they keep their true nature secret from the people with whom they mingle, they can always recognize each other. When a steel dragon hatches, its scales are a deep blue-gray color with steely highlights. As it grows to adulthood, its color lightens to a lustrous burnished steel, and its shine increases as it continues to age. In human form, a steel dragon always has one steel-gray feature, such as hair, eyes, or nails. In rare cases, this feature may be a ring, tattoo, or other ornamentation. In its natural form, a steel dragon smells of wet steel. Since they prefer human form, steel dragons rarely live in caves. Instead, they choose human dwellings such as mansions or castles. Steel dragons also prefer to dine in human form, but since they need to eat much more than humans do to maintain their true body mass, they make monthly trips to hunt in dragon form. These absences are always explained away in terms consistent with the roles they take in human society. Steel dragons prefer treasure that they can carry in their human forms, such as jewelry, valuable coins, and magic items usable by medium-sized creatures. They hate creatures that disrupt normal life in cities or despoil natural hunting grounds. Within a city, they usually rely on local authorities to deal with troublemakers, though they are quite capable of dealing out their own justice when such authorities cannot be relied upon to do so. Steel dragons tend to prefer swifter forms of justice in the wilderness. From the Archives of the Grey School of Wizardry 1 ed.

### 6: Dungeons & Dragons 4th Edition - 1d4chan

*Talk to anyone who's played and preferred other versions of D&D and/or who loathed 4e and we'll freak out that Adamantine and Iron dragons were even a thing that existed at all. The classic metallic dragons are brass, bronze, copper, gold, and silver.*

You can reach me at: Tonight we did episode 6, a scenario where our heroes had to try to convince the leaders of the metallic dragons to join the council in the fight against the cult of the dragon. The Watcher When I got to the store, I learned of a wrinkle. In my experience, the watcher almost always ends up as a distraction. I always try to get the watcher to play an NPC with simple stats, mostly just to keep them from being a problem. If you remember last week, Dark the Dragon Sorceress made friends with a mezzoloth assassin. I had the watcher play him. This worked pretty well. The watcher was still a bit of a distraction, as he was young and had to be taught table etiquette. This episode is super-short. It just lists the five dragons, who they are and what they want. The DM is left to "unpack" and flesh it out. The Party Harper Elf Sorcerer: We joke that his character lives in a garbage can. Often does "combo moves" with the gnome, throwing him at stuff to get Inspiration. Order of the Gauntlet Half-Elf Paladin: Oath of the Ancients. Order of the Gauntlet Half-Elf Fighter: The player is about 25 years old, knows the rules pretty well. Arveiatrace Our heroes flew on the back of the silver dragon Elia aka Otaaryliakkarnos. I had a pair of chromatic dragons attack, so that the adventurers could have a pretty epic battle on the back of a silver dragon. I used a red dragon Thraxata from the first assassination attempt and Arveiatrace, the insane white dragon mate of Arauthator. Dark and our paladin figured out who Arveiatrace was very quick. I was very impressed! The battle was ok. I have learned now to always start dragon fights with frightening presence. Leading off with the breath weapon is deadly, but at this level the PCs have a lot of ways to mitigate the damage. They slew Arveiatrace and Elia killed Thraxata. I was worried that this open-ended scenario would bore the group, but they were quite engaged with it. Obviously the first issue they had to overcome was the fact that the group has a baby black dragon with them. It actually says in the text that one of the dragons believes that all metallic dragons are made in the image of Bahamut and thus they must be good, which means that they believe that all chromatic dragons are in the image of Tiamat and therefore must be evil. How did the heroes overcome this? Sparky has been collecting stuff like beer coasters in a little sack. What a great idea. The metallic dragons were shocked to see a chromatic dragon do something so selfless. They decided to go ahead and meet with the heroes. There was a nice bit of debate which never dragged. The heroes had to make some concessions in order to get the dragons to join the council. It went like this: Was promised an apology from the dwarves for slaying a silver dragon during a "dragonmoot" a dwarven dragon hunt. It turns out a PC had a dagger of venom stolen from her hoard. The PC, our gnome who likes trash, graciously gave it back along with some gold. The metallic dragons were so impressed that they gave the PCs three arrows of dragon slaying. Captive Cultist I modified this "drop-in" encounter from page 7. Dwarves have captured a high-ranking cultist but are in peril. Our heroes are flying on the silver dragon and see a few dwarves being chased by an army of cultists. The dragon scattered the army while our heroes defended the dwarves from some ogres and a half-red dragon. Death at the Council This is another drop-in encounter that I modified. It is supposed to be an encounter where the heroes can follow a trail of clues to discover that a succubus agent of the cult is seducing and murdering council members. The Yawning Portal My group is a little young for seduction, so I overhauled this. I had an incubus secretly kill Leosin the monk and replace him. When the heroes returned to Waterdeep, "Leosin" takes them to the Yawning Portal bar for drinks. The idea was for him to charm a PC subtly and make him attack the others, then summon barbed devils to do the rest. This way, the meta-game players might think the intent of this encounter is to have a barfight with rival adventurers and will be caught unaware when the subterfuge takes place.

### 7: Read Draconomicon 2: Metallic Dragons: A 4th Edition D D Supplement Ebook Free - Video DailyMotion

## 4ED D&D BOOKS METALLIC DRAGONS pdf

*All about the most popular monsters of D&D--the dragons! Draconomicon I: Chromatic Dragons describes several varieties of dragons, including red, blue, green, black, and white dragons, as well as three completely new chromatic dragons.*

### 8: D&D Rulebooks â€“ Google Drive

*Dungeons and Dragons 4th Edition Draconomicon II: Metallic Dragons publication was reported as an alleged copyright violation. Publishers may not upload content protected by copyright law unless they have the necessary legal rights.*

### 9: D&D Books | eBay

*This is a list of products for and related to Dungeons& Dragons 4th edition.*

*Step Families (Lets Talk About) Uncontrolled desires : the response to the sexual psychopath, 1920-1960 Ostrogorsky history of the byzantine state The minstrelsy of Isis Canadas Fifty Years in Space Met by a single institution, several training institutes may collaborate to offer Wagers of Synthesis Bethany Discovering Christs Love in Times of Suffering When Heaven Seems Silent Neuroscience dale purvis 5th ed sinauer V.9-12. The history of Sir Charles Grandison. Its in the mail : setting up mailing systems and shipping accounts Women and suicide Lillian M. Range The place of birth Bringing down the moon Black cat, white cat. The house on Alexandrine Conduct disorders of childhood and adolescence The new hide or seek Pulpwood investigation . The power exercised in binding and loosing sins is Gods. Collected studies on immunity Anatomy and human movement structure and function Some Modern Mathematics for Physicists Other Outsiders Vol. 2 Business studies Winter keys to woody plants of Maine Law, Economics, and Philosophy 6 Six Steps to Continuity Management Numerical analysis 2nd edition timothy sauer The dialogue approach Drivers leading to higher food prices : biofuels are not the main factor Paul Armah, Aaron Archer, and Gr Civilization and the human subject Inside out theme song piano Papas prey zoe blake School reform and intergroup education Supporting Writing The Schweinfurt raids: Battle over Germany Instant Send-Home Letters (Grades K-2) Katawan Ana P. Ebo Microsoft Windows XP Media Center Edition Fast Easy Double Shot (Goldy Culinary Mysteries, Book 12)*