

# Ultraxus, the Dragon Tyrant

## Description

*“An excellent day for a massacre. Just like old times.”*

This dragon puts all others to shame. Its body ripples with well-formed muscle beneath a layer of black scales each the size of a shield that glows softly with an orange light. Its head is adorned with a magnificent set of horns, as though wearing an ornate crown. Its size is overwhelming, dwarfing any dragon you've seen, let alone heard of. Large golden eyes look down at you with an imperious stare, and its growl shakes the earth.

## Background

The world of mortals trembles when the gods wage war. These titanic battles are few and far between, so the weapons and warriors who fought in such a conflict have become lost to time and memory. For this, the world must be thankful, for if the Dragon Tyrant Ultraxus, greatest among the Dragon Queen's generals were to once again wage war there is no doubt as to the outcome. First among the Imperial Dragons, Ultraxus was not born, but made. The Dragon Queen created a dragon through powerful and dark magic to unite her squabbling brethren, with authority second only to her own. These brutal dragonkin become known as Imperial Dragons, and their power was magnificent. Over millennia from the pits of Hell, the Queen of Evil Dragons unleashed her Imperial brood to bring ruin to those gods who dared oppose her. As is the fate of many twisted experiments, this new breed of dragon did its job too well. Pressed into service through the threat of brutal violence, the flights of chromatic dragons formed a disciplined army the likes of which the world had never seen. At its head Ultraxus stood, beneath him a mountain of dragon skulls collected as testament to his might. Fearing a new rival of her own making, the Dragon Queen betrayed Ultraxus to her enemies by revealing his battle strategies and tactics, and the war turned against the Imperial Dragon. Ultraxus, seeing his matron's part in his sudden string of defeats, denied the Dragon Queen her victory in a fit of spite. Using ancient magic, Ultraxus sealed off what remained of his army, his island fortress, and himself inside an impenetrable magical field, from which they could never emerge. The forces of good, grateful of the reprieve from Ultraxus's fury, decided to lay the matter to rest. Ultraxus was imprisoned and his armies contained. For all his genius, Ultraxus could not escape from this prison of his own making, or so they believed.

## Regional Effects

Ultraxus's presence has a profound impact on other creatures and the surrounding environment, creating the following effects.

- **Dragon Commander.** Ultraxus is an innate source of authority over other dragons, even non-chromatic ones. If a non-Epic dragon spends at least one continuous hour in the presence of Ultraxus, it becomes charmed by him for a period of one year. This condition cannot be removed by non-Deific means, and ignores any immunity to the charmed condition a dragon may have.
- **Reign of Terror.** Ultraxus is terrifying to creatures, striking fear into the most stalwart hearts. All non-Epic creatures within 10 miles of Ultraxus's location lose any immunity to the frightened condition and become frightened of Ultraxus if they are aware of his presence. Animals and wildlife flee from the area as quickly as possible, as do any creatures not dedicated to facing Ultraxus in battle.

## Playing Ultraxus

Ultraxus is a warrior at heart, and relishes the chance to engage in visceral combat. While he lives, he gives as good as he gets. Ultraxus loves every minute of it, though he would still prefer to see the bulk of the punishment dealt to his enemies. The subsequent sections contain tactics about how his abilities can be used to great effectiveness. In addition to suggested strategies, details about how Ultraxus's personality affects his combat decisions can help you run this encounter with all the fury and arrogance of a rampaging super-dragon.

## Personality

Ultraxus is arrogant, brutal, and prone to throwing his weight around. This confidence is tempered, however, by a calculating mind, and the master strategist can easily tell when it's time to address threatening foes seriously. Ultraxus lives for brutality, and will gladly bide his time if it means he can set himself up for a devastating blow that could annihilate his enemies in a single act. With no lair and little treasure, he is prone to inflicting collateral damage on a massive scale if the battles get particularly interesting.

# Ultraxus, Dragon Tyrant

Colossal Dragon, Lawful Evil

Armor Class: 30

**Hit Points:** 4,095 (182d20 + 2,184)

**Speed:** 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+12)	14 (+2)	34 (+12)	27 (+8)	19 (+4)	30 (+10)

**Saving Throws:** Str +23, Dex +13, Con +23, Int +19, Wis +15, Cha +21

**Skills:** Athletics +23, Arcana +19, History +19, Insight +15, Perception +15, Intimidation +21

**Condition Immunities:** Charmed, frightened, incapacitated, paralyzed, petrified, stunned, unconscious.

**Epic Condition Immunities:** Crushed, destabilized, ignited

**Damage Immunities:** Fire, bludgeoning, slashing and piercing damage from non-magic weapons

Damage Resistances: Force

**Senses:** Blindsight 60 ft., darkvision 120ft., passive Perception 25

**Languages:** Common, Draconic, Infernal

Challenge: Mythic 8

## TRAITS

**Battlefield Supremacy (6/day).** If Ultraxus fails a saving throw, he can choose to succeed instead. If Ultraxus succeeds on a saving throw versus a spell in this manner, he gains immunity to that specific spell's effects for the remainder of its duration.

**Superheated.** When Ultraxus deals damage with a melee weapon attack, he deals an additional (7) 2d6 fire damage per level of Superheated he possesses (Included in the attack). Ultraxus gains a level of Superheated when using his Annihilating Breath action, or Molten Scales mythic action. These levels of Superheated reset to zero when Ultraxus takes a short or long rest.

**Colossal.** Ultraxus's form is tremendous, occupying a 30 ft. square on the battlefield. Ultraxus can move through any non-magical obstacle or non-Epic spell effect as though it were difficult terrain (though he still suffers the effects of the spell or terrain, if applicable). In addition, Ultraxus's can end his movement in a Large or smaller creatures' square, and does not treat moving through those creatures' spaces as difficult terrain.

## ACTIONS

**Multiattack.** Ultraxus makes four attacks. One with his bite, two with his claws, and one with his tail.

**Bite.** *Melee Weapon Attack:* +23 to hit, reach 20 ft., one target. *Hit:* 38 (4d12 + 12) piercing damage plus 22 (4d10) force damage plus 7 (2d6) fire damage per level of Superheated. The target is grappled (escape DC 33). Until the grapple ends, Ultraxus cannot make a bite attack against another target.

**Claw.** *Melee Weapon Attack:* +23 to hit, reach 15 ft., one target. *Hit:* 30 (4d8 + 12) slashing damage plus 7 (2d6) fire damage per level of Superheated.

**Tail.** *Melee Weapon Attack:* +23 to hit, reach 25 ft., one target. *Hit:* 35 (4d10 + 12) points of bludgeoning damage plus 7 (2d6) fire damage per level of Superheated. A creature struck by the tail is knocked prone.

**Breath Weapons (Recharge 5-6).** Ultraxus uses one of the following breath weapons:

**Annihilating Breath.** Ultraxus unleashes a beam of pulverizing force that reduces matter to ruin. The beam is a line 1 mile long and 15 ft. wide. Each creature in that line must make a DC 27 Dexterity saving throw or take 220 (40d10) force damage. A successful saving throw halves this damage. A creature grappled by Ultraxus's Bite when this action is used takes the maximum amount of damage possible, and is not afforded a Dexterity saving throw. This attack pierces any non-Deific form of cover, ignoring it, and does maximum damage to objects and structures. After using this breath, Ultraxus gains one level of Superheated.

**Antimagic Bomb.** Ultraxus spits a globe of antimagic that devastates magical effects. The bomb has a range of 300 ft. and explodes in a 20 ft. radius at the point of impact. Ongoing spell effects in the area are dispelled as if by the Tier 2 Epic spell, *antimagic ray* (+10 ability check to dispel). A maximum of three ongoing spell effects can be dispelled through a single use of this breath weapon.

## REACTIONS

**Reactive Scales.** Ultraxus's scales are unique among dragons in that he can control and subtly manipulate them to fortify against an incoming attack. After Ultraxus suffers damage from a weapon or spell attack, he may use his reaction to gain immunity to all subsequent damage from that weapon or spell until the start of his next turn.

## MYTHIC ACTIONS

On initiative Count 20 (losing initiative ties), Ultraxus takes a Mythic action to cause one of the following effects:

**Molten Scales.** Ultraxus's scales glow red hot, causing the area around him to become superheated. Ultraxus gains one level of Superheated. All creatures within 30 ft. of Ultraxus must succeed on a DC 27 Constitution saving throw or lose 45 (10d8) hit points plus 9 (2d8) hit points per level of Superheated as their skin becomes parched and moisture leaves their bodies. A successful save halves the hit points lost.

**Dread Visage.** Each creature of Ultraxus's choice within 1 mile of him that is aware of his presence must succeed on a DC 27 Wisdom saving throw or become Frightened for 1 minute. While frightened, a creature must take the Dash action and move away from Ultraxus by the safest available route. If a creature ends its turn in a location where it doesn't have line of sight of Ultraxus, it may reattempt a Wisdom saving throw at the end of that turn (no action). On a successful save, it no longer needs to use its Dash action to flee, but remains frightened. If a creature's saving throw is successful or the effect ends for it, the creature is immune to additional uses of Dread Visage for the next hour.

## LEGENDARY ACTIONS

Ultraxus can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ultraxus regains spent legendary actions at the start of his turn.

**Hurricane.** Ultraxus beats his wings, whipping up a whirlwind of terrifying force. Ultraxus directs this wind in a 90-ft. line, 50 ft. wide. Each creature in that area that does not have cover from the wind must succeed on a DC 27 Strength saving throw or be thrown back by the force of the gale to the end of the line. If an object would prevent this movement, the creature takes 4 (1d6) points of bludgeoning damage per 10 ft. of movement prevented.

**Deep Breath.** Ultraxus breaths deeply, recharging his breath weapon. If his breath weapon is already recharged, when he uses this Legendary Action, damage from the next use of Annihilating Breath increases by an additional 55 (10d10), and the number of spell effects attempted to dispel by an instance of Antimagic Bomb increases by two. If Ultraxus does not use his breath weapon on his next turn after benefiting from this legendary action, these additions to the breath weapon effects are lost.

**Fury.** Ultraxus makes a Perception check, followed by a claw or tail attack.

**Power Dive (Costs two actions).** Ultraxus leaps toward his target throwing his entire weight into a mighty slamming attack. He immediately moves up to double his speed in a straight line and impacts the area at

the end of that movement with terrifying force. All creatures occupying Ultraxus's space at the end of this movement take 5 (1d8) points of bludgeoning damage per 10 ft. of movement Ultraxus traveled, and must succeed on a DC 27 Constitution saving throw or become stunned until the end of their next turn. A successful saving throw halves the damage and prevents the stunned condition.

## Tactics

Once battle is joined, Ultraxus unleashes his Annihilating Breath and Power Dive actions to quickly put enemies on the defensive, preferably before they can get their protections in place. Until he feels an enemy has given him a good reason not to, Ultraxus will spread the pain around, testing to see the effectiveness of his various abilities on different foes. He particularly enjoys closing the distance between himself and enemies who prefer to stay at range, and will gladly provoke attacks of opportunity if it means he gets a chance to maul a wizard.

**Mythic Actions.** Ultraxus has to choose between two actions, both of which are quite powerful. Dread Visage is very powerful, but is only good for a single use or two. This ability works best used either in the middle of the fight when it can cause absolute mayhem, or at the beginning to prevent the party from gaining any momentum. If he has particular disdain for a target frightened of him, Ultraxus can chase them to prevent them from breaking line of sight, and gaining some helpful opportunity attacks along the way from his fleeing foe. Ultraxus's Molten Scales mythic action serves two purposes: a source of offense against players that is hard to prevent, and increasing levels of Superheated. High levels of Superheated can lead to Ultraxus become near unstoppable. A party playing defensively trying to drag a fight out will quickly find themselves losing that battle of attrition.

**Actions.** Ultraxus is a beast of a dragon, and consequently his attacks hit incredibly hard. Of note is his ability to grapple foes with his bite attack, then unleash his Annihilating Breath against them on subsequent turns for obscene damage. Magical effects that protecting party members or dealing high damage to Ultraxus can be effectively dealt with via his Antimagic Bomb. Keep in mind that in combination with the Deep Breath legendary action, Ultraxus's breath weapon can be usable often, or saved for an extremely damaging blast that can kill enemies in a single shot. Ultraxus avoids slaughtering an enemy with focused multiattacks unless they have earned his ire.

**Legendary Actions.** Because of his might, Ultraxus's legendary actions allow him to move himself or his enemies and unleash devastating damage. They should be used to shatter defenses, and position Ultraxus optimally for his upcoming turn.

- **Hurricane.** While this ability does not deal very much damage relative to Ultraxus's other abilities, it has a massive area and considerable consequences for players who value their positioning. Ultraxus often uses this ability to push dangerous characters out of defensive positions, or melee enemies well

out of threatening range. Ultraxus rarely cares about the damage inflicted by this ability, considering a nice bonus to the tactical advantages provided by its disruptive abilities.

- **Deep Breath.** When Ultraxus needs to recharge his breath weapon, he will almost always use this ability. However, if he has a target grappled in his jaws, he may consider additional uses to devastating effect. If his enemies have several magical effects in play, a deep breath or two could easily eliminate all but the most powerful magic with a Antimagical Bomb.
- **Fury.** Like all dragons, Ultraxus is good at spotting hidden enemies. As his attacks become more dangerous due to Superheated, Ultraxus can rely more and more on this ability to devastate targets quickly with high damage attacks, or track down the fools who think themselves safe from his wrath.
- **Power Dive.** Because this ability costs two of Ultraxus's legendary actions, this ability is often used sparingly. However, a cluster of enemies is often too tempting a target to pass up. Ultraxus considers two particularly damaged foes a good enough reason to use this action, especially if he would benefit considerably from them being stunned. If he can use this ability before his turn, Ultraxus will gladly enjoy the advantage conferred on his attacks due to the stunned condition.

## Death Throes

When Ultraxus is slain, he unleashes a final mighty roar that can be heard everywhere across the plane, shaking the very earth, and announcing his killers. All creatures that stood against Ultraxus in the combat leading to his defeat are marked, compelling chromatic dragons to bring war to them. These dragons become attuned to the marked creatures during this time, becoming aware of their location and compelled to fight them to the death. Non-Deific attempts to prevent this awareness fail. Diplomatic means to de-escalate confrontations between these dragons and their marked targets, short of Epic spells, similarly fail. This effect slowly wanes over the course of a year and a day, unless the marked creatures perform some similar great act of servility to appease the chromatic dragons and Queen of Dragons herself.