



D. Blue Dragon Plateau

Blue Dragon Plateau is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers a general guideline on scaling the adventure for each level. The characters must enter the desert lair of a diabolical blue dragon, combat draconic minions, avoid dastardly traps, and circumvent other grim hazards.

Background

The blue-scaled dragon, Zolar Suneater, has watched over the endless sands for countless years. Travelers through the desert are rare, but those who choose to make the perilous journey are warned to be watchful for a sudden darkening of the skies, as though the sun has been blocked out.

Zolar flies high above, too high for those without magically enhanced vision to see, but when he spots his prey, he dives suddenly

with the sun behind him. Once you see his shadow descending upon you, it is probably too late.

Although no one is certain, many believe the dragon has made his lair in one of the ruined temples atop the peaks of the nearby mountain range. It would explain how he has never been seen at lower altitudes, except, of course, when he feeds.

Blue Dragon Plateau

Zolar's lair hides within the heart of a 200-foot-tall plateau upon which a mighty temple dedicated to a wind god once stood. Hunks of stone walls, broken tile floors, and other embellishments are all that remain of the old temple. A 20-foot-wide gaping hole in the earth in the ruins of the main temple offers access to Zolar's actual den.

General Features

Unless stated otherwise, the Blue Dragon Plateau has the following features.

Outside. The plateau is situated near a dry desert canyon. Year round, the days are insufferably hot, and the nights damnably chilly. High winds are common, which create frequent dust storms. Furthermore, Zolar's presence creates a field of static electricity throughout the area—the characters will know they're near when the hair on their head starts to stand on end.

The temple ruins are made from stone and rock quarried from the plateau.

Den Interior. The caverns below the old temple boast 20-foot-high ceilings. The walls are made from razor-sharp glass, a hallmark of blue dragons. A creature not wearing armor that touches a wall or is pushed into it takes 2 (1d4) slashing damage from the jagged edges.

Illumination. The large holes at the east end of the den keep the caverns illuminated during the day, the rays of light bouncing off the multiple mirrors put in place by Zolar. Otherwise, these caverns are completely dark. Read-aloud text blocks assume that the characters have darkvision or their own light sources. Zolar relies mostly on his blindsight and darkvision.

Dimensional Mirrors. Various mirrors hang throughout Zolar's lair. Once on each of its turns, a Medium or smaller creature that is allied with Zolar and has the spellcasting feature can use 10 feet of its movement to step magically into one of the mirrors within its reach and emerge from a second mirror within Zolar's lair, appearing in an unoccupied space within 5 feet of the second mirror. The mirrors have AC 13, 10 hit points, and are immune to nonmagical damage. Destroying a mirror causes it to stop functioning as a transporter.

Half-Blue Dragons

Many of the creatures featured in this adventure are the half-blue dragon offspring of Zolar. These creatures all have the half-blue dragon template, which grants them the following additional features.

Challenge. Increase the challenge rating for each creature by 2.

Ability Scores. Unless already higher, change the half-dragon's Intelligence and Charisma scores to 10 (+0).

Senses. The half-dragon gains blindsight out to a radius of 10 feet and darkvision out to a radius of 60 feet.

Resistance. The half-dragon gains resistance to lightning damage.

Languages. The half-dragon speaks Draconic.

New Action: Breath Weapon (Recharge 5–6). The half-dragon gains a breath weapon. It can exhale lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. The DC for the save is equal to 8 + the creature's Constitution modifier + its proficiency bonus (+2 for CR 0–4 creatures, +3 for CR 5–10 creatures).

Approaching the Lair (8th Level and Higher Only)

In the 8th-level version of this adventure and higher, Zolar is a legendary dragon whose mighty magic warps and distorts the desert environment around his lair. When the characters come within 6 miles of Zolar's lair, they experience deadly hazards caused by Zolar's presence.

The characters must perform a series of skill challenges to overcome these hazards. A

skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work. All skill challenges against these hazards have the following features in common:

- **Goal and Context.** The characters must find a safe way through the hazard.
- **Difficulty.** Primary skill checks related to this skill challenge are made against DC 15. Secondary and repeat checks are made against DC 20.
- **Complexity.** The characters may make as many ability checks as they like toward a given skill challenge. However, they need at least three successes to complete each challenge.
- **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. Each of the hazards lists the primary checks relevant to the hazard.
- **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
- **Time.** Each check contributed to overcoming a hazard takes 30 minutes of the character's time—a minimum of 90

minutes per hazard if all of their checks are successful.

- **Consequences.** Achieving three successes made against a hazard's skill challenge allows the characters to complete the challenge. Each time the characters suffer a failure, something bad happens, as detailed in each of the hazard's descriptions.

First Hazard: Thunderstorms

Thunderstorms rage within 6 miles of the lair. The primary checks for this skill challenge are Strength (Athletics), Intelligence (Arcana), and Wisdom (Survival). Each time the characters fail a challenge, the characters must each make a DC 15 Dexterity saving throw. A character takes 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

Second Hazard: Dust Devils

Dust devils scour the land within 6 miles of the lair. This skill challenge sees the characters get through the dust devils' territory without getting into a fight. The primary checks are Strength (Athletics), Dexterity (Stealth), and Wisdom (Perception). Each time the characters fail one of these checks, they must fight the dust devils. A dust devil has the statistics of an **air elemental**, but it can't fly, has a speed of 50 feet, and has an Intelligence and Charisma of 1 (–5). The number of dust devils the characters fight depends on the level of the adventure, as shown in the Dust Devil Encounters table.

Third Hazard: Sinkholes

Hidden sinkholes form in and around Zolar's lair. The primary checks for this skill challenge are Dexterity (Acrobatics), Intelligence (Nature), and Wisdom

DUST DEVIL ENCOUNTERS

Adventure Level	Encounter
8th	1d2 dust devils
11th	1d4 dust devils
14th	1d6 + 1 dust devils

(Perception). Each time the characters fail a check, they must each make a DC 15 Dexterity saving throw or fall 1d6 × 10 feet into the sinkhole, taking 3 (1d6) damage for every 10 feet they fall.

Fourth Hazard: The Plateau

After the characters reach Zolar's plateau, they still have to find a way to reach the top without drawing attention to themselves. The primary checks for this skill challenge are Strength (Athletics), Dexterity (Stealth), and Intelligence (Nature). Using magical means to reach the top, such as the *fly* or *dimension door* spells, still requires a skill challenge but grants the characters one success as if they had

succeeded on a Strength (Athletics) check. Each time the characters fail a check, they're attacked by Zolar's minions. The nature of the minions depends on the level of the adventure, as shown in the Plateau Random Encounters table.

- **Half-blue dragon knights** and **gladiators** use the half-blue dragon template (see the Half-Blue Dragons section on page 4). All of them have *slippers of spider climb*, allowing them to walk vertically along the plateau's edge without making checks.
- **Earth elementals** can throw rocks at flying targets. They can throw two rocks per turn using their Multiattack. A rock functions exactly like their Slam attack, except it is a ranged weapon attack with a range of 50/150 feet.
- **Cult fanatics** ride **phase spiders** if they're fighting climbers or **griffons** if they're fighting flyers. When a phase spider enters the Material Plane via its Ethereal Jaunt trait, its rider accompanies it. Additionally, the spiders are equipped with special saddles that allow the cultists

PLATEAU RANDOM ENCOUNTERS

d6	8th-Level Encounters	11th-Level Encounters	14th-Level Encounters
1	1 harpy and 1d4 + 1 manticores	1 harpy and 1d4 air elementals	1d2 harpies and 1d4 invisible stalkers
2	1d4 veterans wearing <i>slippers of spider climb</i>	1d4 half-blue dragon knights* wearing <i>slippers of spider climb</i>	1d4 half-blue dragon gladiators* wearing <i>slippers of spider climb</i>
3	1d2 earth elementals	1d4 earth elementals	1d6 + 1 earth elementals
4	1d3 cult fanatics riding phase spiders or griffons	1d6 cult fanatics riding phase spiders or griffons	2d4 cult fanatics riding phase spiders or griffons
5	2d4 gargoyles	3d4 gargoyles	4d4 gargoyles
6	1d2 rovers	1d4 rovers	1d6 + 1 rovers

to ride them even while traveling vertically or upside down on ceilings.

If it's the characters' first check, they're attacked at the bottom of the plateau. Otherwise, the creatures attack while the characters are mid-climb or mid-air.

Zolar the Blue Dragon

Zolar is a **young blue dragon** in the 5th-level version of this adventure and an **adult blue dragon** in all other versions. Unlike other blue dragons, Zolar has a distaste for appearing human via magic and prefers to remain in his true draconic form. Zolar will offer the characters a chance to avoid conflict by promising them no harm if they serve him, and he will even offer to help them find adventure hooks (assuming they're okay with giving Zolar 80 percent of everything they find). If the characters refuse Zolar's deals, Zolar attacks. However, Zolar prefers to use hit-and-run strategies, taking to the skies or to the soft sand at the base of his plateau.

Before the characters reach Zolar's lair, roll a d10 to determine his current location.

ZOLAR'S LOCATION

d10	Current Location
1–2	D1g. Zolar's Perch
3–4	D3 – Zolar's Nest
5–6	D6 – Temple Great Hall
7–8	D7 – Gallery
9–10	Zolar isn't currently in his lair but returns just as the characters are leaving

Keyed Locations

The following locations are keyed to the maps of the Blue Dragon Plateau on pages 6 and 8.

D1 – Plateau of Wind

You reach the top of the Blue Dragon Plateau, and a sudden rumble of thunder overhead startles you. The wind begins to howl, whipping sand up into your face and filling the air with static electricity. Despite the chaos, you can still see the ruins of the old temple and its auxiliary buildings looming in the distance, their weathered stone walls still standing tall.

Encounter: Trouble. Many of Zolar's deadly troops hide here in the ruins. If the characters aren't careful, they could draw the attention of all the creatures, resulting in a battle royale. The Area D1 Encounters table shows the breadth of the entire encounter should it come to that, as determined by the adventure's level. Creatures marked with an asterisk use the half-blue dragon template (see the Half-Blue Dragons section on page 4).

Potential Encounter: Zolar. If Zolar is in area D1g, the characters immediately spot the beast standing on his perch. See Zolar the Blue Dragon above for details. If a fight breaks out between the characters and Zolar, Zolar's minions hiding around the ruins join in the fight.

D1a. Overlook Entrance

A lip leading into the caverns juts out from the cliff face approximately 50 feet below the top. It leads to area D2.



AREA D1 ENCOUNTERS

Adventure Level	D1b Encounter	D1d Encounter	D1e Encounter
5th	1 cult fanatic and 5 thugs	1 half-blue dragon scout*	1 ogre with a shield (+2 AC) and flail (same damage, but piercing)
8th	1 half-blue dragon knight,* 1 cult fanatic, and 5 thugs	1 half-blue dragon knight*	1 hill giant
11th	1 half-blue dragon knight,* 1 cult fanatic, and 3 thugs	1 half-blue dragon gladiator*	1 <i>awakened</i> giant ape (Int 10, speaks Draconic)
14th	1 mage, 1 half-blue dragon knight,* 1 cult fanatic, and 3 thugs	1 half-blue dragon knight* mounted on a wyvern	1 fire giant

Trap: Windy Overlook (8th Level and Higher Only). Whenever a creature that isn't Zolar sets foot onto the overlook, ferocious winds begin to blow here. A target must make a DC 15 Strength saving throw. On a failed save, the target is blown off the overlook and forced to the ground below. It's a 150-foot drop from the overlook, dealing 52 (15d6) falling damage to the target.

D1b. Grand Temple Ruins

You approach the remains of the grand temple, and the scale of the ruins is breathtaking. The stone pillars rise up to the sky, and the intricate carvings and hieroglyphics on the walls tell stories of long-forgotten gods and ancient civilizations. As you make your way inside, you can see that the temple was once a place of great reverence with ornate altars and offerings left behind by worshippers long gone.

In the center of the main chamber, there is a gaping sinkhole.

Encounter: Guardians. Some of Zolar's trusted guardians lurk in the old ruins. If



AREA D1B ENCOUNTER

Adventure Level	Encounter
5th	1 cult fanatic and 5 thugs
8th	1 half-blue dragon knight ,* 1 cult fanatic , and 5 thugs
11th	1 half-blue dragon knight ,* 1 cult fanatic , and 3 thugs
14th	1 mage , 1 half-blue dragon knight ,* 1 cult fanatic , and 3 thugs

they know the characters are coming (for example, if the characters failed to climb up the cliffside without provoking an encounter), they are hiding and ready. The nature of this encounter depends on the level of the adventure, as shown in the Area D1b Encounter table. Creatures marked with an asterisk use the half-blue dragon template (see the Half-Blue Dragons section on page 4).

D1c. Sinkhole

You approach the 20-foot-wide sinkhole in the middle of the temple ruins, and as you peer into its depths, you see nothing but darkness. The ground around the sinkhole is unstable, and you can see that there have been recent rockfalls, as though something has been moving around down there. A sense of unease washes over you as you realize that you are not alone and something may be lurking in the darkness below.

The 20-foot-wide sinkhole is 30 feet deep, opening 50 feet above the temple's old great hall, area D6—a total of 80 feet. A creature that falls into the hole takes 28 (8d6) damage from the fall. Climbing down the sinkhole

BLUE DRAGON CAVERNS

1 SQUARE = 5 FEET



without a rope isn't too difficult, requiring only a successful DC 5 Strength (Athletics) check. However, there's still the matter of the additional 50 feet beyond that.

Encounter: Phase Spiders. The drop isn't the only thing creatures descending into the sinkhole need to worry about. Phase spiders loyal to Zolar lurk in the hole. They remain ethereal until a creature enters the hole. They won't join the other monsters in the potential "battle royale" (see area D1 for details). The number of phase spiders depends on the level of the adventure, as shown in the Area D1c Encounter table. Creatures marked with an asterisk use the half-blue dragon template (see the Half-Blue Dragons section on page 4).

AREA D1c ENCOUNTER

Adventure Level	Encounter
5th	1 phase spider
8th	2 phase spiders
11th	1 half-blue dragon phase spider* and 1 phase spider
14th	1 half-blue dragon phase spider* and 2 phase spiders

D1d. North Ruins

This tiny pair of buildings once served as storehouses for the temple. Now it's home to creepy critters.

Encounter: Critters. Pests lurk within the ruins of this old building. They are not associated with the other creatures atop the plateau and won't involve themselves in combat with its other inhabitants. The nature of these creatures depends on the level of the adventure, as shown in the Area D1d Encounter table.

AREA D1D ENCOUNTER

Adventure Level	Encounter
5th	2 swarms of poisonous snakes
8th	3 swarms of poisonous snakes
11th	4 swarms of poisonous snakes
14th	4 swarms of poisonous snakes and 2 giant poisonous snakes

D1e. West Ruins

These open ruins are often bathed in the shadow cast by the cliff above.

Encounter: Half-Blue Dragon Soldier. One of Zolar's progeny, a half-dragon, uses this area to collect her thoughts. She emerges to join the fray if a battle erupts atop the plateau. Her statistics depend on the level of the adventure, as shown in the Area D1e Encounter table. Creatures marked with an asterisk use the half-blue

AREA D1E ENCOUNTER

Adventure Level	Encounter
5th	1 half-blue dragon scout*
8th	1 half-blue dragon knight*
11th	1 half-blue dragon gladiator*
14th	1 half-blue dragon knight* mounted on a wyvern

dragon template (see the Half-Blue Dragons section on page 4).

Treasure: Golden Necklace. Zolar isn't a fan of gold, so he awarded the creature here a valuable golden necklace, which it wears with pride. The necklace is worth 1,000 gp in the 5th- and 8th-level versions of this adventure and 5,000 gp in the 11th- and 14th-level versions.

D1f. South Ruins

Like the other buildings atop the plateau, this small structure lies in ruins.

Encounter: Muscle. One of Zolar's tougher troops resides here, sleeping in the shadows of the old building's walls. When a fight breaks out on the plateau, they emerge from the ruins and start swinging. The nature of the creature depends on the level of the adventure, as shown in the Area D1f Encounter table.

AREA D1F ENCOUNTER

Adventure Level	Encounter
5th	1 ogre with a shield (+2 AC) and flail (same damage, but piercing)
8th	1 hill giant
11th	1 <i>awakened</i> giant ape (Int 10, speaks Draconic)
14th	1 fire giant



D1g. Zolar's Perch

As you make your way up a rocky outcropping that overlooks the ruins of the ancient temple, you notice something strange. The ground is scorched in places, and you can see the remains of small animals that appear to have been burned alive. Looking closer, you notice deep gouges in the rocks, as if something massive and powerful had clawed its way up here.

This is where Zolar sometimes stands to bask in the sun and issue commands to his troops. If Zolar is located atop the plateau, he stands here. Zolar and his minions won't engage in combat unless the characters provoke them. See Zolar the Blue Dragon on page 5 for details.

D2 – Overlook

The only way to reach the overlook without coming in through the back entrance is to climb in through the cliffside. See Area D1a for details.

You discover a 20-foot-tall opening into a cavern, 50 feet below the top of the plateau. The entrance is dark, and you can't see more than a few feet inside. The static electricity here makes your hair stand on end, and you realize that this may be the blue dragon's lair.

As you peer inside, your eyes adjust to the darkness, and you begin to notice strange details. A mirror hangs on the northern wall, reflecting the faint light from outside. It seems out of place, considering the thick layer of sand that covers everything else in the lair.

Feature: Dimensional Mirror. The mirror is one of the mirrors detailed on page 4.

Encounter: Entrance Guards. Elemental guardians protect the entrance to Zolar's lair, using their special features to hide within the sand. The guardians here won't attack if Zolar is present (see below). The nature of these guardians depends on the level of the adventure, as shown in the Area D2 Encounter table. Creatures marked with an asterisk are new creatures featured in the appendix.

AREA D2 ENCOUNTER

Adventure Level	Encounter
5th	2 earth weirds*
8th	3 earth weirds*
11th	1 invisible stalker and 2 earth weirds*
14th	1 invisible stalker and 2 earth elementals

Potential Encounter: Zolar the Blue Dragon. If Zolar is in his nest (see below), then he notices the characters as soon as they enter through this entrance. The dragon speaks to them from the dark recesses of his cavern, offering the same deal as detailed on page 5.

D3 – Zolar's Nest

A short flight of stairs climbs up to a marble dais backed against a stone wall cut into the surface of the cavern. Fine carpets, silk throw pillows, and other comfortable-looking accouterments cover the surface of the dais, all of which are blue. It somewhat resembles a bed or nest for a large creature.

This is where Zolar sometimes comes to lounge. Zolar doesn't sleep as often as other

dragons his age, preferring to keep himself busy plotting and pillaging.

Possible Encounter: Zolar the Blue Dragon. If Zolar is here, he's currently meditating or sleeping. He's a light sleeper, so it won't take much to draw his attention, taking only a -2 penalty to his passive Wisdom (Perception) score. See Zolar the Blue Dragon on page 5 for details.

D4 – Treasure Room

A chunk of ruined wall makes reaching this area difficult and gently conceals it. Noticing the entrance to the treasure chamber from the north side (coming from area D2) requires a successful DC 15 Wisdom (Perception) check.

Hazard: Wobbly Wall. A Medium or larger creature will have to squeeze through the passage to the north to reach the actual treasure. Although easily doable, it requires a successful DC 10 Dexterity (Acrobatics) check to do so without causing the wall to collapse. If the wall collapses, any creature on the eastern side of the wall must immediately make a Strength or Dexterity saving throw (the creature's

choice). On a failed save, a creature takes 18 (4d8) bludgeoning damage and becomes restrained by the rubble. A creature, including the restrained creature itself, can pull a trapped creature free from the rubble with a successful DC 15 Strength (Athletics) check. On a successful save, a creature takes only half as much damage and isn't restrained. Collapsing the wall causes enemies in the area to come to investigate, either through the passages in the cavern or via dimensional mirrors.

Feature: Dimensional Mirror. There is a dimensional mirror at the south end of the entrance to this area. See page 4 for details.

Trick: Ethereal Treasure. When the characters find a way behind the wobbly wall (see above), read the following:

Neatly stacked chests, jars, and crates crowd this space. Curiously, there doesn't appear to be any sand on these objects.

The treasure is there, and it's not—it's on the Ethereal Plane. Zolar's phase spider minions drag his treasure to the Ethereal

AREA D4 TREASURE

Adventure Level	Treasure
5th	250 pp; 7,500 sp; 6 tourmaline gems worth 100 gp each; a box of turquoise animal figurines worth 250 gp; a <i>potion of hill giant strength</i> ; <i>dust of disappearance</i> ; and an <i>elemental gem (blue sapphire)</i>
8th	500 pp; 10,000 sp; 12 tourmaline gems worth 100 gp each; a silver brooch worth 750 gp; a <i>potion of superior healing</i> ; a <i>potion of heroism</i> ; and <i>pipes of haunting</i>
11th	2,000 pp; 70,000 sp; 6 blue sapphires worth 1,000 gp each; an old painting depicting an attractive, blue-scaled dragonborn woman worth 2,500 gp; a <i>potion of invisibility</i> ; a <i>spell scroll of earthquake</i> ; and a <i>+3 flail</i>
14th	2,500 pp; 140,000 sp; 12 blue sapphires worth 1,000 gp each; a jeweled silver crown worth 7,500 gp; a <i>bead of force</i> ; a <i>handy haversack</i> ; and a <i>frost brand longsword</i>

Plane to keep it safe. The characters might suspect that it's only an illusion. However, a character who investigates the treasure and succeeds on a DC 17 Intelligence (Arcana) check recognizes that the treasure is there, it's just unobtainable from the Material Plane.

Treasure: Ethereal Goodies. If the characters find a way to enter the Ethereal Plane, they can claim Zolar's treasure. The contents of Zolar's treasure depend on the level of the adventure, as shown in the Area D4 Treasure table.

D5 – Sandbath

As you step into the lair, your eyes gradually adjust to the dim light, and you find yourself standing in a large cavern. The air is thick with the scent of sulfur, and the ground beneath your feet radiates with warmth.

At the center of the cavern, you notice a heaping pile of sand rising up toward the ceiling. A massive blue gem sits atop the pile.

As you look around the cavern, you notice three mirrors hanging on the natural walls. They seem out of place in this dark and foreboding cavern.

This is where Zolar sometimes comes to relax, using the natural sand hazard to exfoliate his rough scales.

Hazard: Sand Blizzard. When a creature enters this chamber, the sand starts to swirl around the area, heavily obscuring everything. Any creature that enters the area or starts its turn here must make a DC 15 Constitution saving throw. A creature takes 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

Feature: Dimensional Mirrors. There are three dimensional mirrors in this area. See page 4 for details.

Treasure: Zolar's Favorite Gem. Zolar keeps one of his favorite treasures, a blue gem the size of a watermelon, atop his sandbath. The gem is worth 10,000 gp and weighs nearly 500 pounds. Stealing this gem invokes the full brunt of Zolar's wrath.

D6 – Temple Great Hall (Sinkhole Entrance)

The sinkhole (see area D1c) deposits the characters here. This was once the lowest part of the temple on the plateau above. Now it is nothing more than a few jagged columns, bits of rubble, and a cracked tile floor. Sand covers everything.

Encounter: Dragon Cultists. Zolar's loyal minions gather here to pray and praise their dragon lord. The cultists' nature depends on the level of the adventure, as shown in the Area D6 Encounter table. Unlike Zolar, they suffer no qualms attacking the characters, even if Zolar is here and otherwise distracted (see below).

AREA D6 ENCOUNTER

Adventure Level	Encounter
5th	1 cult fanatic , 3 thugs , and 5 cultists
8th	2 cult fanatics and 8 thugs
11th	1 mage and 8 thugs
14th	1 mage , 2 cult fanatics , 2 veterans , and 4 thugs

Potential Encounter: Zolar. Zolar could potentially be here, pacing and ruminating. If so, he might even ignore the characters while trying to think through a complex problem—unless they attack him, of course. Once finished, Zolar turns his attention to the characters. See page 5 for details on encounters with Zolar.

Feature: Sinkhole Exit. The entrance to the sinkhole is 50 feet above the floor of this area and then climbs another 30 feet until it reaches the plateau.

Feature: Dimensional Mirror. There is a dimensional mirror fixed to the wall to the north. See page 4 for details. The cultists here use the mirrors to get to the other parts of the caverns quickly.

D7 – Gallery

As you continue to explore the lair, you enter a chamber that takes your breath away. The walls and floors are decorated with valuable rugs, and massive blue gems glint in the dim light. Other valuable-looking relics are scattered throughout the chamber, including a few old books that appear to be written in an ancient language you don't recognize.

This is Zolar's gallery where he keeps his favorite art objects and possessions.

Encounter: The Curator. Zolar's most trusted minion, a one-eyed creature called

the Curator, lurks in this area. The Curator is a **half-blue dragon mage** (see the Half-Blue Dragons section on page 4). The Curator won't enter combat unless he is attacked, the characters attempt to take any of the prizes here, or Zolar commands him to. If the Curator feels outmatched, he slips into one of the dimensional mirrors to find reinforcements.

Potential Encounter: Zolar. Zolar could potentially be here, gazing at his favorite possession. If so, he might even ignore the characters—unless they attack him, of course. Once finished, Zolar turns his attention to the characters. See page 5 for details on encounters with Zolar.

Feature: Dimensional Mirrors. Dimensional mirrors hang on the walls here. See page 4 for details.

Treasure: Gallery Goods. The nature of the goods here depends on the level of the adventure, as shown in the Area D7 Treasure table.

AREA D7 TREASURE

Adventure Level	Treasure
5th	1,000 gp; 6 fine rugs worth 250 gp each; 6 large sapphires worth 1,000 gp each; 18 pieces of jewelry worth 100 gp each; a silver crown worth 2,500 gp; 3 +1 <i>quarterstaves</i> ; and a <i>staff of the python</i> (becomes a constrictor snake instead of a giant constrictor snake)
8th	1,500 gp; 8 fine rugs worth 250 gp each; 8 large sapphires worth 1,000 gp each; 18 pieces of jewelry worth 100 gp each; a silver crown worth 2,500 gp; 3 +1 <i>quarterstaves</i> ; and a <i>staff of the python</i>
11th	5,000 gp; 6 fine rugs worth 1,000 gp each; 6 large sapphires worth 5,000 gp each; 18 pieces of jewelry worth 500 gp each; a silver crown worth 7,500 gp; 3 +2 <i>quarterstaves</i> ; and a <i>staff of swarming insects</i>
14th	7,500 gp; 8 fine rugs worth 1,000 gp each; 8 large sapphires worth 5,000 gp each; 18 pieces of jewelry worth 500 gp each; a silver crown worth 7,500 gp; 3 +2 <i>quarterstaves</i> ; and a <i>staff of withering</i>

D8 – Servant’s Quarters

You come across a chamber that seems to be a living area for the dragon’s servants. Pillows and makeshift beds made from rugs are scattered around the room, and you can see that this must be where the dragon’s followers rest and relax.

Crates filled with supplies are stacked against the walls, and you can see cooking implements and a small fire pit in the center of the room.

The dragon’s servants are often so busy they rarely use this area. As such, it’s empty.

Trap: Chest Trap. There is a small, blue chest atop the stack of goods on the southern wall. The chest is locked, requiring a successful DC 10 Dexterity check using proficiency in thieves’ tools to open. However, the lock is trapped. Spotting the trap in advance requires a successful DC 10 Intelligence (Investigation) check. If sprung, it fires a poison needle at the target with a +6 attack bonus. On a hit, the target takes 1 piercing damage and must make a DC 10 Constitution saving throw. On a failed save, the target becomes paralyzed for 1 minute.

Treasure: Servant Goodies. The chest contains 2 ep.

Aftermath

If the characters successfully defeat Zolar, they will have access to his hoard and all the treasures contained within. However, they must be careful not to disturb the balance of power in the

region, as other powerful entities—efreeti, jackalweres, and even other dragons—may seek to claim the dragon’s territory for themselves.

If the characters decide to work alongside Zolar, they must accept his terms—80 percent of everything they find. Zolar isn’t willing to budge on this and has a pretty good sense of when people are lying to him. He isn’t above frying one of the characters with his lightning breath to make his point.

If the characters have to leave and return, Zolar is quick to bring in reinforcements. Increase the level of the adventure by one increment (from 8th to 11th, for example) to account for this. If you are running the 14th-level version of the adventure, Zolar instead decides to completely abandon the lair, recognizing that the threat of the characters is too great for him and his current crop of minions. This annoyance won’t be forgotten, however, and Zolar will do his best to haunt the characters for the rest of their days. Ω



Blue Dragon Plateau

Earth Weird

Large Elemental, Neutral

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Vulnerabilities damage from water-based attacks and effects

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses tremorsense 30 ft., passive Perception 10

Languages understands Terran but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Special Traits

Earth Bound. The earth weird dies if it leaves the area of earth to which it is bound or if that earth is destroyed.

Earth Glide. The earth weird can burrow through nonmagical, unworked earth and stone. While doing so, the earth weird doesn't disturb the material it moves through.

False Appearance. If the earth weird is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the earth weird move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the earth weird isn't ordinary dirt and rocks.

Siege Monster. The earth weird deals double damage to objects and structures.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) and pulled 5 feet toward the earth weird. Until this grapple ends, the target is restrained, and the earth weird can't constrict another target.