

# Bounteous

*Gargantuan Legendary Celestial Dragon*

**AC** 20 (Natural Armor)

**Hit Points** 270 (20d12 + 140)

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

STR	DEX	CON	INT	WIS	CHA
22(+6)	25(+7)	20(+5)	25(+7)	30(+10)	28(+9)

**Saving Throws** Dex +13, Con +11, Wis +16, Cha +15

**Skills** religion +13 perception +16

**Damage Resistances** cold, lightning, thunder

**Damage Immunities** radiant

**Condition Immunities** exhausted

**Senses** truesight 120 ft., passive perception 26

**Spellcasting.** Bounteous is a 20th-level spellcaster. Bounteous' spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). Bounteous has the following cleric spells prepared:

Cantrips (at will): sacred flame	5th level (3 slots): greater restoration
1st level (4 slots): guiding bolt	6th level (1 slot): heal
2nd level (4 slots): lesser restoration	7th level (1 slot): regenerate
3rd level (3 slots): mass healing word	8th level (1 slot): holy aura
4th level (3 slots): banishment	9th level (1 slot): mass heal

**Magical Resistance.** Bounteous has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If Bounteous fails a saving throw, Bounteous can choose to succeed instead.

## **ACTIONS**

**Bite.** Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 30 (5d8 + 8) piercing damage and 14 (4d6) radiant damage.

## **LEGENDARY ACTIONS**

Bounteous can take 3 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. Bounteous regains all spent legendary actions at the start of its turn.

**Spellcasting.** Bounteous casts a spell.

**Wing Flap.** Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) bludgeoning damage.

Artwork by José Muñoz (this side) & Godfrey Escoto (other side)



# The Divinity of Bounteous

Mini Adventure by Ian Spiegel-Blum,  
Johannes Bahnsen & Christopher Larsen

*Wars have taken their toll on Arcania and as a result there is great need all over the planet. Society lies in ruin and it is believed that white dragons are the last hope of the human species. Appearing in human form as an elderly beggar, Bounteous is the harbinger of charity, leading an enormous host of dragons. The champion of the legendary Aequinox and with many cities and settlements under his protection, he is like a god to many. Black and red dragon raids are the greatest threat to society, but for now there is a delicate balance. Why white dragons have taken up the cause of humanity is unknown.*

Across the lands of Arcania, the war rages. But in a small village on the outskirts of the breadlands, the people continue to live as they always have: farming and worshipping the benevolent dragon Bounteous. For several decades, the clergy of Bounteous has managed to keep the worst of the war from the village by negotiating with the warlords. As long as they pay the agreed upon tax with harvested crops, the village is left alone.

But now, members of the clergy have begun disappearing. Rumors of necromancers and undead horrors come from the lips of travelers. Most telling, the crops are beginning to wilt and die, suggesting the village's connection to Bounteous is waning. Adventurers have

been called to travel north of the village and to explore the ancient Temple of Bounteous, the seat of the clergy's power. They find it has been overrun and claimed by the defilers, and the priests residing there have all been executed. Without the clergy of Bounteous the people of the area are facing their demise at the hands of the necromancers from the north or the warlords from the south when they come for their due.

## A BONE TO PICK

As the adventure begins the adventurers find themselves in front of the temple. The temple lies atop a small hill with stone stairs leading up to the entrance. On the roof above the entrance stands a marble statue of the dragon Bounteous — defiled. A makeshift wooden barrier blocks passage into the central courtyard from this entrance. The surrounding gardens reek of putrid, burnt flesh. The smell of death.

The adventurers are now faced with the option to either attempt to penetrate the barrier or scale the walls to enter the courtyard from above. In either case it is a DC 14 *athletics* check to succeed.

As soon as the adventurers enter the temple, they are ambushed by 1d6+2 **skeletons** who have been standing guard just inside.

## DEEDS OF THE WICKED

Upon defeating the skeletons, the adventurers can investigate the temple courtyard further. Several members of the clergy have been executed brutal-

ly. Blood stains the courtyard as bones, picked clean as if the meat were sucked off, litter the passageway. They find broken or otherwise defiled holy symbols of Bounteous but no sign of the priests' bodies, save the bones and dismembered limbs. Most of the surrounding rooms are empty, the clergy's riches ransacked, but for the inner sanctum of the temple from which dark voices chant a deep and dissonant hymn.

## THE INNER SANCTUM

Necromancers within the inner sanctum of the temple are performing a dark ritual. They surround the Archpriest of Bounteous, who is on his knees and on the verge of death. The leader of the necromancers stabs his staff into the archpriest's chest. The archpriest's blood siphons up the staff and forms a ruby-like gem on the end that glows with a dark light. This light shoot beams at the necromancers assembled, granting them new power, and transforming them into 1d6+2 **specters**. They immediately attack the adventurers. The necromancer leader, now also a specter, has charged his staff. It lets him cast *Chill Touch*, *False Life* and *Ray of Enfeeblement* at their lowest level at will, requiring no material components.

Upon defeating the specters, the archpriest, still barely alive, calls upon the adventurers. He tells them that a holy relic of Bounteous is hidden in his chambers and that placing it upon the altar will cleanse the temple of the cannibalistic necromancer's enchantments upon the

land. These enchantments interfered with the villagers' harvest. As the relic is replaced, the room shakes. Outside, the dragon Bounteous takes to the skies, a few feathers falling at the adventurers' feet. A keen observer might notice the defiled marble dragon has disappeared.



CLERIC OF BOUNTEOUS