

PYRAXIS, THE KEEPER OF SECRETS



- **Armor Class (AC):** 18 (Natural Armor)
- **Hit Points (HP):** 172 (15d12 + 75)
- **Speed:** 40 ft., fly 80 ft., burrow 40 ft.

ABILITIES

- **STR:** 23 (+6)
- **DEX:** 10 (+0)
- **CON:** 21 (+5)
- **INT:** 16 (+3)
- **WIS:** 13 (+1)
- **CHA:** 19 (+4)

SAVING THROWS

- **DEX:** +5
- **CON:** +10
- **WIS:** +6
- **CHA:** +9

SKILLS

- **History:** +8
- **Perception:** +11
- **Stealth:** +5
- **Persuasion:** +9

DAMAGE IMMUNITIES

- Fire

SENSES

- **Blindsight:** 60 ft.
- **Darkvision:** 120 ft.
- **Passive Perception:** 21

LANGUAGES

- Common, Draconic

CHALLENGE

- 17 (18,000 XP)

STANDARD POWERS

- **Breath Weapons (Recharge 5–6):** Pyraxis can use one of the following breath weapons:
 - **Fire Breath:** Exhales fire in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.
 - **Sleep Breath:** Exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes, waking up if it takes damage or another creature uses its action to wake it.

SPECIAL ABILITIES

- **Mirage Mastery:** Once per day, Pyraxis can create an illusionary terrain in a 1-mile radius centered on itself, which lasts for 24 hours. This terrain appears real in every sense and can only be dispelled by true sight or a similar ability.
- **Sand Whisperer:** Pyraxis has the ability to move through sand as easily as water, leaving no trace of its passage. Additionally, it can communicate with creatures made of or living in sand, such as elementals, gaining information about its surrounding territory.
- **Guardian of Lore:** Pyraxis can cast *legend lore* once per day without requiring material components, reflecting its deep knowledge of ancient secrets and stories.
- **Secret Keeper's Boon:** As a reward for those it deems worthy, Pyraxis can grant a creature it touches the ability to comprehend and speak one language of Pyraxis's choice for 24 hours.

LEGENDARY ACTIONS

Pyraxis can take 3 legendary actions, choosing from the options below:

- **Detect:** Pyraxis makes a Wisdom (Perception) check.
- **Tail Attack:** Pyraxis makes a tail attack.
- **Wing Attack (Costs 2 Actions):** Pyraxis beats its wings. Each creature within 10 feet of Pyraxis must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Pyraxis can then fly up to half its flying speed.

Pyraxis embodies the whimsical yet wise nature of brass dragons, enhanced with unique powers that accentuate its role as a guardian of ancient knowledge and secrets.