

DRAGON, ENIGMA

The Enigma Dragon born from the remnants of a long-dead star. Guardians of the voidrealm, also known as the Demiplane of Exile. It is a realm of darkness and emptiness where no mortal being can survive for long. Despite the voidrealm's reputation for danger and darkness, the Enigma Dragon has made it its home. the Enigma Dragon is known throughout the voidrealm as a powerful and wise entity, possessing knowledge and understanding beyond the grasp of mortals. It is a being of immense curiosity, driven by an insatiable thirst for knowledge and understanding. The dragon's intellect is unparalleled, and its ability to comprehend complex concepts and theories is beyond compare.

Stellar Origins. The Enigma Dragon's birth is rooted in the remnants of a long-dead star, a celestial body that once blazed with light and energy before collapsing in on itself. From the ashes of this cosmic cataclysm emerged the Enigma Dragon, a creature born of the star's remnants and infused with its powerful energy.

Quest for Understanding. The Enigma Dragon is driven by a deep desire to understand the nature of existence and the secrets of the universe. Its insatiable thirst for knowledge has led it to explore the far reaches of the voidrealm, seeking out new mysteries to unravel.

Singularity Beam. The Enigma Dragon possesses an extraordinary power that sets it apart from all other creatures in the voidrealm. By focusing its boundless energy into a concentrated beam, the dragon can create a singularity, a point in space where gravity is so immense that nothing can escape its pull.

Guardian of the Voidrealm. The Enigma Dragon is a powerful guardian of the voidrealm, tasked with maintaining the delicate balance of the cosmos. The dragon uses its abilities to protect the voidrealm from external threats and to preserve the delicate equilibrium of the universe. However, it will not hesitate to use its powers to defend itself or others in times of need.

“By the beard of a mountain dwarf... what in the blazes is that? Look at its scales, black as a moonless night, and pulsing with energy that makes my knees weak. That must be the Enigma Dragon... I can feel its power from here. And did you see that beam it just unleashed? It was like a bolt of pure force, tearing through the air like a knife through butter. And then... then it created some black hole? I have never seen anything like this before... I think we should back away slowly, and hope it doesn't decide to focus that power on us.” – Drogan Stonefist, Thane of Clan Ironbeard.



LAIR OF WONDERS

The lairs of some Enigma Dragons are true wonders to behold, filled with strange and wondrous artifacts that the dragon has collected from its travels across the voidrealm. These artifacts are often imbued with powerful energy and have unique properties that are not found anywhere else in the universe.

Some of these artifacts are physical objects, such as rare crystals, ancient relics, or cosmic artifacts that are imbued with the power of the universe. These objects are arranged in elaborate patterns, reflecting the dragon's deep understanding of the cosmos and the universe's intricate workings.

Other artifacts are more ephemeral in nature, such as strange energy formations or cosmic phenomena that the Enigma Dragon has studied and cataloged. These phenomena are often arranged in intricate patterns, forming a tapestry of cosmic energy that reflects the dragon's deep knowledge and understanding of the universe.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the Enigma Dragon can take a Lair Action to activate one of the following magic items:

Orb of Entropic Disruption (3 Charges). The Enigma Dragon expends one action and one charge from the Orb of Entropic Disruption, unleashing a wave of entropic energy in a 60-foot radius around the dragon. All creatures in the area must make a DC 20 Constitution saving throw or take 22 (4d10) necrotic damage. Creatures that fail the saving throw also have their maximum hit points reduced by the same amount until they finish a long rest.

Prism of Dimensional Reflection (3 Charges). The Enigma Dragon expends one action and one charge from the Prism of Dimensional Reflection, creating a series of illusions in a 60-foot cone in front of the dragon. All creatures within the area must make a DC 20 Wisdom saving throw or be unable to take reactions until the end of their next turn.

Cube of Planar Binding (3 Charges). The Enigma Dragon expends one action and one charge from the Cube of Planar Binding, creating a zone of planar binding in a 30-foot radius around the dragon. Any creatures within the area cannot teleport or be teleported until the end of the dragon's next turn.

Staff of Cosmic Revelation (3 Charges). The Enigma Dragon expends one action and one charge from the Staff of Cosmic Revelation, emitting a burst of cosmic energy in a 60-foot cone in front of the

dragon. All creatures within the area must make a DC 20 Wisdom saving throw or be stunned until the end of their next turn.

Tome of Void Knowledge (3 Charges). The Enigma Dragon expends one action and one charge from the Tome of Void Knowledge, channeling its vast knowledge of the voidrealm into a burst of arcane power. The dragon creates a zone of void energy in a 60-foot radius around itself, causing all creatures within the area to suffer disadvantage on saving throws against spells or magical effects for the next round.

REGIONAL EFFECTS

The region surrounding the Enigma Dragon's lair is warped by the dragon's powerful void magic, which creates one or more of the following effects:

Dimensional Rifts. Planar disturbances caused by the Enigma Dragon's presence open rifts in space and time, causing the fabric of reality to warp and shift within a six-mile radius of the lair. These rifts can cause creatures to be displaced, teleported, or even erased from existence. Any creature attempting to teleport or use planar travel within the region must make a DC 20 Intelligence saving throw or suffer a planar mishap, causing unpredictable and often disastrous effects.

Gravitational Anomalies. The Enigma Dragon's mastery over gravity creates powerful gravitational anomalies that distort the space-time continuum within a three-mile radius of the lair. These anomalies cause objects and creatures to be pulled in unpredictable directions and create ripples in the fabric of space-time, making navigation and travel difficult and dangerous. Any creature attempting to move within the region must make a DC 20 Wisdom saving throw or be pulled in a random direction by the gravitational anomaly.

Void Plagues. The Enigma Dragon's hunger for knowledge and understanding has led it to explore the darkest corners of the voidrealm, bringing back strange and deadly diseases that can afflict all creatures within a one-mile radius of the lair. These void plagues can cause debilitating symptoms, such as sudden blindness, deafness, or loss of limb function, and can be fatal if left untreated. Creatures that fail a DC 20 Constitution saving throw are infected with a void plague and suffer the symptoms for 1d6 days before they can recover.

If the Enigma Dragon is slain, these effects will gradually fade over the course of 1d10 days as the voidrealm slowly returns to its natural state.

WYRMLING ENIGMA DRAGON

Medium dragon, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 153 (18d8 + 72)
- **Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	18 (+4)	13 (+1)	14 (+2)

- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 11
- **Languages** Common, Draconic, Primordial
- **Challenge** 10 (5,900 XP)

Legendary Resistance (1/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 7 (1d10 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 60-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Medium or smaller must succeed on a DC 14 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw by 5 or more is pulled into the singularity and takes an additional 22 (4d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes.



close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 14 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

YOUNG ENIGMA DRAGON

Large dragon, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 210 (20d10 + 100)
- **Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	21 (+5)	21 (+5)	15 (+2)	14 (+2)

- **Saving Throws** Int +10, Wis +7

- **Skills** Arcana +10, History +10, Nature +10
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 12
- **Languages** Common, Draconic, Primordial plus up to two other languages
- **Challenge** 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.
Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage



Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 60-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 15 Dexterity saving throw, taking 33 (6d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Medium or smaller must succeed on a DC 15 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw by 5 or more is pulled into the singularity and takes an additional 33 (6d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 15 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.



BONUS ACTIONS

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (5,000 pounds) or push them up to 30 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

ADULT ENIGMA DRAGON

Huge dragon, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 300 (24d12 + 144)
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	22 (+6)	24 (+7)	17 (+3)	18 (+4)

- **Saving Throws** Int +14, Wis +10
- **Skills** Arcana +14, History +14, Nature +14, Perception +10
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 20
- **Languages** Common, Draconic, Primordial plus up to four other languages
- **Challenge** 23 (50,000 XP)

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

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the

end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 120-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 19 Dexterity saving throw, taking 44 (8d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Medium or smaller must succeed on a DC 19 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw by 5 or more is pulled into the singularity and takes an additional 44 (8d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes



close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 19 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.

Wand of Mind Thrust (3 Charges). The dragon expends one action and one charge from the Wand of Mind Thrust to deal psychic damage to a single target's mind within 60 feet. The target must make a DC 25 Intelligence saving throw or take 44 (8d10) psychic damage and gain a short-term madness effect. On a successful save, the target takes half damage. The wand regains all expended charges daily at dawn.

BONUS ACTIONS

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (8,000 pounds) or push them up to 30 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Mind Thrust (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Mind Thrust.

ANCIENT ENIGMA DRAGON

Gargantuan dragon, unaligned

- **Armor Class** 22 (natural armor)
- **Hit Points** 490 (28d20 + 196)
- **Speed** 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	27 (+8)	20 (+5)	22 (+6)

- **Saving Throws** Int +16, Wis +13
- **Skills** Arcana +16, History +16, Nature +16, Perception +13
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 20
- **Languages** All
- **Challenge** 28 (120,000 XP)

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

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 120-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 23 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried are

disintegrated. Additionally, any creature that fails its saving throw and is Large or smaller must succeed on a DC 23 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw is pulled into the singularity and takes an additional 66 (12d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 23 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity, and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

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Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.

Wand of Force Barrier (3 Charges). The dragon expends one action and one charge to activate the Wand of Force Barrier, creating a temporary force barrier that provides protection from physical attacks. The barrier has 50 hit points and can absorb damage from physical attacks. While the barrier is active, the Enigma Dragon has resistance to bludgeoning, piercing, and slashing damage.

Wand of Mind Thrust (3 Charges). The dragon expends one action and one charge from the Wand of Mind Thrust to deal psychic damage to a single target's mind within 60 feet. The target must make a DC 25 Intelligence saving throw or take 44 (8d10) psychic damage and gain a short-term madness effect. On a successful save, the target takes half damage. The wand regains all expended charges daily at dawn.

BONUS ACTIONS

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (10,000 pounds) or push them up to 30 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of

another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Mind Thrust (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Mind Thrust.

Force Barrier (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Force Barrier.

GREATWYRM ENIGMA DRAGON

Gargantuan dragon, unaligned

- **Armor Class** 23 (natural armor)
- **Hit Points** 555 (30d20 + 240)
- **Speed** 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	26 (+8)	30 (+10)	24 (+7)	26 (+8)

- **Saving Throws** Int +19, Wis +16
- **Skills** Arcana +19, History +19, Nature +19, Perception +16
- **Damage Resistances** cold
- **Damage Immunities** force
- **Senses** blindsight 30 ft. darkvision 120 ft. passive Perception 26
- **Languages** All
- **Challenge** 30 (155,000 XP)

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Singularity Beam (Recharge 10). The dragon exhales a beam of pure energy in a 120-foot line that is 5 feet wide. At the end of the line, a singularity with a radius of 5 feet is created. Each creature in that line must make a DC 25 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as

much damage on a successful one. Objects in the area that aren't being worn or carried are disintegrated. Additionally, any creature that fails its saving throw and is Large or smaller must succeed on a DC 25 Strength saving throw or be pulled towards the singularity up to 100 feet and become restrained by the singularity created by the beam until the end of the dragon's next turn. Any creature that fails its Strength saving throw is pulled into the singularity and takes an additional 88 (16d10) force damage. The singularity created by the beam is a point in space where the gravity is so strong that it creates a black hole, pulling in anything that comes close enough to it. The singularity collapses at the end of the dragon's next turn. Any creature that was pulled into the singularity and survives the experience must make a DC 25 Constitution saving throw or become stunned for 1 minute as its body struggles to recover from the extreme gravitational forces. The creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on a success. If the creature fails three saving throws in a row, it is crushed or disintegrated by the singularity,



and its remains are scattered across the Voidrealm or Material Plane. The creature is then transported to a random point on the Material Plane, at least 1,000 miles away from the dragon.

Wand of Astral Projection (3 Charges). The dragon expends one action and one charge to activate the Wand of Astral Projection, projecting its consciousness onto the Astral Plane for up to one minute. While projected, the dragon can communicate with other beings on the plane, but cannot physically interact with anything in the material world.

Wand of Gravity Shift (3 Charges). The dragon expends one action and one charge from the Wand of Gravity Shift to cause a single target within 60 feet to experience a sudden shift in gravity. The target must make a DC 20 Constitution saving throw or be knocked prone and take 22 (4d10) force damage. In addition, the target's movement speed is halved until the start of the dragon's next turn. The wand regains all expended charges daily at dawn.

Wand of Force Barrier (3 Charges). The dragon expends one action and one charge to activate the Wand of Force Barrier, creating a temporary force barrier that provides protection from physical attacks. The barrier has 50 hit points and can absorb damage from physical attacks. While the barrier is active, the Enigma Dragon has resistance to bludgeoning, piercing, and slashing damage.

Wand of Mind Thrust (3 Charges). The dragon expends one action and one charge from the Wand of Mind Thrust to deal psychic damage to a single target's mind within 60 feet. The target must make a DC 25 Intelligence saving throw or take 44 (8d10) psychic damage and gain a short-term madness effect. On a successful save, the target takes half damage. The wand regains all expended charges daily at dawn.

Wand of Time Dilation (2 Charges). The dragon expends one action and one charge to activate the Wand of Time Dilation, causing time to slow in a 30-foot radius around it until the start of the dragon's next turn. All creatures within the radius must make a DC 25 Wisdom saving throw or have their movement speed halved and be unable to use a bonus action until the start of the dragon's next turn. In addition, all magical items with activation mechanics such as charges or abilities that can be used once per day regain the ability to activate at the end of the dragon's turn except for this wand. Once

all two charges are expended, the wand is destroyed and cannot be used again.

BONUS ACTIONS

Telekinetic Mastery. The dragon possesses powerful psionic abilities that allow it to manipulate objects with ease. As a bonus action, the dragon can activate or deactivate any magic item within 60 feet of it that requires an action to activate, using its telekinesis to control the item remotely. The dragon has advantage on any ability check made to control or manipulate an object through telekinesis, and it can exert its telekinetic force with incredible precision, allowing it to perform delicate tasks with ease. The dragon's telekinesis can also be used to move objects and creatures up to its carrying capacity (15,000 pounds) or push them up to 60 feet away, with no attack roll required. The dragon cannot use its telekinesis to manipulate creatures or objects that are being worn or carried by another creature, unless that creature is willing.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 20 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Astral Projection (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Astral Projection.

Gravity Shift (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Gravity Shift.

Mind Thrust (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Mind Thrust.

Force Barrier (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Force Barrier.

Time Dilation (Costs 2 Actions). The dragon expends two legendary actions to activate the Wand of Time Dilation.