

BROADSWORD



ADVENTURES FOR FIFTH EDITION
VOLUME 3 NUMBER 3 ISSUE 24

NEW FOES AND NEW MAGIC ITEMS
RECRUITING AND LEADING AN ARMY
GUIDE TO ANCIENT RED DRAGON TACTICS
HOW TO FORGE MAGIC ITEMS WITH SJELESTEIN
5 FULL-LENGTH ADVENTURES FOR FIFTH EDITION

SPECIAL ISSUE: DRAGONS

VOLUME III NUMBER 3 ISSUE 24

HERE BE DRAGONS

This issue of *BroadSword* focuses on the most famous creature of the world's oldest role-playing game. Facilitated by *BroadSword*'s unique adjustable difficulty system, you can pit parties of any experience level tier against these draconian foes.

A particular stand-out adventure is *Heroes' Feast*, wherein the party may recruit an entire army to help in their endeavor to destroy that most fearsome of foes: an ancient red dragon!

Additionally, players will find themselves puzzling out the properties of an interesting arcane bauble in the form of Sjelestein, a rare mineral that is forgeable into wondrous magical items in *The Forgedragon*.

Enjoy, and we'll see you next issue!

-Scott Craig

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*The monster came quickly toward him,
Pouring out fire and smoke, hurrying
To its fate. Flames beat at the iron
Shield, and for a time it held, protected
Beowulf as he'd planned; then it began to melt,
And for the first time in his life that famous prince
Fought with fate against him, with glory
Denied him. He knew it, but he raised his sword
And struck at the dragon's scaly hide.*

-anonymous Saxon poet circa AD 900, *Beowulf*

Version 1.0, July 2022

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USING THIS BOOK

DMDAVE ONLINE

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Discord is a gaming communication app for your phone and computer where you can connect with fellow 5e enthusiasts. There are thousands of DM-Dave patrons online—gaming, discussing all things 5e, and sharing memes. Join the community and stay for the banter! To access the server, you must be a DM-Dave Patreon member at any level.

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ABBREVIATIONS

The following abbreviations are used in this book.

General Abbreviations

GM = game master
PC = player character
NPC = nonplayer character
APL = Average Party Level
CR = Challenge Rating
Save = saving throw
≥ / ≤ = at least / at most
DC = Difficulty Class
XP = experience points
pp = platinum piece(s)
gp = gold piece(s)
ep = electrum piece(s)
sp = silver piece(s)
cp = copper piece(s)

Damage Types

Acid = Acid
Bldg = Bludgeoning
Cold = Cold
Fire = Fire
Frc = Force
Ltng = Lightning
Nec = Necrotic
Prc = Piercing
Psn = Poison
Psy = Psychic
Rad = Radiant
Slsh = Slashing
Thdr = Thunder

Quick Stat Blocks

hp = hit points
AC = Armor Class
Tiny = Tiny
Sml = Small
Med = Medium
Lrg = Large
Huge = Huge
Garg = Gargantuan
PP = Passive Perception
PB = Proficiency Bonus
BA = Bonus Action
Ac = Action

Alignment

U = unaligned
A = any alignment
E = any Evil
G = any Good
C = any chaotic
L = any lawful
LG = Lawful Good
LE = Lawful Evil
LN = Lawful Neutral
N = Neutral
CG = Chaotic Good
CE = Chaotic Evil
CN = Chaotic Neutral
NE = Neutral Evil
NG = Neutral Good

UNDERSTANDING THE FORMAT

A creature's name appearing in **bold type** is a visual cue informing the GM that the monster is present. Established creatures may be found in the *MM*. New creatures are fully detailed in the Appendix of this book. Also, see Quick Stat Blocks on page 5.

Spells, items of equipment, and *magic items* mentioned are likewise described either in the core rulebooks or the Appendix of this book.

Text that appears in brackets like this is meant to be read aloud or paraphrased for the players when appropriate.

Text that appears outside of the normal text flow in a shaded box like this is additional information meant for the GM.

QUICK STAT BLOCKS

Truncated versions of monster stat blocks (“quick stat blocks”) appear in each adventure to serve as easy references for the GM. These quick stat blocks are efficiently compressed versions of full stat blocks. A busy GM is reminded with a quick glance of the most important data points of a monster during an encounter.

An example:

Elephant (1); Huge beast; **AC** 12; **hp** 76; **Spd** 40ft; **Str** +6, **Dex** -1, **Con** +3, **Int** -4, **Wis** +0, **Cha** -2; **PB** +2; **Senses** PP 10; **AL** U; **CR** 4; **XP** 1,100.

► Melee. Gore (+8, 5ft, 3d8+6 prc, if moved ≥ 20ft, target DC 12 Str save or prone. If target prone, 1 stomp as BA); Stomp (+8, 5ft, 3d10+6 bldg).

MUST-HAVE TOMES

To run these adventures, you will need access to the three core Fifth Edition rulebooks, abbreviated herein as *PHB*, *DMG*, and *MM*.

GENERIC DUNGEON KEY

1 square = ten feet. Art by Tim Hartin

Door	Trap
Double door	Stairs
Secret door	Bars/gate
Secret trap door in floor	Wooden planks
Concealed door	Dais/raised platform
False doors	Fountain
Pillar	Pool
Statue	Chute Trap
Altar	Throne
Covered pit trap	Magic circles
Open pits	Thaumaturgic circle
Wells	Pentagram
Tapestry/curtain	Elevation lines
Downward slope arrow	Brazier
Turn-around trap	Teleporter
Illusionary wall	Teleporting pillars
Rubble	
Sarcophagus	
Falling block trap	
Mirror	

FACSS ICONS

The Fantasy Adventure Classification Semiotic Standard (FACSS) is used to communicate with a glance the particulars of the included adventures.

Suggested Party Tier of Play



Adventure Scope



Dominant Theme



Adventure Setting



HEROES' FEAST



This Tier III adventure is suitable for characters of experience levels 11-16.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A wilderness environment and a dungeon crawl environment are the primary location settings of this scenario.



Social interaction and warfare are the primary themes of this scenario.

Written by **Dave Hamrick**

Cartography by **Tom Cartos**

Art by **Matias Lazaro, Daniel F. Walthall, William McAusland, Rick Hershey, Maciej Zagorski, and Miguel Santos,**

ADVENTURE SUMMARY

The adventure pits the characters against a deadly ancient red dragon. An ancient red dragon is a significant challenge for a party of this level and will require every ounce of their strength and cleverness. If the characters rush into the encounter, they will surely be killed by the dragon. They must spend time researching their adversary to ensure survival against the menace.

LEVEL PROGRESSION

The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Ancient red dragon
Fire elemental
Fire giant
Magmin
Noble
Salamander
Tribal warrior

Spells

Forbiddance
Mind blank
Plane shift
Private sanctum

Magic Items

Elven chain
Nine lives stealer
Oil of sharpness
Potion of speed
Potion of stone giant strength
Potion of supreme healing
Ring of fire resistance
Ring of mind shielding

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Armed peasants
Trained warriors
Experienced veterans

OMERIA PLACEMENT

By default, this adventure takes place in Omeria in the northwestern part of The Summer Land. Be sure to familiarize yourself with the details of Presson's Enclave and its laws against conjuration, enchantment, and transmutation before you run this adventure in the campaign setting book *Pexia's Guide to Omeria*.

SKILL CHALLENGES

Skill challenges simulate an attempt to perform a task that takes longer and is usually harder than a single ability check. In its most basic form, the characters make a series of ability checks with the goal of earning a required number of successes before accumulating a maximum number of failed checks (similar to how death saving throws work).

Usually, the players decide which checks they want to contribute to the skill challenge. Typically, the characters may perform a given ability check only one time; if they attempt to repeat an ability check, they make the second check with disadvantage. The ability checks they make are lumped into two categories: primary and secondary. Both types of ability checks have their own DCs—more often than not, the secondary check DCs are 5 or higher than the primary check DCs. The skill challenges usually list the primary skills used for the challenge. All other skill checks contributed to the challenge are considered secondary. The characters are free to use any skill they like for secondary so long as they can give a good (and creative!) reason why it would help with the overall skill challenge. Any character can contribute a skill check to the challenge, and a character can make more than one check if they like.

So long as the characters achieve the required number of successes before achieving the number of failures for the challenge, the challenge is successful. The results for success and failure are detailed in the skill challenge's description.

THE NATURE OF HEROISM

This adventure asks a lot of characters. After all, it's an 11th-level adventure that pits a party of underqualified heroes against one of the greatest threats in the entire game. Their chance for survival is slim to none. And you, as the gamemaster, should recognize this before you run this game. *The party will probably die.* But will their deaths be in vain?

Heroes' Feast is not a normal Fifth Edition adventure. Often, players joke about "it's what my character would do!" But if they knew that they were up against an adventure where they would likely die without any chance of resurrection, would they willingly go into it? Are they the heroes that they say they are, or are they nothing more than loot-hungry mercenaries?

Soon after you reveal the nature of this adventure's threat, present this idea to the characters.

"Would your character go on this quest? Would they die to fight an evil far more powerful than anything they've ever faced? Or would they turn it down and leave it to the next hero?"

Hopefully, this adventure will showcase true heroes, those willing to risk their lives and souls to defeat the dragon, while concurrently revealing the selfish and cowardly. Furthermore, it will show those willing to think outside the box to defeat a great foe.

Take caution, traveler. There be dragons.

ADVENTURE HOOK

The characters gather in the Summer Land town of Farncombe to celebrate the 70th anniversary of the end of the War of the Burning Plains. The event is called the Heroes' Feast. Sharing its name with the cleric spell of the same name, the Heroes' Feast sees a variety of cooks from across The Summer Land gather and prepare an extravagant meal for hundreds of Pressonians. As heroes of great renown, the characters are treated as the guests of honor, each one granted a seat at the head of one of the long feast tables.

The pleasant fall weather makes for an enjoyable evening. There's feasting, drinking, dancing, and carousing. Even Anorians and Roe'd'gope join in the festivities, putting aside their cultural differences to celebrate the defeat of the dragons.

When darkness falls, the Pressonians set ablaze a colossal wooden effigy of Tostrasz the Enormous, the ancient red dragon leader of the Great Chromatics. While the revelry continues, someone notices something strange silhouetted against one of Casar's fat autumn moons. At first, the Pressonians think that it's all part of the event. Surely, it must be. After all, no dragon has come this close to The Summer Land in over fifty years. But then panic sets in. It's a *real* dragon.

The great beast swoops down from the sky and belches a great column of fire. Instantly, its breath incinerates dozens of Farncombe's citizens. Straw-thatched roofs ignite. Startled horses yank at their tethers and kick at their masters.

Before anyone has time to react, the dragon is gone. It flies west into the Basilisk's Spine Mountains where its titanic roar echoes across the land.

ADVENTURE BACKGROUND

The dragon's name is Auntyrakkan (pronounced "on-TEAR-a-kin", but colloquially known as "Auntie Rakin"). Auntyrakkan is one of only three ancient red dragons still alive on Casar. After the Pressonians defeated the Great Chromatics in the War of the Burning Plain, Auntyrakkan fled to Aegreya along with the other dragons. But Auntyrakkan's elemental blood boiled with rage and resentment. For decades, he felt that the retreat was foolish and that the dragons could have fought harder to hold onto their claim of The Summer Land. Finally, the dragon snapped and left its chambers in Vast'r Draconis. Ironically, Auntyrakkan had no idea that the Pressonians were celebrating Heroes' Feast. It was just a coincidence that he attacked when he did.

After Auntyrakkan attacked Farncombe, he returned to his old lair hidden in the heart of a volcano named the Living Summit in the Basilisk's Spine Mountains. Much to his surprise, his old hoard still hid in its old cavern, most of it melted from long exposure to extreme heat. Settled back in, the dragon began his plot to take back his birthright: the lands of men.



SCENE 1 - HELPING FARNCOMBE

The adventure gets underway immediately after Auntyrakkan makes his attack on Farncombe. Using its legendary actions, the dragon can move up to 280 feet per round while flying. It's unlikely the characters can catch up to the dragon before it escapes. Furthermore, the village is in danger. The fires burn out of control and many of its people are injured. Livestock and mounts, both staples of Farncombe's meager economy, flee in terror.

The characters can help Farncombe's citizens in one of the following ways.

CALMING ANIMALS

Many of Farncombe's animals panicked during the attack. If they aren't calmed, many will get injured or flee. A character can make a skill challenge to calm the animals (see Skill Challenges at the beginning of this book for details on how they work).

Resources: Each skill check related to this skill challenge takes 5 minutes to perform. Characters may perform their skill checks concurrently and may participate in different skill challenges in this scene. For every 5 minutes that the characters wait to participate in this skill challenge, increase the DC for each check by 1.

Difficulty: The DC for each primary skill and bonus skill is 15 and the DC for each secondary skill is 20.

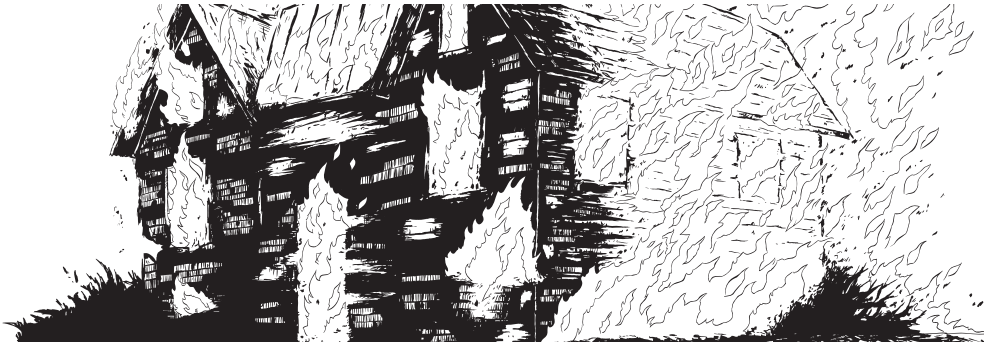
Complexity: The characters must achieve 4 successes before they suffer 2 failures.

Primary Skills: Animal Handling, Athletics, Nature

- ▶ *Animal Handling (DC 15).* You try to calm one or more animals. A character who makes this check while aided by another character who is proficient in Animal Handling makes the check with advantage. - Athletics (DC 15).* Some of the animals require the characters to dash after them, leap over obstacles like fences or knocked-over carts, and sometimes grapple with them. First success with this skill grants a +2 bonus to all additional checks made related to this skill challenge.
- ▶ *Nature (DC 15).* Spending a moment to consider the best way to help the animals. First success with this skill opens up the use of the Medicine skill.
- ▶ *Medicine (DC 15).* Many of the animals are wounded and need medical attention.

Success: The characters save most of Farncombe's livestock and mounts. The character's reputation with the people of Farncombe increases by 1. This is important later when dealing with the citizens of Farncombe.

Failure: Many of Farncombe's animals flee or die during the disaster. Farncombe's economy suffers for years.



EXTINGUISHING FIRES

Auntyrakkan's elemental-powered fire breath ignited many of Farncombe's buildings. These homes and businesses now burn out of control. If the characters wish to stop the fires, they must perform a special skill challenge detailed below.

Resources: Each skill check takes 5 minutes to perform. Characters may perform their skill checks concurrently and may participate in different skill challenges in this scene. For every 5 minutes that the characters wait to participate in this skill challenge, increase the DC for each check by 1. If a spellcaster casts a spell that creates water or deals cold damage in a large area (such as *control weather* or *ice storm*) reduce the DC for each check by 5.

Difficulty: The DC for each primary skill and bonus skill is 15 and the DC for each secondary skill is 20.

Complexity: The characters must achieve 8 successes before they suffer 4 failures.

Primary Skills: Athletics, Perception, Persuasion

- ▶ **Athletics (DC 15).** The characters must work quickly to extinguish the flames, using water, sand, or whatever else they can get their hands on. If the characters achieve a success with Persuasion, they may make this check with advantage.
- ▶ **Perception (DC 15).** The characters identify the parts of the village they should target first. First success on this skill grants a +2 bonus to all checks related to this skill challenge.
- ▶ **Persuasion (DC 15).** Using calm, concise directions, the characters can direct other volunteers to help them put out the fires. First success with this skill grants advantage on all future Athletics checks made to extinguish the fire.

Success: Although it's impossible to prevent all the damage the dragon did with its breath, the characters save enough homes and businesses to prevent a total disaster. The character's reputation with the people of Farncombe increases by 2. This is important later when dealing with the citizens of Farncombe.

Failure: The village suffers severe property damage, leaving many of Farncombe's citizens homeless. With winter coming, this might be a death sentence for many of these poor folks.

HEALING THE INJURED

Over a dozen of Farncombe's citizens were injured during Auntyrakkan's strafe. And many more suffer from wounds. If they aren't helped, the loss of life will be great. The characters must perform a skill challenge to save lives.

Resources: Each skill check takes 5 minutes to perform. Characters may perform their skill checks concurrently and may participate in different skill challenges in this scene. For every 5 minutes that the characters wait to participate in this skill challenge, increase the DC for each check by 1.

Difficulty: The DC for each primary skill and bonus skill is 15 and the DC for each secondary skill is 20.

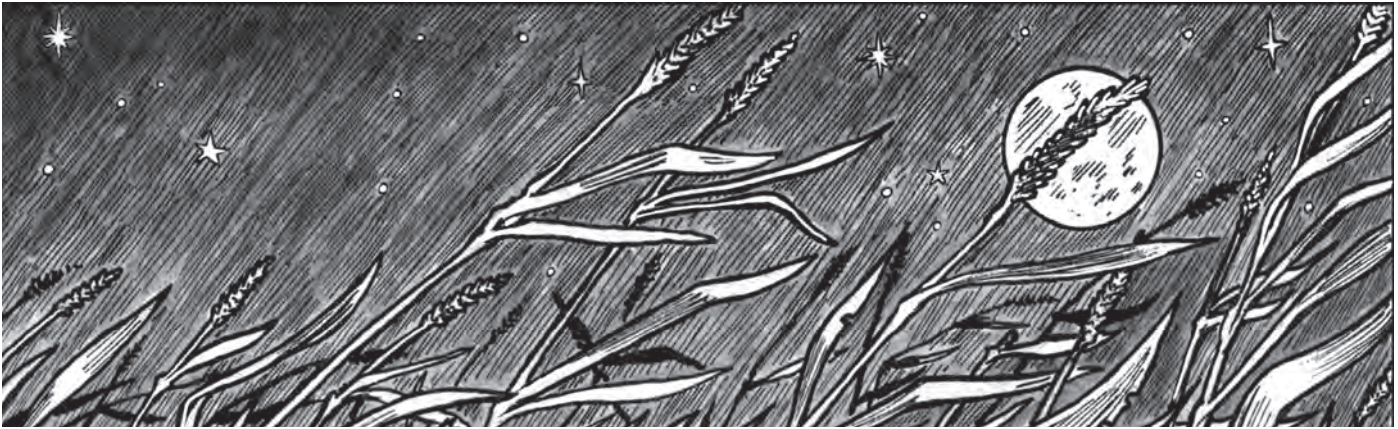
Complexity: The characters must achieve 6 successes before they suffer 3 failures. At least one success must be from a Medicine check.

Primary Skills: Arcana, Insight, Medicine

- ▶ **Arcana (DC 15).** Dragon fire does not function like normal fire does. First success with this skill grants advantage to Medicine checks related to this skill challenge.
- ▶ **Insight (DC 15).** Good bedside manners go a long way. First success with this skill grants a +2 advantage to all medicine checks related to this skill challenge.
- ▶ **Medicine (DC 15).** No matter how clever the characters are, they will need to perform some sort of healing on the injured. A character can reduce the DC for this check by using a spell or feature that heals wounds, such as the *cure wounds* spell or a Paladin's Lay on Hands. Each hit point healed in this way reduces the DC by 1.

Success: Healing the injured is the best way to improve the character's standing with the people of Farncombe. The characters' reputation with the people of Farncombe increases by 3. This is important later when dealing with the citizens of Farncombe.

Failure: Many of Farncombe's citizens die from their painful burns. Dark days ahead as many of Farncombe's citizens participate in funerals for their kin.



SCENE 2 - KNOW YOUR ENEMY

After the characters finish dealing with the disaster in Farncombe, they will likely set their sights on the cause of the destruction: the dragon, Auntyrakkan. If they don't immediately rise to the occasion, Farncombe's leader, Panagiota "Pana" Vlahouli (LN female Pressonian human **noble**), challenges the characters to do what's right.

Of course, it's not easy tracking a flyer in the middle of the night. Even if the characters manage to handle all of Farncombe's problems in only 30 minutes, Auntyrakkan will be 15 miles away from the village by the time they start their search. And by morning, the dragon will be back inside its lair roughly 250 miles away from Farncombe.

TRACKING AUNTYRAKKAN

If the characters are bound and determined to track the dragon immediately after its assault on Farncombe, they can track it by heading in the direction it flew and making a series of ability checks.

In the first hour that the characters start their search for Auntyrakkan, a character must make a DC 10 Wisdom (Perception or Survival) check, the character's choice. On a success, the characters are able to follow Auntyrakkan's path for 1 hour, at the end of which they must repeat the check. So long as the characters continue to succeed on checks made to follow Auntyrakkan, they can travel after the dragon for 1 hour. Each time the characters fail a check to find Auntyrakkan or any time 8 hours pass, increase the DC for each subsequent check by 1.

Moving at a normal pace, the characters must succeed on 60 checks to discover where Auntyrakkan went.

PREPARATIONS (DOWNTIME)

Wise characters will know that they must ready themselves against this threat if they are to stand a chance against it. Doing so will require multiple days of research, planning, and preparation. This involves downtime.

As discussed in other Fifth Edition books, downtime activities allow players and GMs to transform the time between adventures (and game sessions) into a compelling part of the campaign. The downtime activities featured here help the characters lay the groundwork for their inevitable fight with Auntyrakkan.

Complications and Rivals. Many of the downtime tasks presented in this section might introduce an ongoing complication to the adventure. Some of the complications take the form of rivals, others that stand to gain from the characters' failures. Ultimately, complications are used as a tool to advance and lead the ongoing plot of the adventure.

When a character performs a downtime task, consider what complications might arise from the task—even if it succeeds. Furthermore, consider who will benefit from the characters' downtime. Most of the downtime tasks explain when and where to introduce complications. However, if such details aren't given and you aren't sure when or where to introduce a complication, each time one or more characters participate in a downtime task, roll a d10. On a result of 1, a complication occurs. Use the task's respective complication table to determine the nature of the complication and whether or not it involves a rival.

DOWNTIME ACTIVITIES

The characters are free to perform downtime activities found in other books. However, to successfully complete this adventure, they will need to successfully execute some of the downtime tasks described below.

The length of time required for all of these downtime activities varies, but typically takes a minimum of one workday. All the normal rules for downtime must be followed by a character undertaking the downtime activity, including spending 8 hours each day engaged in that activity for the day to count toward the activity's completion.

Find the Dragon

Before the characters can face Auntyrakkan, they must first find the dragon.

Resources. Learning the whereabouts of Auntyrakkan's lair requires at least one workday of effort and incurs 200 gp spent paying for information and assisting those affected by the disaster.

Resolution. A character makes a Charisma (Persuasion) or Wisdom (Survival) check. The DC for the check equals 30. Subtract 1 from the DC for every day that has passed since the dragon's attack on Farncombe. The characters gain a +1 to the check for every workday they spend beyond the first and may also add the reputation they earned in Farncombe to the result.

On a success, the characters learn the exact location of Auntyrakkan's lair.

If the characters do not perform this downtime task or they cannot succeed at the task, they learn through word-of-mouth the location of Auntyrakkan's lair after 30 days.

Complications. In a perfect world, a danger like a dragon should unite the people and place no obstacles in the characters' path. Unfortunately, Omeria isn't a perfect world. Plenty of Pressonians wish to turn the entire affair into a political matter. Every workweek spent searching for the dragon (rounded up) brings a 10 percent chance of a complication, examples of which are on the Find the Dragon complications table below.

Find the Dragon Complications

d6 Complication

- 1 The characters accidentally offend locals affected by the dragon's wrath.*
- 2 A shrewd politician believes that the characters had something to do with the dragon's sudden appearance and believes that the characters' quest is nothing more than a ploy to build favor in the area.*
- 3 Dragon cultists confront the characters, demanding that they leave the dragon alone.*
- 4 The characters discover more people affected by the disaster who want the characters to spend time helping them fix their destroyed farm.
- 5 An uptight politician believes that dealing with the dragon is a huge waste and believes that the characters' efforts are better focused elsewhere.*
- 6 Worshipers of Yrena, the goddess of destruction, believe that the dragon's arrival is an omen that should be revered.*

*Might involve a rival.

WHAT ABOUT MAGIC?

The characters might want to use divination to find Auntyrakkan. Unfortunately, Auntyrakkan spent much of his youth protecting his lair from prying eyes and intruders. In addition to the other features noted in Scene 4, Auntyrakkan's lair is protected with permanent castings of both *private sanctum* and *forbiddance*. Sound can't pass through the barrier at the edge of the warded area. Thick smoke surrounds the mountain, preventing vision (including darkvision) through it. Sensors created by divination spells can't appear inside the lair, and creatures in the area can't be targeted by divination spells. Nothing can teleport into or out of the lair, and planar travel is blocked. The entire location is proofed against all forms of planar travel, and prevents creatures from accessing it by way of the Astral Plane, Ethereal Plane, the realm of the fey, the realm of shadow, or the *plane shift* spell. When a celestial, elemental, fey, fiend, or undead first enters the area or starts its turn there, the creature takes 27 (5d10) radiant damage. Creatures of these types already inside the lair are immune to this effect.



Research the Dragon

While the characters probably know they're facing a red dragon, they will need to learn what type of dragon that they're facing.

Resources. The characters need access to those who witnessed the dragon in action. The characters must then spend at least one workday and at least 50 gp spent on material, gifts, and reparations for the damage the dragon dealt during the assault.

Resolution. One of the characters makes a Charisma (Persuasion) check with a +1 bonus per 50 gp spent beyond the first 50 gp plus a +1 bonus for each additional workday spent interviewing Farncombe's citizens. The characters also add their reputation among Farncombe's citizens to the result. A character with a passive Intelligence (Arcana) score of 19 or better makes this check with advantage. Determine how much the character learns about the dragon using the Research Outcomes table.

Research Outcomes

Check Total	Outcome
1-5	Nothing important learned.
6-10	The dragon was enormous, measuring over 50 feet in length. Its size is Gargantuan, suggesting it was an ancient red dragon.
11-20	The dragon had sharpened spikes running down the length of its back and a large, floppy dewlap. This means it was probably the red dragon Auntyrakkan.
21+	It's believed that Auntyrakkan's hoard is still hidden in an active volcano in the middle of the Basilisk's Spine Mountains. The volcano is named The Living Summit. The Living Summit is approximately 250 miles from Farncombe. Characters who receive this bit of lore have advantage ability checks related to the Finding the Dragon downtime task.

Complications. The greatest risk in research is uncovering false information. And there are plenty of rumors circulating about the dragon and its goals. Each workweek spent in research (rounded up) brings a 10 percent chance of a complication, examples of which are on the Research Complications table.

Research Complications

d6	Complication
1	The characters accidentally damage a rare book devoted to dragon lore. The owner expects reparations of 500 gp to repair it and won't settle for a <i>mending</i> spell.
2	The characters offend local dragon experts, who demand an extravagant gift for the slight.*
3	Dragon cultists take notice of the characters and try to derail their quest.*
4	A cultist of Yrena becomes obsessed with convincing the character that the dragon is the harbinger of doom, and nothing will stop it.*
5	The characters' actions cause a stir among The Summer Land's politicians, who turn the dragon into a political issue.*
6	Someone is willing to share useful information about the dragon, but only if the characters promise to bring them a special item rumored to be hidden within the dragon's hoard.

*Might involve a rival.





Amass an Army

The characters are free to face the dragon by themselves, but once they learn that they're going toe to toe with an ancient red dragon, they might want to recruit help.

Resources. The characters must spend at least one workweek putting out the call for heroes to help them in their fight against Auntyrakkan. They must also spend the gold cost for the type of heroes that they hire, as shown on the Amassing an Army table below.

Resolution. One of the characters makes a Charisma (Persuasion) check, with the DC for the check chosen by the character according to the type of troops they wish to hire.

The chosen DC can be 10, 15, 20, or 25. A success indicates that the characters hire the selected group to serve with them during the adventure. On a failure, the characters fail to find anyone worth bringing on their adventure.

The four types of armies the characters can amass are described after the table. Each character may only amass one army to a maximum of four armies per party, and the army departs at the end of the adventure. If at any point the characters can't or won't pay the army's per diem, the army leaves the characters until the characters pay the army their per diem plus any back pay.

Amassing an Army

DC	Army Raised	Cost to Hire
10	Armed peasants	100 gp + 5 sp per day
15	Trained warriors	200 gp + 5 gp per day
20	Experienced veterans	500 gp + 10 gp per day
25	Dragon slayers	1,000 gp + 25 gp per day

Leading an Army. After a successful Amassing an Army check, you gain the help of a small contingent of soldiers that assist you on your adventures and serve as your bodyguards. The stat block your soldiers use depends on the army you successfully raised. The army's statistics function like those for creatures, except it doesn't have actions of its own. It relies on a commander to use its action to command the soldiers to take one of its command actions. Any option that appears in the Command Actions section of the army's stat block requires an action to perform.

To act as the army's commander, you must join the unit, which you may do simply by moving into the same space as the unit. While you are part of the unit, your soldiers surround you at all times and move when you move. Whenever you take damage, your soldiers take damage instead. If this damage reduces the soldiers to 0 hit points, you take any remaining damage. While you are not part of the army, the soldiers take the Dodge action on their turn.

Complications. Raising an army is hard work, and it draws a lot of attention—both good and bad. Each workweek a character spends trying to amass an army (rounded up), there is a 10 percent chance of a complication, examples of which are on the Amass an Army Complications table

Amass an Army Complications

d6 Complication

- 1 Local politicians refuse to let the characters raise an army in the area, citing misuse of power.*
- 2 The characters offend local militia members while searching for appropriate soldiers.*
- 3 Dragon cultists take notice of the characters and try to derail their quest.*
- 4 A band of peasants wants the characters to take them on their quest, whether the characters want them to go or not.
- 5 The leader of a war band agrees to travel with the characters, but only if they get to lead the quest.*
- 6 Yrenese cultists disguised as a war band agree to go along with the characters; they might betray the characters at the worst possible time.*

*Might involve a rival.

SCENE 3 - INTO THE SPINE

Once the characters' learn the location of Auntyrakkan's lair within the Basilisk's Spine Mountains, they must begin their journey to its lair. It takes the characters 10 days of travel on foot from Farncombe to the Basilisk's Spine Mountains. If the characters are mounted and not slowed by an army, they can cut this time in half.

Once at the mountains, the characters find a path that cuts through the range's impressive peaks eventually terminating in Auntyrakkan's Lair within the Living Summit. The path is treacherous and slow going, requiring three additional days of travel. Smoke and toxic fumes make flight nearly impossible overhead. Unless the characters have a clever method for circumventing the path, they will have to approach the dragon's lair the old-fashioned way.

Each day of travel, the characters have an encounter along the way, all of which are detailed below. You are free to remove, alter, or add to these encounters as you see fit.



DAY 1 - FIRE GIANTS

The characters encounter a gang of three distraught **fire giants**, who are initially indifferent towards the characters. Their names are Babikov, Simikan, and Yozhikovl. Their clan was using Auntyrakkan's Lair as their home. When the dragon returned to The Summer Land, it killed half their clan and forced the rest out. Now, the fire giants seek revenge. The fire giants aren't keen on working alongside humanoids, but if the characters spend at least 10 minutes talking with the fire giants, they can attempt to persuade the giants to travel with them with a successful DC 20 Charisma (Deception or Persuasion) check. Offering the giants all of the treasure in the dragon's hoard as a reward for their assistance grants the characters advantage on this check. On a failed check, the fire giants wish the characters well but prefer to make their own plan to fight the dragon.

If the fire giants join the characters, the fire giants act during their own initiative order. Each fire giant can move and use its reaction on its own, but the only action it takes is the Dodge action unless a character uses their action or bonus action on their turn to command the fire giant to take another action. That action can be one in its stat block or some other action. A character can also sacrifice one of its attacks when he or she takes the Attack action to command the giant to take the Attack action. If all of the characters are incapacitated, the fire giants flee from combat.

If a fire giant's hit points are reduced to half or fewer or if another fire giant dies and the fire giant witnesses it, a character within 30 feet of the fire giant must make a DC 11 Charisma (Intimidation or Persuasion) check (the character's choice). If the check succeeds, the fire giant remains with the party until it takes damage again, in which case a character must make another check to keep them from fleeing. If the check is a failure or there is no character within 30 feet of the giant, the giant's morale breaks. A fleeing giant must spend its turn trying to move as far away from the combat as it can, and it can't willingly move to a space within 30 feet of an enemy. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the fire giant can use the Dodge action.

Fire giant (3); Huge giant; AC 18; hp 162; Spd 30 ft; Str +7, Dex -1, Con +6, Int +0, Wis +2, Cha +1; Saves DEX +3, CON +10, CHA +5; PB: +4; Senses PP 16; AL LE; CR 9; XP 5,000.

► **Multiattack** 2 greatsword.

► **Melee** Greatsword (+11, 10 ft, 6d6+7 slsh).

► **Ranged** Rock (+11, 60/240 ft, 4d10+7 bldg).

DAY 2 - KOBOLD AMBUSH

Kobolds who once served another dragon in the area are emboldened by Auntyrakkan's return. Auntyrakkan, knowing that heroes would eventually try to stop him, tasked the kobolds to guard the pass. There are literally hundreds of kobolds protecting the pass, far too many to run as a combat encounter. Instead, treat the kobold army as a hazard that the characters must overcome.

Unless the characters are particularly careful, the kobolds are waiting for them. They time their attack so it happens at night, giving them the advantage thanks to their darkvision and removing the penalty imposed by their Sunlight Sensitivity.

The kobolds cover a 15,000-square-foot area. A character with a passive Perception score of 17 or better spots the ambush before the characters walk into it. If the characters spot the ambush, they can try to circumvent the passage. Doing so requires one extra day of travel at the end of which one of the characters must make a DC 15 Wisdom (Survival) check. If the check succeeds, the characters avoid the kobolds. Otherwise, they must spend another day looking for a detour or face the kobolds.

If the characters enter the area of the kobolds, the kobolds unleash the full might of their army. Use the Kobold Army rules below, which run similar to a complex trap.

Kobold Army

The kobold army consists of over one hundred normal kobolds, a dozen kobold sorcerers, assorted beasts and vermin, and plenty of traps. The army covers a 15,000-square-foot area covered with loose gravel, jagged rocks, random rises and falls, and other hazards.

Trigger. The kobold army attacks as soon as a non-kobold creature enters the area, and they continue their attack so long as the creatures remain.

Initiative. The kobolds act on initiative count 20 and 10.

Active Elements. The kobolds throw stones, crude spears, rusty daggers, and any other sharp or blunt object on which they can get their claws.

On initiative count 20 and again on initiative 10, the kobolds attack any creature that's not in full cover, with a +10 to the attack roll and dealing 5 (2d4) bludgeoning damage, 5 (2d4) piercing damage, and 5 (2d4) slashing damage.

Dynamic Elements. The kobolds use foxholes, dug trenches, and hidden tunnels to try to outflank the characters and their allies. Each round, the kobold's attack bonus increases by 1 to a maximum of +15.

Constant Elements. Each creature that ends its turn in the kobold army's area is targeted by an attack: +10 bonus; 5 (1d10) bludgeoning, piercing,



or slashing damage on a hit (the GM's choice).

Countermeasures. The characters can defeat the kobolds in a number of ways.

- **Run the Gauntlet.** A creature can try to run through the area. The part of the path the kobolds cover is a passage that is 125 feet long. Multiple traps and other dangers litter the path. When a creature tries to move through the area, it must make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check (the creature's choice). On a successful check, the creature can move up to half of its movement speed. On a failed check, the creature can't move through the area until the start of its next turn. It can, however, turn back and go the other way.
- **Attack.** A creature in the area of the kobold army can attack the kobolds by dealing damage to them. A creature can use an action to make a ranged attack or melee attack or to cast a spell. Assume that any attack rolls hit but are not critical hits, and disregard any effect of the attack or spell for this purpose other than the damage it deals. If the total damage from all the attacks or spells used on the characters' turn is 20 or higher, the army is momentarily slowed. The kobolds have disadvantage on attack rolls made against the characters until the end of the creature's next turn, and the creature has advantage on checks made to Run the Gauntlet (see above). If the kobolds take 100 or more damage in a single round, roll a d20. On a result of 8 or higher, the kobolds flee. Otherwise, the kobolds continue the fight.
- **Something Else.** Of course, the characters are free to deal with the kobolds in another creative way. They might use illusion magic to convince them that they are Auntyrakkan, or they might cause a sleet storm that momentarily disables the kobolds. Reward creative ideas.



3 - THE RUINED MONASTERY

On the last day of the characters' travels, they come across a ruined Kuzhuk monastery. During his wrath, Auntyrakkan laid waste to the entire structure, killing nearly all the monks inside. Only a lone monk named Kharchu survived the attack. He spent the last few days burying his brothers and sisters. Despite his hardships, Kharchu is friendly and allows the characters to stay and rest amid the ruins. If the characters don't already know that Auntyrakkan is an ancient red dragon, Kharchu shares this information with them now. He also provides the characters with plenty of water and warns them of the hazards of the volcano.

Kharchu is a neutral good Khuzuk human **tribal warrior**.

Tribal warrior (1); Med humanoid; AC 12; hp 11; Spd 30 ft; Str +1, Dex +0, Con +1, Int -1, Wis +0, Cha -1; PB +2; Senses PP 10; AL A; CR 1/8; XP 25.

- ▶ **Pack Tactics** Adv Atk if ally next to enemy and not incapacitated.
- ▶ **Melee** Spear (+3, 5 ft, 1d6+1 prc or 1d8+1 prc versatile).
- ▶ **Ranged** Spear (+3, 20/60 ft, 1d6+1 prc).

REGIONAL EFFECTS

In addition to the natural hazards caused by the active volcano, Auntyrakkan's regional effects grip the area. Apply as many of the following regional effects as you like. If Auntyrakkan is destroyed or flees the volcano, these effects disappear after 1d10 days.

- Small earthquakes are common within 6 miles of the dragon's lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur. Not even magic will purify this water.
- Rocky fissures within 1 mile of Auntyrakkan's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby. These creatures set fire to trees, houses, and anything else that will burn to their touch.
- Auntyrakkan can hear within a radius of 30 feet through any open flame within 1 mile of its lair.
- As an action, Auntyrakkan can create an illusory image of himself within 1 mile of the lair. The copy appears within the flames of open flame through which Auntyrakkan can hear. Once created, the image lasts for as long as Auntyrakkan maintains concentration, as if concentrating on a spell. Auntyrakkan can sense and speak through the fire as if present at that position. If the fire is extinguished, the illusion disappears.
- Open flames within 6 miles of Auntyrakkan's lair are tinged dark red, hiss and crackle constantly, and throw off embers and showers of sparks.

SCENE 4 - THE LIVING SUMMIT

The Living Summit, a perpetually active volcano, tosses fire, ash, and toxic gas into the air. There is no question that this is the home of a deadly ancient red dragon. In fact, locals swear the volcano is more dangerous than ever, rejuvenated by the presence of its old occupant.

ONE MILE FROM THE LAIR

The volcano's hazards arise within 1 mile of the volcano. The path to the cone is slow and fraught with danger. It will take the characters 30 minutes to reach the foot of the mountain from this point. Double the time if the characters move at a slow pace, or halve it if the characters move at a fast pace.

During this grueling journey, the characters must contend with the following hazards.

Difficult Terrain. All of the terrain surrounding the volcano is considered difficult terrain, costing 2 feet of movement for every 1 foot moved.

Heavy Winds. Storms surrounding the mountain create strong winds and heavy precipitation at all times. All creatures have disadvantage on ranged attack rolls and Wisdom (Perception) checks that rely on hearing and sight. The winds extinguish open flames, disperse fog, and make flying by nonmagical means nearly impossible. Any flying creature other than Auntyrakkan within 1 mile of the volcano must land at the end of its turn or fall.

Toxic Gas. Toxic gas spews nonstop from the mountain extending 1 mile from it in all directions. When a creature comes into the area for the first time or starts its turn within 1 mile of the mountain, it takes 1 poison damage from the fumes and must make a DC 15 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 hour. If the target succeeds on its saving throw, it automatically passes saving throws to avoid becoming poisoned by the toxic gas, but still takes damage as normal. Creatures immune or resistant to fire damage are not affected by this hazard, even if they aren't immune to poison damage or the poisoned condition.

THE FOOT OF THE MOUNTAIN

Once the characters come within 300 feet of the mountain, they are subjected to the following effects (in addition to those noted above).

Extreme Heat. A creature must make a Constitution saving throw at the end of each hour spent within 300 feet of the mountain or inside it or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or

immunity to fire damage automatically succeed on the saving throw.

Volcanic Storm. A churning storm cloud hangs above the mountain, centered on the mountain. The storm affects everything within 300 feet of the mountain. Lightning flashes in the area, thunder booms, and strong winds roar. When the characters and their followers first enter the cloud, each creature under the cloud (no more than 5,000 feet beneath the cloud) must make a DC 15 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and becomes deafened for 5 minutes.

Every minute the characters spend traveling under the cloud, roll a d10 to determine a random effect created by the cloud.

Volcanic Storm

d10	Result
1	Acid Rain. Each creature and object under the cloud takes 3 (1d6) acid damage.
2	Lightning. Six bolts of lightning flash from the cloud, striking six random creatures or objects. A given creature or object can't be struck by more than one bolt. A struck creature must make a DC 15 Dexterity saving throw. A creature takes 35 (10d6) lightning damage on a failed saving throw, or half as much damage on a successful one.
3	Hailstones. Huge balls of ice the size of fists drop from the sky. Each creature and object under the cloud takes 7 (2d6) bludgeoning damage.
4-10	Freezing Rain. Gusts of freezing rain assail the area under the cloud. Each creature under the cloud takes 3 (1d6) cold damage and ranged weapon attacks in the area are impossible for the next minute. Checks made to concentrate on spells are made with disadvantage. The gusts disperse fog, mists, and similar phenomena, and it snuffs out torches and unprotected lanterns.

THE CALDERA

There is only one way into the Auntyrakkan's lair: through the caldera. The steep sides of the caldera drop away from the edge of the cone, making a 60-foot descent to the lava below. The rough rock of the caldera is not overly difficult to climb, but the area grows increasingly hot as creatures descend: once inside the volcano, increase the DC for checks made to resist extreme heat by 5.



SCENE 5 - AUNTYRAKKAN'S LAIR

Auntyrakkan's Lair is hell on earth. Magma constantly churns below the mountain, spewing hot lava, fire, and toxic fumes into the air all around it.

GENERAL FEATURES

With the exception of a few areas, the entire complex was made naturally by the magma rising from the heart of the mountain. As a rule of thumb, ceilings are as high as an area is wide. The entire area over the caldera is open to the sky above (but not subject to the volcanic storm effects, described in Scene 4).

Dragon Sense

Auntyrakkan can sense the presence and location of any creature within his lair, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell or similar magic, such as a *ring of mind shielding*.

Illumination

Thanks to the hot lava that courses through the volcano's interior, most of the dragon's lair is bathed in bright, orangish light.

Intense Heat

The heat in the volcano has similar effects to those described on page 17, except the DC for Constitution saving throws made to avoid the heat's effects start at 10.

Lava

Hot lava bubbles throughout the complex. The lava sheds bright light 30 feet in all directions and dim light for an additional 30 feet. A creature that touches the lava takes 5 (1d10) fire damage and catches fire. Until a creature uses its action to douse the flames, the creature takes 5 (1d10) fire damage at the start of each of its turns.

A creature takes 33 (6d10) fire damage when it

enters lava for the first time on a turn or when it ends its turn there.

Lava is thick, too. Moving through lava requires 3 feet of movement for every 1 foot moved. Auntyrakkan and creatures native to the Elemental Plane of Fire move through the lava without any penalty.

Magical Defenses

Auntyrakkan's lair is protected by both the *private sanctum* and *forbiddance* spells, creating the following conditions:

- ▶ Creatures can't teleport into the lair or use portals, such as those created by the *gate* spell, to enter the area.
- ▶ The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, realm of the fey, the realm of shadow, or the *plane shift* spell.
- ▶ Celestials, elementals from any plane other than the Elemental Plane of Fire, fey, fiends, and undead that enter the lair for the first time or start their turn in the lair take 27 (5d10) radiant damage.
- ▶ Sound can't pass through the barrier at the edge of the volcano.
- ▶ Thick smoke surrounds the lair, preventing vision (including darkvision) through it.
- ▶ Sensors created by divination spells can't appear inside the lair or pass through the barrier at its perimeter.
- ▶ Creatures in the area can't be targeted by divination spells.

None of these effects can be dispelled by any creature other than Auntyrakkan.

Sounds

The hiss and rumble of flowing lava and the crackle of fires can be heard throughout the lair.

Random Encounters

For every 30 minutes the characters spend inside Auntyrakkan's lair, roll a d20 and consult the following table. Explanations of some of the encounters appear after the table.

Auntyrakkan's Lair Random Encounters

d20	Encounter
1-2	1 fire elemental
3	1d8 magmin
4	1d4 salamanders
5	Crust break
6	Flame gout
7	Lava rain
8	Smoke cloud
9	Sulfur cloud
10-20	None

Fire elemental (1); Lrg elemental; **AC** 13; **hp** 102; **Spd** 50 ft; **Str** +0, **Dex** +3, **Con** +3, **Int** -2, **Wis** +0, **Cha** -2; **Resist** bldg, prc, slsh nonmagic; **Immune** fire; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB**: +3; **Senses** darkvision 60, **PP** 10; **AL** N; **CR** 5; **XP** 1,800.

- **Fire Form** 1d10 fire for touch, 5 ft melee atk, enter enemy space, 1d10 fire, catch fire, take 1d10 fire at start of each turn until action to put out; **Illumination** bright light 30 ft, dim light additional 30 ft;
- **Water Susceptibility** takes 1 cold for 5 ft or 1 gallon of water.
- **Multiattack** 2 touch.
- **Melee** Touch (+6, 5 ft, 2d6+3 fire, target ignites, until doused, 1d10 fire at start of each turn).

Magmin (1 to 8); Sml elemental; **AC** 14; **hp** 9; **Spd** 30 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -1, **Wis** +0, **Cha** +0; **Resist** bldg, prc, slsh nonmagic; **Immune** fire; **PB**: +2; **Senses** darkvision 60, **PP** 10; **AL** CN; **CR** 1/2; **XP** 100.

- **Death Burst** explodes on death, creatures ≤ 10 ft **DC** 11 **Dex** save to halve 2d6 fire;
- **Ignited Illumination** BA to light up or extinguish magmin, bright light 10 ft, dim light additional 10 ft
- **Melee** Touch (+4, 5 ft, 2d6 fire, target ignites, until doused as action, 1d6 fire at end of each turn).

Salamander (1 to 4); Lrg elemental; **AC** 15; **hp** 90; **Spd** 30 ft; **Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1; **Vuln** cold; **Resist** bldg, prc, slsh nonmagic; **Immune** fire; **PB**: +3; **Senses** darkvision 60, **PP** 10; **AL** NE; **CR** 5; **XP** 1,800.

- **Heated Body** 2d6 fire for touch, 5 ft melee atk;
- **Heated Weapons** 3d6 fire additional weapon damage (included).
- **Multiattack** 1 spear, 1 tail.
- **Melee** Spear (+7, 5 ft, 2d6+4 prc or 2d8+4 prc versatile plus 1d6 fire); Tail (+7, 10 ft, 2d6+4 bldg plus 2d6 fire, target grappled, restrained (**DC** 14), auto hit on tail attacks).
- **Ranged** Spear (+7, 20/60 ft, 2d6+4 prc plus 1d6 fire).

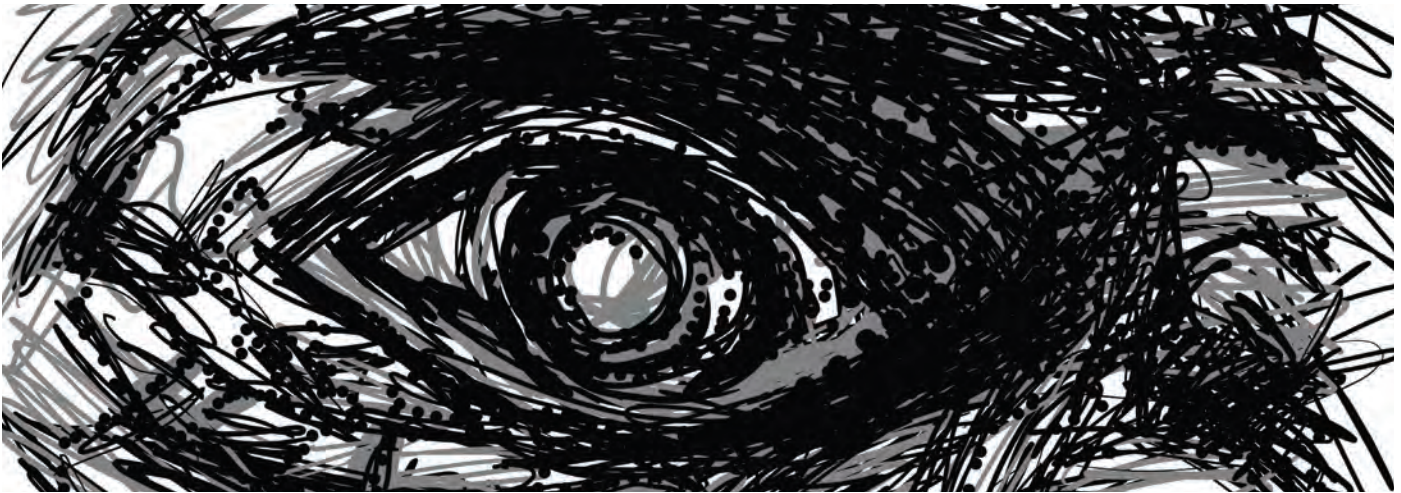
Crust Break. A random character steps on a thin spot on the floor. The character must succeed on a **DC** 10 **Dexterity** saving throw or fall through the floor. Roll a d4. On a result of 2-4, the character falls 1d4 x 10 feet into an empty magma chamber, taking 1d6 damage for every 10 feet the character falls. On a result of 1, the character falls into lava and takes damage as described earlier.

Flame Gout. A bubble of gas spontaneously ignites, creating a burst of flame in a 15-foot cone. Each creature in the area must make a **DC** 10 **Dexterity** saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.

Lava Rain. Lava droplets form on the ceiling and fall in a 20-foot-diameter area. Each creature that enters the area or starts its turn in the area takes 9 (2d8) fire damage. The drops ignite exposed flammable objects. The rain ends at the end of a round 2d4 rounds later.

Smoke Cloud. A 40-foot-diameter cloud of smoke fills the area, causing everything in the area to become lightly obscured. The smoke dissipates after 1d4 minutes unless wind disperses it first.

Sulfur Cloud. A discharge of noxious fumes erupts from a nearby vent in a 10-foot square. Each creature in the area must make a **DC** 10 **Constitution** saving throw or become poisoned for 1 minute.



Where is Auntyrakkan?

Auntyrakkan doesn't stay in one place while inside his lair. When the characters first approach The Living Summit, roll a d6 to determine Auntyrakkan's starting location. Although this is where the dragon starts, it's bound to move around the lair while the characters are inside.

Auntyrakkan's Location

d6	Auntyrakkan's Location
1-3	Auntyrakkan rests in the lava by his hoard in area 10 .
4-5	Auntyrakkan tries to repair the damages to his gallery in area 2b .
6	Auntyrakkan relaxes in the lava in area 1d .

Ancient red dragon (1); Garg dragon; **AC** 22; **hp** 546; **Spd** 40 ft, climb 40 ft, fly 80 ft; **Str** +10, **Dex** +0, **Con** +9, **Int** +4, **Wis** +2, **Cha** +6; **Saves** DEX +7, CON +16, WIS +9, CHA +13; **Immune** fire; **PB** +7; **Senses** blindsight 60, darkvision 120, PP 26; **AL** CE; **CR** 24; **XP** 62,000.

► **Legendary Resistance (3/Day)** Choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 bite, 2 claw.

► **Melee** Bite (+17, 15 ft, 2d10+10 prc plus 4d6 fire); Claw (+17, 10 ft, 2d6+10 slsh); Tail (+17, 20 ft, 2d8+10 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 21 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Fire Breath (Recharge 5-6)** 90 ft cone, DC 24 Dex save to halve 26d6 fire.

► **Legendary Actions (3)** Detect (Perception +16 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (15 ft of dragon, DC 25 Dex save or 2d6+10 bldg and knocked prone; dragon can then fly up to half Spd).

FIGHTING AUNTYRAKKAN

The **ancient red dragon** is a vile bastard if there ever was one. He gives no quarter and asks for none in return. Auntyrakkan targets any creature capable of shutting his powers down first, particularly high-level spellcasters. He does this by separating them from the group, either by enticing them to come forward or by grabbing them with his claws and taking them to the sky. Auntyrakkan also recognizes that most creatures aren't immune to fire. The dragon enjoys diving into the caldera to hide or holding grappled creatures under the lava until they're completely incinerated. If the target's allies can watch this happen, even better.

However, Auntyrakkan is hot-tempered and easily provoked. A creature can use its action to make a Charisma (Deception, Intimidation, or Persuasion) check contested by Auntyrakkan's Wisdom (Insight) check. If Auntyrakkan fails the check, he momentarily abandons his clever tactics and goes straight for a kill, leaving himself open to attacks. Going within 5 feet of one of his treasure hoards produces a similar effect.

- **Personality Traits.** "All that I survey, I could easily destroy. From time to time, it is important to remind these small creatures of the true extent of my power."
- **Ideals.** "Greed. If I desire a thing, then it must be mine and mine alone. (Evil)."
- **Bonds.** "I collect information about the worlds of the Material Plane, and I would love to visit another world someday."
- **Flaws.** "I am easily provoked and constantly lose my temper, causing me to abandon all reason and sound judgment."

KEYED LOCATIONS

The following locations are keyed to Auntyrakkan's lair, on page 22.

1. Caldera

The only way into the volcano is here, in this large, open chamber, the volcano's caldera. Hot lava boils up from the magma chamber 2 miles below the surface of The Living Summit and pools here.

The walls around the caldera are easy enough to climb, requiring no checks. From the cone, it's a 40-foot climb down to ledges surrounding the caldera (**areas 1b** and **3**), then another 30 feet down to the magma pool on the lowest level of the lair.

Encounter: Auntyrakkan. If Auntyrakkan (**ancient red dragon**) starts in this location, he spends his time relaxing in the pool of lava in the eastern chamber. If Auntyrakkan is forced to fight here and his normal tactics fail (see Fighting Auntyrakkan on page 20 for details), he tries to grab whatever creature poses the largest threat to him in his claws. He then dives into the lava pool with the target in his hands, hoping to eradicate it. While in the lava, Auntyrakkan can use his action or two legendary actions to fling lava at nearby targets. When he does, he creates a wave of lava in a 10-foot square next to the "shore." Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 22 (4d10) fire damage on a failed saving throw or half as much damage on a successful one.

2. Gallery

During the reign of The Great Chromatics, Auntyrakkan stored his favorite works of art in this gallery, using his innate magic to protect them from the destructive nature of his own lair. When The Great Chromatics fled to Aegreya, brave looters stole his collection. Later, earthquakes and fires destroy parts of the gallery, leaving some of it in ruin.

The gallery is divided into two floors. The bottom floor still bears carved runes depicting red dragons along the tiles. A mezzanine encompasses the top portion of the gallery. It is here where Auntyrakkan's paintings used to hang. The only thing that remains are empty alcoves and iron hooks.

Encounter: Auntyrakkan. If the characters encounter the dragon here, he is reminiscing over times past, when he and his siblings ruled this portion of Omeria. Unless the characters attack him, he shares anecdotes about his brothers and sisters and how humans once feared them. Once he's done sharing his stories, the dragon switches to his normal tactics (see Fighting Auntyrakkan on page 20 for details).

3. Prison

This cavern was once used to store Auntyrakkan's enemies, those he felt were worth interrogating.

Medusa Statue. The shattered remains of a statue lies on the floor. A character who observes the statue and succeeds on a DC 11 Intelligence (Investigation) check recognizes that the statue was of a medusa. Its head still bears snakes (albeit ones made from stone) and is lying face down. If the statue's head is turned around, its eyes act exactly like a **medusa's**. The magic in the statue's eyes only works in this chamber. If removed from here, they lose their magic.

Casting *dispel magic* against 6th-level spells removes the petrification effects of the statue, as does destroying it. The head has AC 18, 25 hit points, and immunity to poison and psychic damage.

4. Lava Flow

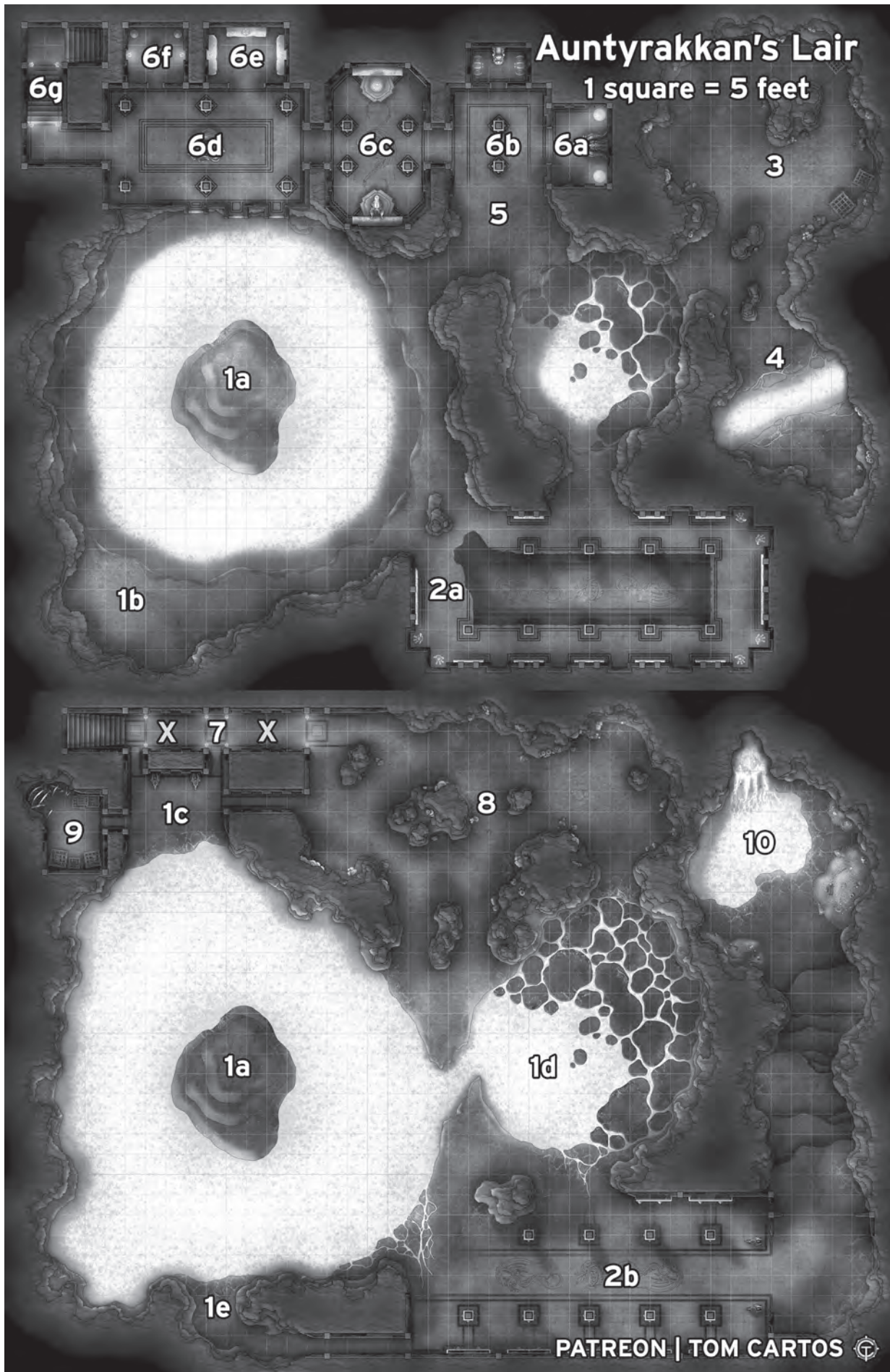
A fast-moving stream of lava cuts this small chamber in half.

5. Passageway

This natural stone passageway grants a view of the lava pools 30 feet below. The corpse of a fire giant lies on the ground, its head missing (Auntyrakkan bit it off during his fight with the giants).

Treasure: Hellreaver. The fire giant wielded a magic greatsword named *Hellreaver*. When the characters first see the sword, it's sized for a fire giant and unwieldable. However, if a character attunes to it, it reduces to Medium size. *Hellreaver* is a *nine lives stealer greatsword* with only 2 charges remaining. The sword is warm to the touch, even when outside of the volcano, and features leering faces engraved onto its surface. Celestials find the sword's presence revolting.





6. Upstairs Hallway

Stairs at the east end of the hallway (6g) connect this area to **area 7**.

This long hallway runs the length of the upper level of Auntyrakkan's lair. Once upon a time, all of the alcoves contained deadly traps designed to deter intruders. The fire giants who took up residence here disabled most of the traps, making it safe to pass through the area. Now, only the hazards normal for the volcano exist here.

Each of the old traps are detailed below. A quick examination of each trap and a successful DC 12 Intelligence (Investigation) check reveals how the respective trap once functioned before it was disarmed.

Lalorath Statue (6a). A carved black dragon head stands at the far western side of the hallway. Two iron braziers flank the head. The head once spewed acid, but now just stands there with its mouth agape.

Brizzar Statue (6b). The statue in this alcove is carved to look like Aegreya's current leader, Brizzar the Slow. It once blew a cone of cold into the chamber, but like the other traps, it was disabled.

False Dragon Egg (6c). A large, scaled egg radiating intense heat sits atop a dais in an alcove at the center of the hallway. The egg is a fake. There were once electrodes connected to the egg that would shock anyone that touched it. They, too, have been disabled.

Tyro Statue (6d). This statue is carved to look like Auntyrakkan's green dragon sister, Tyro. Before it was disabled, a mechanism inside the statue caused its wings to spread out like fan blades. The statue then rotated on its pedestal, slicing any creature in the chamber.

Rubble (6e). This alcove had a statue that used to animate as a stone golem but it was destroyed by the fire giants. Only small bits of its original frame remain.

Thranstirndrion Statue (6f). Auntyrakkan's dead brother, Thranstirndrion, is represented by this dark purple statue. The statue used to emit a cloud of toxic gas.



7. Downstairs Hallway

The stairs in **area 6g** lead down to this hallway.

This hallway runs three-quarters the length of the lair's downstairs. Because the fire giants were too large to comfortably fit into the stairway and hall, they mostly avoided it.

Pit Traps. Two pit traps hide in the floors of the hallway, both marked on the map by an "X" in a white square. When a creature weighing 50 pounds or more stands on the 10-foot-square lid of a trap, the lid buckles under and deposits the creature into a pool of lava. A target takes 33 (6d10) fire damage from the lava when it first falls in and each time it starts its turn in the lava. A target in the pit can climb out by succeeding on a successful DC 15 Strength (Athletics) check.

Noticing the pit traps in advance requires a successful DC 15 Wisdom (Perception) check. A character can use its action to hammer in a spike or similar wedge to each trap door, preventing it from opening with a successful DC 15 Strength (Athletics or smith's tools) check (player's choice).

Treasure: Gold Sconces. Because the fire giants ignored this hallway, they didn't take the gold sconces on the wall. Each sconce is worth 1,000 gp. There are eight in all. A character must use its action to make a DC 20 Strength check, prying it from the wall with a success. Alternatively, a character with proficiency in any sort of artisan's tools related to construction can remove the sconce with a successful DC 10 Dexterity check using the chosen tool.

8. Natural Caverns

This series of caverns was formed by magma flows. Obsidian shimmers in the walls, giving the entire area an eerie beauty. A character who succeeds on a DC 10 Wisdom (Survival) check discovers signs that the fire giants once lingered in this area. Judging by the animal bones, they likely used it as a mess hall.

9. Pantry

The charred remains of animals big and small crowd this small passage. During Auntyrakkan's former tenure as lord of The Living Summit, he used this area to store animals he intended to eat. The fire giants did the same.

Treasure: Dead Adventurer. A dead adventurer's charred remains lie against the wall. The hero met her fate after she erroneously challenged the giants. The giants responded by holding her head under lava for 30 minutes. A successful DC 12 Intelligence (Investigation) check made near her corpse reveals a *ring of fire resistance* (what little good it did her).

10. Auntyrakkan's Hoard

The path descends 30 feet down to the deepest part of the lair. Here, Auntyrakkan keeps his hoard. The lowest layer of the hoard contains gold coins that fused with the rock. These were part of Auntyrakkan's original hoard. Above that, the treasures the fire giants collected from the various rooms of the lair lie. It also includes the treasures gained during raids in the foothills surrounding the Spine. Finally, Auntyrakkan's latest hoard covers it all. Below is an itemized list of the treasures.

Encounter: Auntyrakkan. If the characters encounter Auntyrakkan here, he's pretending to sleep atop his hoard. If the characters examine Auntyrakkan, they realize he's not actually sleeping with a successful DC 21 Intelligence (Nature) or Wisdom (Perception) check (the characters' choice). Auntyrakkan continues to keep up the ruse until someone attacks him or tries to steal the treasure from his hoard. Auntyrakkan prefers not to fight here as this place has only one exit. He will try to escape to the caldera if possible, taking the characters with him. If the characters don't follow, he stages an ambush in his gallery.

Treasure: Auntyrakkan's Hoard. Auntyrakkan's hoard consists of the following items:

- ▶ Coins: 3,300 cp, 19,000 sp, 22,000 gp, 3,000 pp
- ▶ 2 gems each worth 10 gp
- ▶ 4 gems each worth 50 gp
- ▶ 5 gems each worth 500 gp
- ▶ 11 gems each worth 1,000 gp
- ▶ 2 gems each worth 5,000 gp

- ▶ 1 art object worth 25 gp
- ▶ 2 art objects each worth 250 gp
- ▶ 1 art object worth 750 gp
- ▶ 7 art objects each worth 2,500 gp
- ▶ The blackened skull of a young dragon that has been etched with designs and decorated with gems (worth 7,500 gp)*
- ▶ 1 *oil of sharpness*
- ▶ 1 *potion of speed*
- ▶ 1 *potion of stone giant strength*
- ▶ 1 *potion of supreme healing*
- ▶ 1 suit of *elven chain*

*This item in particular is Auntyrakkan's favorite.

Of course, removing the treasure won't be easy. Extremely heavy—and hot—with a variety of magical protections securing the compound, the only way to get it out is through patience and planning. Furthermore, it won't be easy to trade. Many of the coins in the pile are marked with the stamps of ancient Presson's Enclave and are no longer in circulation. Other coins were stolen from locals, either from the fire giants or the dragon itself. When word spreads that the dragon is dead, people will come asking for reparations. It's just as the famous bard Sir Christopher Wallace once said: "more gold, more troubles."

CONCLUDING THE ADVENTURE

If the character's survive their encounter with Auntyrakkan, their tale will be told in prose and song for centuries to come. Of course, if they don't survive, they will simply become the first entry on a long list of foolhardy adventurers brave (or insane) enough to challenge the dragon's might. Ω



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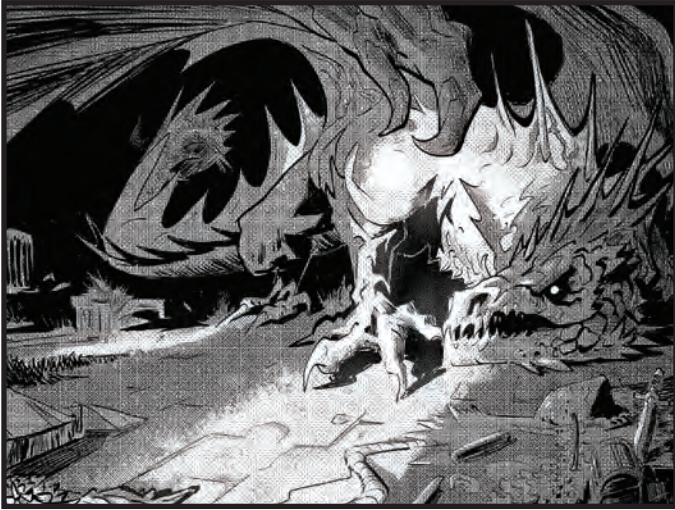
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THE SUNKEN TEMPLE



A scalable adventure.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Horror and classic swords & sorcery are the themes of this scenario.

Written by **John K. Webb**

Cartography by **Dave Hamrick** and **Forgotten Adventures**

Art by **Matias Lazaro**, **Maciej Zagorski**, **Earl Geier**, **William McAusland**, and **Daniel F. Walthall**

ADVENTURE SUMMARY

The characters must descend into a buried temple and root out the green dragon whose nightmares are beginning to affect the waking world.

LEVEL PROGRESSION

The Sunken Temple is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 8, 11, 14, or 17. This adventure offers a general guideline on how to scale the adventure for each level. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Adult Green Dragon
Cult Fanatic
Cultist
Green Dragon Wyrmling
Lich
Mage
Phase Spider
Roper
Young Green Dragon

Spells

Private Sanctum
Sleep
Teleport

Magic Items

Dwarven Plate
Armor +1
Potion of Clairvoyance
Potion of Heroism
Potion of Superior Healing
Ring of Animal Influence
Ring of Jumping
Ring of Protection
Ring of Telekinesis
Spell Scroll
Weapon +2

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

none

OMERIA PLACEMENT

The lush jungles of the island of Elsath make for the perfect setting for this adventure. Additionally, the cultists making use of the dragon's powers could be part of the Witnesses of the Worm or of the Sunken, hoping to use their newfound might to further their own cause.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. The Sunken Temple Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to travel to the Sunken Temple and cleanse it of evil, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and

treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 8th, 11th, 14th, or 17th, the chart below shows you which version of the adventure you should select for each level.

Scaling the Adventure

APL	Adventure Level	Difficulty
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Hard
11	11th-level	Medium
12	14th-level	Deadly
13	14th-level	Hard
14	14th-level	Medium
15	17th-level	Deadly
16	17th-level	Hard
17	17th-level	Medium

The Sunken Temple Hooks

d8	Side Quest	Details
1	Fetch Quest	Green dragon scales are often used in armor that protects against poison. For a blacksmith, or for themselves, the characters seek to harvest as many as they could from the dragon of the Sunken Temple.
2	Recover Stolen Item	The cultists have amassed a treasure hoard by stealing from nearby villages and towns. The sovereigns gather together and offer the characters half of what has been stolen if they can recover the treasure.
3	Receive Information	A green dragon used to terrorize the area but has not been seen in a long time. While this would normally be cause for relief, a local druid hires the characters to search its lair, as the magic influencing the forest clearly suggests the dragon is still alive, and so the druid wants to learn why it is no longer leaving its lair.
4	Rescue Mission	One of the characters has been haunted by dreams in which the dragon speaks of the humanoids keeping it trapped in a slumber it cannot wake from. It wishes to be freed from its nightmares, one way or the other.
5	Missing Person	An elderly couple, friends of one of the characters, asks the characters for help in locating their son, Hahneid. He has not been seen in many months, and the uncertainty of his fate torments his parents.
6	Monster Hunt	The characters are tasked to kill the green dragon whose presence makes the woods ever more treacherous.
7	Supernatural Investigation	Lately, the people living close to the Sunken Temple have started suffering from nightmares and other terrors. An old ruin stands at the center of the phenomenon.
8	Secure Aid	A powerful enemy of the characters threatens to overwhelm them. Rumor has it that the cult currently operating out of the Sunken Temple has found a way to increase their power exponentially.



THE SUNKEN TEMPLE

The Sunken Temple was once a stronghold strategically placed alongside a major trade route, but after the local barony dissolved, it fell into disrepair. Its ownership has changed hands several times, between common bandits, mercenary companies, and, most recently, a green dragon. The dragon's influence has caused the surrounding forest to grow rampant and the fortification to sink into the earth.

However, it wasn't just the flora and fauna that was affected by the dragon's eminent magic: a tribe of humanoids who had called the forest home for generations was drawn to the dragon's lair, where they managed to trap the beast at the bottom of its temple with a powerful sleep enchantment. These dragon-worshippers now draw upon the creature's vast reservoirs of power and the tribal elders must be defeated for the enchantment to end. But has the dragon's long sleep dulled its senses? Would it even recognize its savior, should one ever arrive?

As the dragon sleeps, its nightmares seep out into the waking world, destabilizing the area. Brave adventurers are needed to delve into the sunken temple, confront the dragon-worshippers, and awaken the creature from its tormented slumber.

GENERAL FEATURES

The following features are common throughout all areas of the temple and are printed here for ease of reference:

Size & Dimensions. Treat each area of the temple as having 20-foot-high ceilings unless noted otherwise.

Illumination. Treat each outdoor area as having dim light during the day since rampant forest growth obscures the sun and no light during the night. Treat each indoor area as having no light unless noted otherwise.

Surface Detail. The green dragon's ambient magic has caused the local flora to grow rampant: just about every surface is covered in vines, plants, and other growths, even deep within the temple itself. Even so, the forest is eerily silent; the larger mammals have all fled, leaving only birds and mice. The dragon-worshippers, via their connection with the dragon itself, use these small creatures as their eyes and ears in the forest. These worshipers have adorned the walls of the temple with their arcane paraphernalia.

Barriers. Several doors throughout the temple are locked and/or boarded up. All of the barriers are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or any barrier can be forced open with a successful DC 20 Strength check.

Regional Effect: Waking Nightmare. The dragon's restless dreaming affects the waking world; the characters hear whispers, see shadows move, and may even spot a fleeting apparition. While within a mile of the sunken temple, whenever the characters decide to take a short or long rest, the number of hit points restored per hit dice and long rest is reduced by half (i.e. they only restore half their hit points during a long rest). Additionally, the number of hit dice restored via long rest is reduced by half. This effect ends when the characters have been outside a mile of the sunken temple for forty-eight hours, or when the green dragon in **area 20** is slain.

AREAS OF THE SUNKEN TEMPLE

The following locations are keyed to the maps of the temple on page 30.

1 - The Dark Thicket - Exterior

The forest has seemingly converged into a massive thicket of treacherous thorns and vines. Something must be hidden nearby.

Regional Effects: Green Dragons. Regardless of the adventure's APL, all exterior areas surrounding the sunken temple are considered the dragon's lair, and thus have the following effects:

- ▶ Thickets form labyrinthine passages within 1 mile of the dragon's lair. The thickets act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can move through the thickets, with every 1 foot a creature moves costing it 4 feet of movement. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the thickets or take 3 (1d6) piercing damage from thorns. Each 10-foot cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.
- ▶ Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets described above. The plants remove themselves from the dragon's path.
- ▶ Rodents and birds within 1 mile of the dragon's lair serve as the dragon's eyes and ears. Deer and other large game are strangely absent, hinting at the presence of an unnaturally hungry predator.

If the dragon dies, the rodents and birds lose their supernatural link to it. The thickets remain, but within 1d10 days, they become mundane plants and normal difficult terrain, losing their thorns.

2 - The Ramparts - Exterior

A gaping pit has opened up in the middle of the fort, seemingly bottomless. The ramparts surrounding it are in a state of decay.

Hazard: Weak Floor. The flooring around the ramparts has gone to rot. Whenever a humanoid creature attempts to move farther than 5 feet in a single turn, they must pass a DC 15 Dexterity (Acrobatics) check or fall 10 feet to the floor below, taking 7 (2d6) bludgeoning damage and falling prone. The area they fall into depends on where they're standing when the check was made.

Falling Down

Fell From	Falls Into
Northwest	Area 5
West/Southwest	Area 6
Northeast	Area 4
Southeast	Area 7

Hazard: Gaping Pit. The pit in the center of this area is 80 feet deep, ending in **area 18**. Creatures who fall into the pit take 28 (8d6) bludgeoning damage and fall prone. Characters may attempt to climb down into the pit using the proper tools; due to the temple's state of decay, however, there's a chance something might go wrong. For every 10 feet a character descends into the pit using tools, roll a d20. On a 1-2, a complication occurs (the rope snaps, debris falls, the climbing spikes weren't properly set, etc.). Whenever such a complication occurs, the character falls into **area 18**, taking 1d6 bludgeoning damage per 10 feet they fall, landing prone, and alerting the cult fanatic(s) in that area.

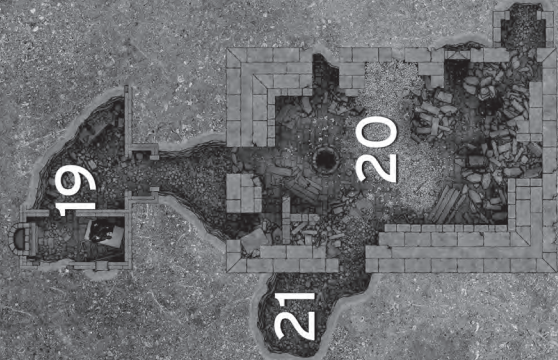
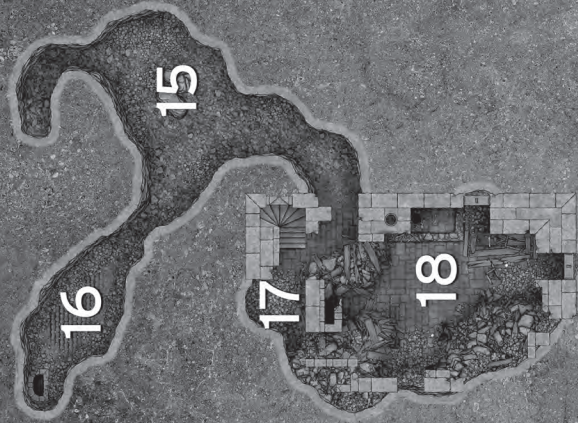
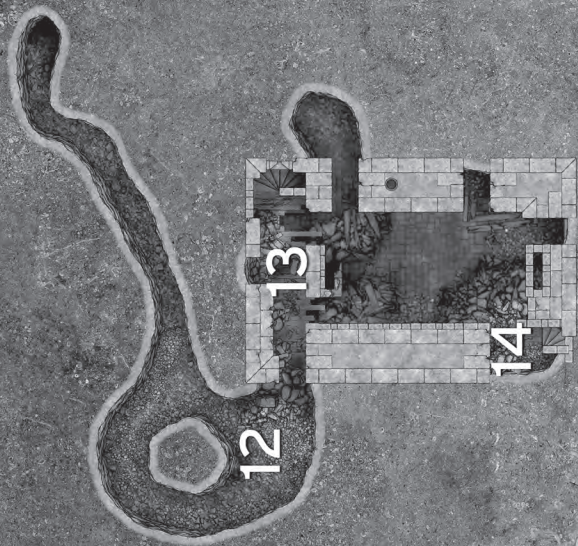
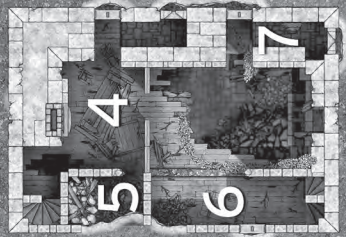
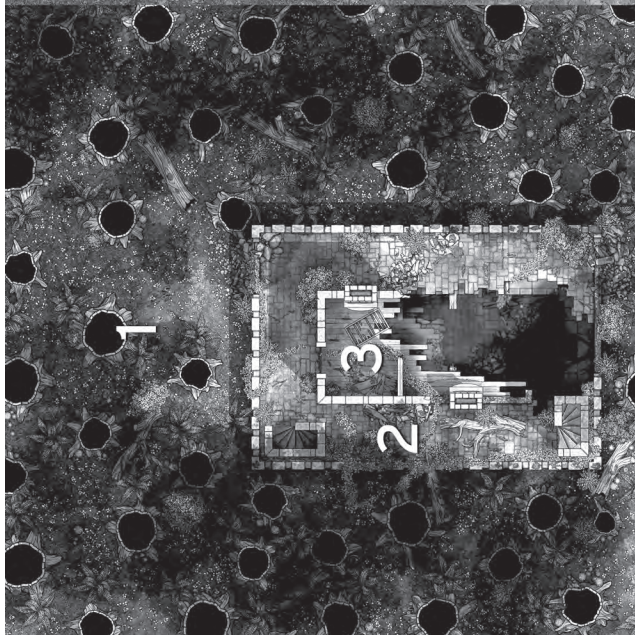
Stairs Down. There are two staircases in the area, one in the north and another in the south. The north stairs lead down to **area 4**; the south stairs lead down to **area 6**.

Poison Dart Trap - Mechanical - Simple. Both staircases have had their dart traps restored by the dragon cult. A pressure plate is located half-way down each staircase; small, obscured holes surround the pressure plate and require a successful DC 15 Wisdom (Perception) check to spot. A successful DC 15 Intelligence (Investigation) check reveals the pressure plates and characters with knowledge of stonework roll with advantage. The pressure plates can be deactivated with iron spikes, and the holes in the wall can be stuffed with cloth or wax to prevent the darts from launching.

The trap activates once 20 pounds or more are placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). If there are no targets in the area, the darts don't hit anything. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Hidden Trapdoor. A careful search of the southeastern corner of the area reveals a trapdoor hidden beneath the overgrown plantlife. The door is jammed and requires a successful DC 18 Strength check to open. Once open, a ladder leads down into **area 7**.

The Sunken Temple



3 - Officer's Quarters

Whatever calamity befell the fort and created the pit at its center utterly destroyed this area. Curiously, a number of small dead creatures—rabbits and spiders, mostly—are all around the floor.

Hazard: Weak Floor. The flooring in the officer's quarters has gone to rot. Whenever a humanoid creature attempts to move farther than 5 feet in a single turn, they must pass a DC 15 Dexterity (Acrobatics) check or fall 10 feet to **area 4** below, taking 7 (2d6) bludgeoning damage and falling prone.

Encounter: Nesting Ropers. Several **ropers** have turned the officer's quarters into a small nest; they lie in wait for passing prey, attacking anything that enters the room. During the encounter, whenever a roper would use its Reel feature, it may choose to dangle the grappled creature over the pit's edge instead, or drop a creature already dangling. Refer to the table below for more encounter information.

Nesting Ropers

Version	Creatures
8 or 11	2 ropers
14 or 17	3 ropers

Roper (2 or 3); Lrg monstrosity; **AC** 20; **hp** 93; **Spd** 10 ft, climb 10 ft; **Str** +4, **Dex** -1, **Con** +3, **Int** -2, **Wis** +3, **Cha** -2; **PB**: +3; **Senses** darkvision 60, **PP** 16; **AL** NE; **CR** 5; **XP** 1,800.

- ▶ **False Appearance** Indistinguishable from cave formation if motionless;
- ▶ **Grasping Tendrils** ≤ 6 tendrils, each **AC** 20, 10 hp, immune psn, psy, or DC 15 Str check; replace next turn;
- ▶ **Spider Climb** Climb walls & ceilings w/o check.
- ▶ **Multiattack** 4 tendril, Reel, 1 bite.
- ▶ **Melee** Bite (+7, 5 ft, 4d8+4 prc); Tendril (+7 50 ft, grappled DC 15 & restrained, dis Str checks & saves).
- ▶ **Reel** Pull all grappled ≤ 25 ft closer.



4 - The War Room

The room is covered in thick spider webs. A large, oak table sits in its center; metal figures, presumably representations of armed forces, lie scattered across the table's surface.

Hazard: Gaping Pit. The pit in the south of this area is 60 feet deep, ending in **area 18**. Refer to **area 2** for more information on navigating the pit.

Hazard: Spider Webbing. The room is covered in thick spider webbing and counts as difficult terrain. Characters entering the webbing for the first time or starting their turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try and escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Each 10-foot cube of giant webs has **AC** 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Treasure: Ancient Figurines. There are twelve figurines weighing 1 pound total; each figurine is worth 50 gp to learned buyers.

Encounter: Lurking Phase Spiders. Several **phase spiders** have turned the war room into a lair; they lie in wait for passing prey, attacking anything that enters the room. If at least one of the spiders becomes mortally wounded or killed, all of the spiders use their **Ethereal Jaunt** feature to retreat into the pit and are never seen again.

Lurking Phase Spiders

Version	Creatures
8	3 phase spiders
11 or 14	4 phase spiders
17	5 phase spiders

Stairs Up. A stone staircase in the northwest corner of the room leads up to **area 2**.

Ladder Down. The floor in front of the staircase in the northwest corner of the room has collapsed; a rope ladder leads 20 feet down into **area 10**. The collapsed floor can be jumped across with a successful DC 12 Dexterity (Acrobatics) check.

Phase spider (3, 4, or 5); Lrg monstrosity; **AC** 13; **hp** 32; **Spd** 30 ft, climb 30 ft; **Str** +2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -2; **PB** +2; **Senses** darkvision 60, **PP** 10; **AL** U; **CR** 3; **XP** 700.

- ▶ **Ethereal Jaunt** BA enter Ethereal/Material Plane;
- ▶ **Spider Climb** Climb walls without check;
- ▶ **Web Walker** no move restriction by webbing.
- ▶ **Melee** Bite (+4, 5 ft, 1d10+2 prc, target DC 11 Con save for half 4d8 psn, if reduced to 0, stable, but poisoned & paralyzed 1 hour).

5 - Ruined Armory

The room is almost completely covered in rubble. A skeletal arm can be seen sticking out of the rocks.

Treasure: Magic Ring. The skeleton's hand is still wearing a ring.

Magic Ring

Version	Item
8	<i>ring of jumping</i>
11	<i>ring of protection</i>
14	<i>ring of animal influence</i>
17	<i>ring of telekinesis</i>

6 - Wyrmling Castoffs

There are almost a dozen wyrmlings in this room, but something has gone terribly wrong with their development. Each and every one of the adolescent dragons has suffered a horrific mutation: fused wings, inverted organs, no eyes, etc. A robed figure rises from the pile of mutated wyrmlings.

Hazard: Gaping Pit. The pit to the east of this area is 60 feet deep, ending in **area 18**. Refer to **area 2** for more information on navigating the pit.

Encounter: Hatchery Attendant. The wyrmling attendant, Hahneid (NE human male **cult fanatic**) greets the characters warmly as they enter the area. He has gone quite mad from isolation and exposure to the sleeping dragon's nightmares and doesn't represent a threat to the characters unless they harm him or one of the dragon wyrmlings. He offers the following bits of information; information with a DC attached requires a successful Charisma check using any skill the characters wish to use.

- ▶ **DC n/a.** The Masters downstairs have been trying to breed green dragons. So far, none of them have emerged healthy. Hahneid happily cares for the castoffs, referring to them as his "children." Additionally, no one is allowed to see the Masters, nor have they been heard from in some time.
- ▶ **DC 15.** Hahneid gives a rough estimate of the cult's forces deeper in the temple, including a warning about Kurg the Voiceless in **area 8**, whom the cultists have not been able to get under control.
- ▶ **DC 20.** Hahneid tells the characters that there's a straight shot to the buried temple in **area 9**, but neglects to tell them it's a toilet. **Area 9** is only accessible by climbing 20 feet down from **area 7** (see Hidden Trapdoor on pg. 25).

Stairs. There are two stone staircases built into the south wall of this room. The west staircase leads down to the southwest corner of **area 8**, and the east staircase leads up to **area 2**.

Cult fanatic (1); Med humanoid; **AC** 13; **hp** 33; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2; **PB**: +2; **Senses** PP 11; **AL** A NG; **CR** 2; **XP** 450.

- ▶ **Dark Devotion** Adv on saves against charmed + frightened;
- ▶ **Spellcasting** 4th-level Wis (DC 11, +3); Cantrips/at will: *light, sacred flame, thaumaturgy*; 1st level/4 slots: *command, inflict wounds, shield of faith*; 2nd level/3 slots: *hold person, spiritual weapon*.
- ▶ **Multiattack** 2 melee.
- ▶ **Melee** Dagger (+4, 5 ft, 1d4+2 prc).
- ▶ **Ranged** Dagger (+4, 20/60 ft, 1d4+2 prc).

7 - Secret Room

Aside from the armored skeleton slumped against the wall, this area is unremarkable.

Hazard: Gaping Pit. The pit to the west of this area is 60 feet deep, ending in **area 18**. Refer to **area 2** for more information on navigating the pit.

Trapdoor. A trapdoor leads up to **area 2**. The door is jammed and requires a successful DC 18 Strength check to open.

Treasure: Ancient Armor. The skeleton is still wearing its armor; much of it has corroded beyond repair, but a careful search reveals some of it is still salvageable. Additionally, searching the skeleton reveals several poison darts. Refer to the table below to see what the characters find:

Ancient Armor

Version	Item
8	<i>splint armor</i>
11	<i>plate armor</i>
14	<i>plate armor +1</i>
17	<i>dwarven plate</i>

Climbing Down. Characters can use the proper tools to climb 20 feet down into **area 9** via the pit. For every 10 feet a character descends into the pit using tools, roll a d20. On a 1-2, a complication occurs (the rope snaps, debris falls, the climbing spikes weren't properly set, etc.). Whenever such a complication occurs, the character falls into **area 18**, taking 1d6 bludgeoning damage per 10 feet they fall, landing prone, and alerting the cult fanatic(s) in that area.

8 - Kurg's Lair

Barrier: Locked and Barricaded Door. This area is connected to a hallway, behind a door locked and barricaded by the cultists. Refer to the General Features section for information on how to overcome this obstacle.

When the characters gain entry to the room, read or paraphrase the following:

The remains of cultists litter the room, each in a different stage of decay. A large, mutated dragon slumbers atop a pile of rags.

Encounter: Kurg the Voiceless. Kurg is either a young or adult green dragon, depending on the APL of the adventure being run, with the following modifications.: due to mutation, Kurg cannot speak or otherwise make sounds, and does not have the normal Poison Breath feature.

Kurg begins the encounter asleep. If awoken, he will stand and attempt to intimidate the characters into leaving. He would prefer not to fight such a large and well-equipped party.

If one or more green dragon wyrmlings are present, their cries awaken Kurg the Voiceless as the characters enter the room. The wyrmlings cower beneath the older dragon's wings. Refer to the table below for more encounter information:

Kurg the Voiceless

Version	Creatures
8	1 young green dragon
11	1 young green dragon, 1 green dragon wyrmling
14	1 young green dragon, 3 green dragon wyrmlings
17	1 adult green dragon, 1 green dragon wyrmling

Hazard: Gaping Pit. There is an open door in the hallway leading to this room that leads to the pit; the pit is 40 feet deep and terminates in **area 18**. Refer to **area 2** for more information on navigating the pit.

Treasure: Kurg's Meager Hoard. Regardless of the adventure's APL, Kurg's hoard contains the following:

- ▶ 983 cp
- ▶ a bloodstained outfit of fine linen (worth 50 gp)
- ▶ a bloodstained vellum map of the world (worth 250 gp to learned parties, such as museums or collectors, or 25 gp to common merchants)

Stairs. There are two stone staircases built into the southwest hallway that leads to this room. The west staircase leads down to **area 14**, and the east staircase leads up to **area 6**.

Adult green dragon (0 or 1); Huge dragon; **AC** 19; **hp** 207; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +6, **Dex** +1, **Con** +5, **Int** +4, **Wis** +2, **Cha** +3; **Saves** DEX +6, CON +10, WIS +7, CHA +8; **Immune** psn; poisoned; **PB** +5; **Senses** blindsight 60, darkvision 120, PP 22; **AL** LE; **CR** 15; **XP** 13,000.

- ▶ **Amphibious** Breathe air & water;
- ▶ **Legendary Resistance (3/Day)** Choose to succeed on failed save.
- ▶ **Multiattack** Frightful Presence, 1 bite, 2 claw.
- ▶ **Melee Bite** (+11, 10 ft, 2d10+6 prc plus 2d6 psn); **Claw** (+11, 5 ft, 2d6+6 slsh); **Tail** (+11, 15 ft, 2d8+6 bldg).
- ▶ **Frightful Presence** 120 ft, any creatures, DC 16 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.
- ▶ **Legendary Actions (3)** Detect (Perception +12 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (≤10 ft of dragon, DC 19 Dex save or 2d6+6 bldg and knocked prone; dragon can then fly up to half Spd).

Green dragon wyrmling (0, 1, or 3); Med dragon; **AC** 17; **hp** 38; **Spd** 30 ft, fly 60 ft, swim 30 ft; **Str** +2, **Dex** +1, **Con** +1, **Int** +2, **Wis** +0, **Cha** +1; **Saves** DEX +3, CON +3, WIS +2, CHA +3; **Immune** psn; poisoned; **PB** +2; **Senses** blindsight 10, darkvision 60, PP 14; **AL** LE; **CR** 2; **XP** 450.

- ▶ **Amphibious** Breathe air & water.
- ▶ **Melee Bite** (+4, 5 ft, 1d10+2 prc plus 1d6 psn).
- ▶ **Poison Breath (Recharge 5-6)** 15 ft cone, DC 11 Con save to halve 6d6 psn.

Young green dragon (0 or 1); Lrg dragon; **AC** 18; **hp** 136; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +4, **Dex** +1, **Con** +3, **Int** +3, **Wis** +1, **Cha** +2; **Saves** DEX +4, CON +6, WIS +4, CHA +5; **Immune** psn; poisoned; **PB** +3; **Senses** blindsight 30, darkvision 120, PP 17; **AL** LE; **CR** 8; **XP** 3,900.

- ▶ **Amphibious** Breathe air & water.
- ▶ **Multiattack** 1 bite, 2 claw.
- ▶ **Melee Bite** (+7, 10 ft, 2d10+4 prc plus 2d6 psn); **Claw** (+7, 5 ft, 2d6+4 slsh).



9 - The Royal "Throne"

Something smells particularly awful in this room.

Straight Shot Down. A smelly, small toilet sits in the north part of this area. Small and Medium creatures may squeeze into the toilet and wriggle their way all the way down to **area 20**. Creatures who take this route must succeed on a DC 22 Constitution saving throw or become afflicted with Sight Rot. Additionally, creatures who take this route have disadvantage on all Charisma checks and saving throws until they take a very thorough bath.

Hazard: Gaping Pit. The pit to the west of this area is 40 feet deep, ending in **area 18**. Refer to **area 2** for more information on navigating the pit.

10 - Tunnel

The room is dark and empty. Strange whispers can be heard to the west.

Ladder Up. A rope ladder leads up to the east side of a hole in **area 4**.

11 - The Precipice

The whispers grow more intense. Firelight flickers below. The cultists are close.

Ladder Down. A rope ladder leads down to the center of **area 12**.

12 - The Gathering of Worshipers

The cultists are gathered around a large stone dragon statue carved into the west cavern wall. The air is filled with their whispered praises, which mingle uncomfortably with the slumbering dragon's thoughts.

Illumination. Treat this area as being dimly lit by torchlight.

Encounter: Mass of Cultists. The cavern is filled with worshiping cultists. If the characters are disguised somehow, they won't be noticed, but if they're not disguised and are seen, the cultists will attempt to apprehend them and bring them to the Masters in **area 20**. If the battle begins to turn in the favor of the characters, several cultists will dispatch themselves to **area 17** to alert the mageguards. Refer to the table below for more encounter information:

Mass of Cultists

Version	Creatures
8	10 cultists, 3 cult fanatics
11	6 cultists, 5 cult fanatics
14	9 cult fanatics
17	9 cult fanatics, 1 mage

Tunnel Down. A tunnel to the northeast leads down to **area 15**.

Treasure: Large Dragon Statue. The large dragon statue in the area can be extracted over the course of three hours using the proper tools. Once extracted, the statue weighs 200 pounds and is worth 250 pp to learned buyers (museums, collectors, etc.) or 250 gp to common merchants.

Cult fanatic (3, 5, or 9); Med humanoid; AC 13; hp 33; Spd 30 ft; Str +0, Dex +2, Con +1, Int +0, Wis +1, Cha +2; PB: +2; Senses PP 11; AL A NG; CR 2; XP 450.

► **Dark Devotion** Adv on saves against charmed + frightened;

► **Spellcasting** 4th-level Wis (DC 11, +3); Cantrips/at will: *light, sacred flame, thaumaturgy*; 1st level/4 slots: *command, inflict wounds, shield of faith*; 2nd level/3 slots: *hold person, spiritual weapon*.

► **Multiattack** 2 melee.

► **Melee** Dagger (+4, 5 ft, 1d4+2 prc).

► **Ranged** Dagger (+4, 20/60 ft, 1d4+2 prc).

Cultist (0, 6, or 10); Med humanoid; AC 12; hp 9; Spd 30 ft; Str +0, Dex +1, Con +0, Int +0, Wis +0, Cha +0; PB: +2; Senses PP 10; AL A NG; CR 1/8; XP 25.

► **Dark Devotion** Adv on saves against charmed + frightened.

► **Melee** Scimitar (+3, 5 ft, 1d6+1 slsh).

Mage (0 or 1); Med humanoid; AC 12/15; hp 40; Spd 30 ft; Str -1, Dex +2, Con +0, Int +3, Wis +1, Cha +0; PB: +3; Senses PP 11; AL A; CR 6; XP 2,300.

► **Spellcasting** 9th-level Int (DC 14, +6); Cantrips/at will: *fire bolt, light, mage hand, prestidigitation*; 1st level/4 slots: *detect magic, mage armor, magic missile, shield*; 2nd level/3 slots: *misty step, suggestion*; 3rd level/3 slots: *counterspell, fireball, fly*; 4th level/3 slots: *greater invisibility, ice storm*; 5th level/1 slot: *cone of cold*.

► **Melee** Dagger (+5, 5 ft, 1d4+2 prc).

► **Ranged** Dagger (+5, 20/60 ft, 1d4+2 prc).



13 - The Mezzanine

If the cultists in area 12 haven't been slain, fevered whispers can be heard to the west.

Below, the great green dragon lies asleep. Some of the cultists can be seen meditating on the beast and mumbling to themselves.

Stairs Down. A stone staircase in the northeast corner of this area leads down to **area 17**. Flickering torchlight can be seen around the bend.

Hazard: Gaping Pit. The pit to the south of this area is 20 feet deep, ending in **area 18**. Refer to **area 2** for more information on navigating the pit.

14 - Ruined Parlor

Below, the great green dragon lies asleep. Some of the cultists can be seen meditating on the beast and mumbling to themselves.

Rubble Wall. The east wall of this area has collapsed 20 feet down into **area 18**. Treat the rubble as difficult terrain. Characters may attempt to climb down the rubble by succeeding on either a DC 15 Dexterity (Acrobatics) check or a DC 15 Strength (Athletics) check per 10 feet of movement. On a failed check, the character falls the rest of the way, taking 1d6 bludgeoning damage per 10 feet they fall, landing prone in **area 18**, and alerting the cult fanatic(s) in that area.

15 - Dripping Cavern

Muddy water drips from the cavern walls, and every step is accompanied by a small splash. Torchlight flickers in the water to the south.

Tunnel Up. A tunnel to the north leads up to **area 12**.

Ways Forward. A tunnel to the south leads to **area 17**. A tunnel to the west leads to **area 16**.

16 - Old Temple Roof

Curiously, the ground transitions from natural rock to man-made materials. The remnants of a chimney rest in the northwest corner.

Ways Forward. Small and Medium creatures may climb down the chimney to **area 19**. A tunnel to the east leads to **area 15**.

Hazard: Sight Rot (Mold). Mold grows along the length of the chimney. Creatures with proficiency in Medicine notice the mold before climbing in. Creatures who take this route must succeed on a DC 22 Constitution saving throw or become afflicted with Sight Rot.



17 - Temple Passage

Large piles of rubble separate this area from the slumbering dragon, but there may yet be a path to the other side.

Illumination. Treat this area as being dimly lit by torchlight.

Encounter: Mageguards. Several cultist mages are guarding the area against intruders; their orders are to prevent anyone from interfering with the chanters' incantations in **area 18**. If the characters are disguised and attempt to talk their way past the mageguards, they perform any Charisma checks with disadvantage. The first time such a check is failed, the guards demand that the characters go away. Any subsequent failures result in the guards becoming outright hostile. If the characters are not disguised, the guards become hostile on sight.

Additionally, each mage has the spell *sleep* prepared, in case the green dragon were to awaken and go on a rampage.

Refer to the table below for more encounter information:

The Mageguards

Version	Creatures
8 or 11	2 mages
14	3 mages
17	4 mages

Way Forward. A careful search of the rubble reveals it can be picked across to the other side (to **area 18**). The rubble counts as difficult terrain.

Stairs Up. A stone staircase in the east corner of this area leads up to **area 13**.

Mage (2, 3, or 4); Med humanoid; **AC** 12/15; **hp** 40; **Spd** 30 ft; **Str** -1, **Dex** +2, **Con** +0, **Int** +3, **Wis** +1, **Cha** +0; **PB**: +3; **Senses** PP 11; **ALA**; **CR** 6; **XP** 2,300.

► **Spellcasting** 9th-level Int (DC 14, +6); Cantrips/at will: *fire bolt*, *light*, *mage hand*, *prestidigitiation*; 1st level/4 slots: *detect magic*, *mage armor*, *sleep*, *shield*; 2nd level/3 slots: *misty step*, *suggestion*; 3rd level/3 slots: *counterspell*, *fireball*, *fly*; 4th level/3 slots: *greater invisibility*, *ice storm*; 5th level/1 slot: *cone of cold*.

► **Melee** Dagger (+5, 5 ft, 1d4+2 prc).

► **Ranged** Dagger (+5, 20/60 ft, 1d4+2 prc).

18 - Chamber of the Dreamer

The massive shape of a green dragon looms over the area; it is trapped in a fitful sleep. Around the dragon are robed worshipers who seem to be meditating on the creature—no doubt these are the ones responsible for maintaining the sleep enchantment.

Encounter: The Dreamer. The battle begins once the characters enter the chamber and are noticed: one or more worshipers will cease their meditation and attempt to slay the heroes, targeting spellcasters first. Refer to the table below for the number of worshipers and the type of green dragon present:

The Dreamer

Version	Creatures
8	2 cult fanatic, 1 young green dragon
11	3 cult fanatics, 1 young green dragon
14	2 cult fanatic, 1 adult green dragon
17	3 cult fanatics, 1 adult green dragon

The green dragon begins the encounter still asleep. Once per round, on initiative count 20 (losing initiative ties), the dragon must attempt a DC 15 Wisdom saving throw. If successful, the green dragon awakens.

During the encounter, a **cult fanatic** may spend their action to meditate upon the dragon, increasing the DC of the Wisdom saving throw by 5.

Once awake, the green dragon flies into a rage, having gone mad in its nightmares, and prioritizes the closest creature when attacking. It still uses its lair actions, and at APLs 8 and 11, it has access to the lair actions of an **adult green dragon**. Additionally, the mageguards in **area 17** hear the commotion and enter the area if they are still alive. They attempt to put the dragon back to sleep before turning on the characters.

Regardless of APL, treat the green dragon as having half its hit points for the purposes of *sleep* effects directed at it.

The Masters' Echoes. If the green dragon is slain, the lich-like Masters in **area 20** release a psychic scream powerful enough for every living humanoid within a mile of the temple to suffer 11 (3d6) psychic damage and become blinded for 1 minute.

Straight Shot Down. A smelly, small toilet sits in the east part of this area. Small and Medium creatures may squeeze into the toilet and wriggle their way all the way down to **area 20**. Creatures who take this route must succeed on a DC 22

Constitution saving throw or become afflicted with Sight Rot. Additionally, creatures who take this route have disadvantage on all Charisma checks and saving throws until they take a very thorough bath.

Cult fanatic (2 or 3); Med humanoid; **AC** 13; **hp** 33; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2; **PB**: +2; **Senses** PP 11; **AL** A NG; **CR** 2; **XP** 450.

► **Dark Devotion** Adv on saves against charmed + frightened;

► **Spellcasting** 4th-level Wis (DC 11, +3); Cantrips/at will: *light, sacred flame, thaumaturgy*; 1st level/4 slots: *command, inflict wounds, shield of faith*; 2nd level/3 slots: *hold person, spiritual weapon*.

► **Multiattack** 2 melee.

► **Melee** Dagger (+4, 5 ft, 1d4+2 prc).

► **Ranged** Dagger (+4, 20/60 ft, 1d4+2 prc).

Adult green dragon (0 or 1); Huge dragon; **AC** 19; **hp** 207; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +6, **Dex** +1, **Con** +5, **Int** +4, **Wis** +2, **Cha** +3; **Saves** DEX +6, CON +10, WIS +7, CHA +8; **Immune** psn; poisoned; **PB** +5; **Senses** blindsight 60, darkvision 120, PP 22; **AL** LE; **CR** 15; **XP** 13,000.

► **Amphibious** Breathe air & water;

► **Legendary Resistance (3/Day)** Choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 bite, 2 claw.

► **Melee** Bite (+11, 10 ft, 2d10+6 prc plus 2d6 psn); Claw (+11, 5 ft, 2d6+6 slsh); Tail (+11, 15 ft, 2d8+6 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 16 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Poison Breath (Recharge 5-6)** 60 ft cone, DC 28 Con save to halve 16d6 psn.

► **Legendary Actions (3)** Detect (Perception +12 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (≤10 ft of dragon, DC 19 Dex save or 2d6+6 bldg and knocked prone; dragon can then fly up to half Spd).

Young green dragon (0 or 1); Lrg dragon; **AC** 18; **hp** 136; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +4, **Dex** +1, **Con** +3, **Int** +3, **Wis** +1, **Cha** +2; **Saves** DEX +4, CON +6, WIS +4, CHA +5; **Immune** psn; poisoned; **PB** +3; **Senses** blindsight 30, darkvision 120, PP 17; **AL** LE; **CR** 8; **XP** 3,900.

► **Amphibious** Breathe air & water.

► **Multiattack** 1 bite, 2 claw.

► **Melee** Bite (+7, 10 ft, 2d10+4 prc plus 2d6 psn); Claw (+7, 5 ft, 2d6+4 slsh).

► **Poison Breath (Recharge 5-6)** 30 ft cone, DC 14 Con save to halve 12d6 psn.

19 - The Old Temple

These two rooms are covered with ancient reliefs carved into the stone walls. Much of it has been worn by time, but it's clear that this place used to be a place of worship for something else before the dragon cultists took it over.

Private Sanctum. This entire area is protected by the spell *private sanctum*.

Illumination. Treat this area as being dimly lit by torchlight.

Ways Forward. Small and Medium creatures may climb up the chimney using the proper tools to area 16. A hallway to the south leads to area 20.

20 - The Masters of the Sunken Temple

There are three thrones of gold in the center of this room, surrounded by a vast hoard of wealth. Upon the thrones sit three skeletal figures.

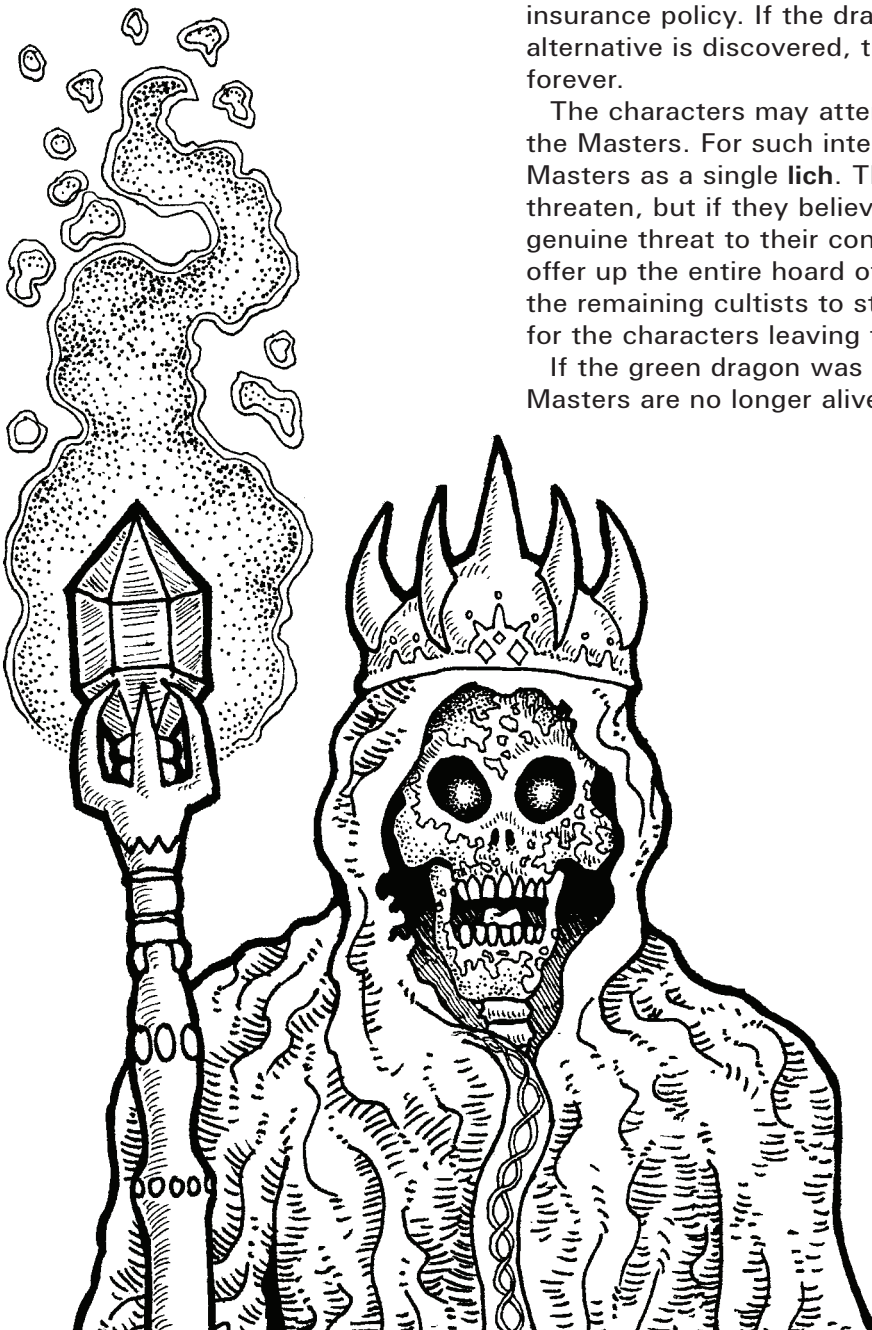
Private Sanctum. This entire area is protected by the spell *private sanctum*.

Illumination. Treat this area as being dimly lit by torchlight.

Encounter: The Masters. If the green dragon is still asleep, the three skeletal figures begin speaking with the characters telepathically. The Masters explain that they are inhabiting the dragon's dreams as a kind of magical phylactery and that they've been trying to breed more dragons as an insurance policy. If the dragon awakens before an alternative is discovered, their lives will be lost forever.

The characters may attempt to negotiate with the Masters. For such interactions, treat the Masters as a single **lich**. They will attempt first to threaten, but if they believe the characters to be a genuine threat to their continued existence, they'll offer up the entire hoard of treasure, and even tell the remaining cultists to stand down, in exchange for the characters leaving the temple forever.

If the green dragon was awoken or slain, the Masters are no longer alive.



Treasure: The Dragon Cult's Hoard. Once it's safe to do so, the characters can claim the dragon cult's vast hoard of wealth. You may choose to generate a treasure hoard on your own, or use the one provided below:

- ▶ 10,582 gp, 14,739 sp, 20,105 cp
- ▶ A carved ivory statuette (worth 250 pp to learned buyers such as museums or art collectors; 250 gp to common merchants)
- ▶ A large gold bracelet (worth 250 gp)
- ▶ A large well-made tapestry depicting a forgotten battle scene (worth 250 pp to learned buyers such as museums or art collectors; 250 gp to common merchants)
- ▶ A *longsword* +2, a piece of jet inset into the hilt
- ▶ A *potion of heroism*
- ▶ A *potion of clairvoyance*
- ▶ A *potion of superior healing*
- ▶ A *spell scroll of teleport*

Lich (1); Med undead; **AC** 17; **hp** 135; **Spd** 30 ft; **Str** +0, **Dex** +3, **Con** +3, **Int** +5, **Wis** +2, **Cha** +3; **Saves** CON +10, INT +12, WIS +9; **Resist** cold, ltng, ncr; **Immune** psn; bldg, prc, slsh nonmagic; charmed, exhaustion, frightened, paralyzed, poisoned; **PB** +7; **Senses** true-sight 120, PP 19; **AL** E; **CR** 21; **XP** 33,000.

- ▶ **Legendary Resistance (3/Day)** Choose to succeed on failed save;
- ▶ **Rejuvenation** If phylactery, gains new body 1d10 days after death;
- ▶ **Spellcasting** 18th-level Int (DC 20, +12); Cantrips/at will: *mage hand*, *prestidigitation*, *ray of frost*; 1st level/4 slots: *detect magic*, *magic missile*, *shield*, *thunderwave*; 2nd level/3 slots: *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*; 3rd level/3 slots: *animate dead*, *counterspell*, *dispel magic*, *fireball*; 4th level/3 slots: *blight*, *dimension door*; 5th level/3 slots: *cloudburst*, *scrying*; 6th level/1 slot: *disintegrate*, *globe of invulnerability*; 7th level/1 slot: *finger of death*, *plane shift*; 8th level/1 slot: *dominate monster*, *power word stun*; 9th level/1 slot: *power word kill*;
- ▶ **Turn Resistance** Adv on saves against effects that turn undead.
- ▶ **Melee** Paralyzing Touch (+12, 5 ft, 3d6 cold, target DC 18 Con save or paralyzed 1 min, repeat at end of turn).
- ▶ **Legendary Actions (3)** Cantrip (casts cantrip); Paralyzing Touch, 2 actions (Paralyzing Touch attack); Frightening Gaze, 2 actions (1 creature ≤ 10 ft DC 18 Wis save or frightened 1 minute, repeat save end of turn, on success immune 24 hrs); Disrupt Life, 3 actions (Non-undead creatures ≤ 20 ft DC 18 Con save to halve 6d6 ncr).



21 - Dragon Shrine - Interior

One of the worshipers has left a small dragon shrine in this room. The air smells of burning incense. Aside from the shrine, this area appears to be empty.

Private Sanctum. This entire area is protected by the spell *private sanctum*.

Treasure: Dragon Statue. A small, stone dragon statuette (worth 25 pp to learned parties, such as museums or collectors, or 25 gp to common merchants) is in this area. The statuette weighs 30 lbs.

CONCLUDING THE ADVENTURE

Once the characters have slain the dragon, they may return to their patron with proof (such as a dragon scale) to receive their promised reward. All regional effects begin to dissipate as the forest returns to its natural state; the Waking Nightmare effect ends immediately upon the dragon's death.

However, if the dragon was not slain and the Masters were allowed to continue their experimentation, they emerge from the Sunken Temple as three fully formed **liches** after 2d8 + 4 months and begin spreading death across the land. Additionally, for every month that passes with the green dragon still alive and slumbering, its Waking Nightmare effect spreads an additional mile, and after 6 months, all humanoid creatures in its radius begin going mad. Ω

FEY DRAGON FOREST



This scalable adventure is suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



An overland environment is the primary location setting of this scenario.



Social interaction and classic sword & sorcery are the primary themes of this scenario.

Written by **Dave Hamrick**

Cartography by **Dave Hamrick**

Art by **Matias Lazaro, Maciej Zagorski, and William McAusland**

ADVENTURE SUMMARY

While traveling through what seems like a mundane forest, the characters quickly discover things are not exactly as they seem.

LEVEL PROGRESSION

Fey Dragon Forest is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 1, 3, 5, or 8. This adventure offers a general guideline on how to scale the adventure for each level. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Adult Gold Dragon
Adult Green Dragon
Bulette
Dire Wolf
Druid
Dryad
Satyr
Sprite
Treant
Troll
Wolf

Spells

Fear
Hallucinatory Terrain
Major Image
Minor Illusion
Mirage Arcane
Mislead

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Fey Dragon
Shadow Cat

OMERIA PLACEMENT

If you're running a campaign that takes place in DMDave's setting Omeria, you can place this adventure into any of its major deciduous forests. It fits particularly well in the forests north of the Basilisk's Spine Mountains: Vaskil Valley, Wallingmiotta, or Sabalona Timberlands. The forests surrounding Tall Kuyji and Steel Church also work well, as do the forests of The Summer Land.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Fey Dragon Forest Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to enter the fey dragon forest and risk getting lost in the woods, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 100 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure

for levels other than 1st, 4th, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level.

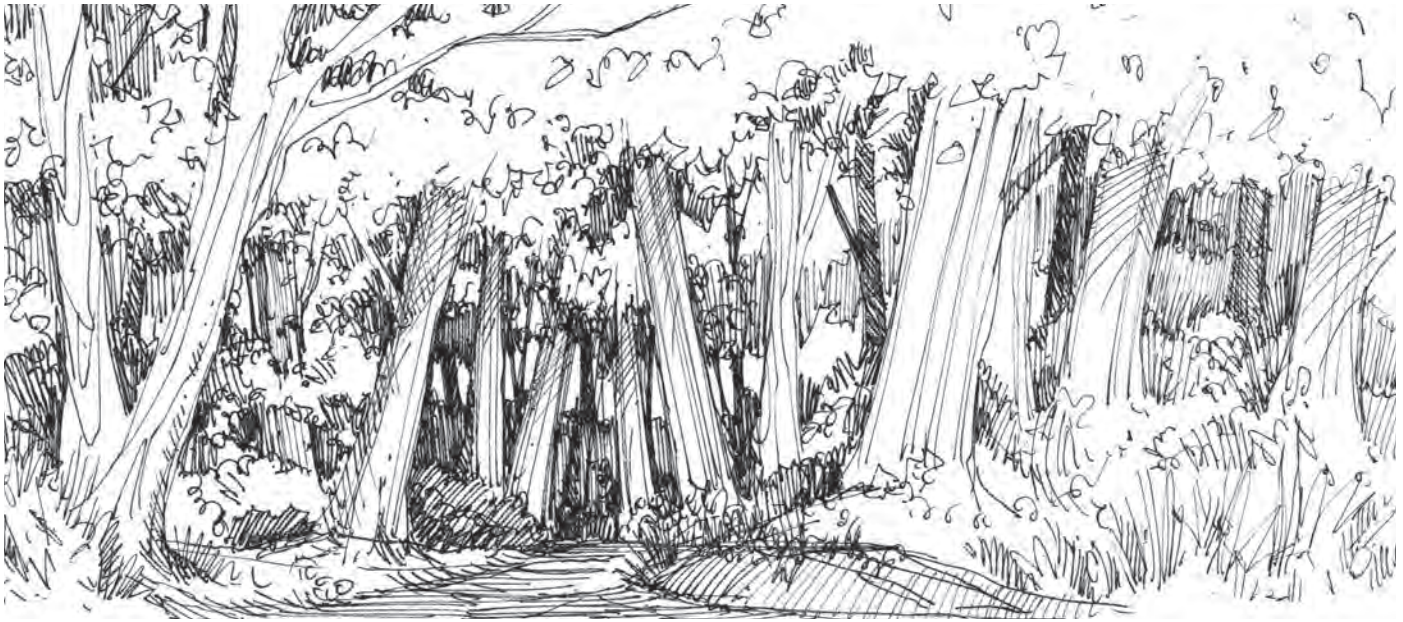
It's not recommended that you offer this adventure to parties whose average party level is greater than 10, as it may not pose too much of a challenge for them. Additionally, parties with forest-themed rangers and characters who possess access to truesight will easily see through many of the antagonist's illusions.

Scaling the Adventure

APL	Adventure Level	Difficulty
1	1st-level	Hard
2	1st-level	Easy
3	3rd-level	Hard
4	4th-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy

Fey Dragon Forest Hooks

d8	Quest Type	Details
1	Fetch Quest	The characters must find a rare mushroom rumored to grow at the center of the forest. This mushroom's magical properties are heavily guarded by the fey.
2	Recover Stolen Item	A fey dragon stole an artifact from a nearby temple dedicated to a god of agriculture. Since the item was stolen, the surrounding farm fields have fallen into ruin. When the characters meet the fey dragon (see area 9 below), the dragon explains that the temple's progenitors stole it from the forest centuries ago and it's theirs.
3	Receive Information	A rare disease has spread throughout the land. Druids tell the characters to seek the spirit of the forest who might know how to cure the disease.
4	Rescue Mission	Two siblings, Hannah and Gretchen, became lost in the forest a week ago. Unbeknownst to their parents, they were predestined to serve as monarchs to the Realm of the Fey. The characters must find them at the center of the forest.
5	Missing Person	Shortly after stealing from the city's coffers, a noble vanished into the heart of the forest through a portal to the Realm of the Fey. The characters must follow their trail into the forest.
6	Monster Hunt	The characters are tasked to capture a fey dragon.
7	Supernatural Investigation	For some reason, no one has ever been able to map the center of the forest. All attempts have failed. The characters are sent inside to find the forest's center.
8	Secure Aid	War is coming. The characters must reach out to fey lords and ladies for help. To reach their realm, the characters must find the center of the forest.



FEY DRAGON FOREST

From the outside, there doesn't seem to be anything unusual about the forest featured in this adventure. Even its name is relatively mundane: the Green Forest. Few tales feature special and strange events happening in the forest. Animal attacks are rare, and it seems like there are hardly any monsters in the area of which to concern oneself.

Of course, this is thanks to the concerted efforts of the forest's good-aligned fey inhabitants. The combined efforts of fey dragons, sprites, pixies, and dryads ensure that the forest remains safe. Furthermore, they protect the forest's true wealth, multiple portals to the Realm of the Fey, magic items long thought lost to time, the wisdom of the trees, and so forth.

Whatever the hook that brings them into the forest, the characters must sort through the forest's illusions and defenses to find the forest's center.

Because this adventure takes place in an outdoor environment which relies more on overland exploration and random encounters than keyed encounters, this section details how to manage the adventure.

INTO THE WOODS

For each day that the party travels inside the forest, follow these steps:

- ▶ Let the players determine whether the party wants to try to leave the forest or go deeper into its heart, and whether they plan to move at a normal pace, a fast pace, or a slow pace.
- ▶ If the players choose to leave the forest, they do so without any issue—suffering no random encounters, no chance of getting lost, etc. See “Leaving the Forest” below for details.
- ▶ If the players choose to go deeper into the forest

to find its core, they must navigate their way through its tricks and illusions. See *Traveling to the Center* below for details.

- ▶ Resolve planned and random encounters, if any.
- ▶ At the end of each day that the party spends in the forest, the party must make camping preparations and check to see if they have any supplies. See “Camping in the Forest” below for details.

Leaving the Forest

The actual forest only covers 64 square miles (roughly 40,000 acres). If the characters' goal was to simply pass through the forest in order to reach the other side, they could do it in a day, even if they were moving at a slow pace. It's when the characters choose to find the forest's center that they discover that the forest is more than meets the eye. Frequent castings of *hallucinatory terrain* and *mirage arcane* by its fey denizens have transformed the forest into a veritable labyrinth where distance no longer matters. Even druids and rangers familiar with forests have difficulty finding their way through this wood.

As such, it's always much easier to leave the forest than it is to travel to its heart. No matter where the characters are in the forest when they decide they want to leave, roll a d4. The result is the number of miles they must travel to reach the forest's edge, regardless of where they are within the forest.

While traveling towards the forest's edge, the characters will not experience random encounters or changes in terrain. Assuming that they don't choose to stop or turn around, it only takes them an hour to cover 1 ½ miles at a normal pace, 2 miles at a fast pace, and 1 mile at a slow pace.



Traveling to the Core

Things get tricky once the characters decide to travel to the forest's core.

Have the players designate one party member as the navigator. The navigator can even be an NPC, such as a guide or farmer who lives near the forest. The party can switch its navigator day to day.

When the characters first enter the forest, and once every time they travel to a different area in the forest, have the navigator's player (or the GM, if it's an NPC) make a Wisdom (Survival) check. If the navigator has the Natural Explorer feature with forest as their chosen terrain type, they make this check with advantage.

Use the Navigation table to determine what happens to the party based on the check's result. If the party travels deeper into the forest, roll on the Forest Location table the given number of dice to determine in which area of the forest the party finds themselves. Locations marked with an asterisk can only be found if the party discovers clues which give them bonuses to the Forest Location check. With the exception of moving toward the forest's edge (see above), it always takes the characters 2 hours of traveling on foot to move from one location in the forest to another.

Navigation

Check	Outcome
0-9	The party reaches the forest's edge and must start their journey anew.
10-14	The party travels deeper into the forest. Roll 1d4, then reference the forest location table to determine which part of the forest the characters discover.
15-24	The party travels deeper into the forest. Roll 2d4, then reference the Forest Location table to determine which part of the forest the characters discover.
25+	The party finds the forest's core, area 10 .

Forest Location

Check	Location
1	Area 1 - Blight's Edge
2	Area 2 - Forest Trail
3	Area 3 - Forest Stream
4	Area 4 - Forest Cave
5	Area 5 - Copse of Trees
6	Area 6 - Forest Clearing
7	Area 7 - Felled Monarch
8	Area 8 - Forest Menhirs
9	Area 9 - Fairy Circle*
10+	Area 10 - Misty Forest*

* Can't reach without achieving bonuses to the Forest Location check.

RANDOM ENCOUNTERS

Many of the forest's areas require you to make checks for random encounters. When a random

encounter occurs, roll percentile dice and check the Random Encounters table for the appropriate adventure level.

Random Encounters

Encounter	1st-level	3rd-level	5th-level	8th-level
1d8 + 1 sprites	1-3	—	—	—
1d4 + 4 wolves	4-6	1-3	—	—
2d4 dire wolves	—	4-6	—	—
4d4 dire wolves	—	—	1-3	—
1d4 trolls	—	—	4-6	—
1d8 trolls	—	—	—	1-2
1 young green dragon	—	—	—	3-4
1 treant	—	—	—	5-6

Dire Wolf (2-16); Lrg beast; **AC** 14; **hp** 37; **Spd** 50 ft; **Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** -2; **PB**: +2; **Senses** PP 13; **AL** U; **CR** 1; **XP** 200.
 ▶ **Keen Hearing & Smell** Adv Percep hear & smell;
 ▶ **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.
 ▶ **Melee** Bite (+5, 5 ft, 2d6+3 prc, target DC 13 Str save or prone).

Sprite (2-9); Tiny fey; **AC** 15; **hp** 2; **Spd** 10 ft, fly 40 ft; **Str** -4, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +0; **PB**: +2; **Senses** PP 13; **AL** NG; **CR** 1/4; **XP** 50.
 ▶ **Melee** Longsword (+2, 5 ft, 1 slsh).
 ▶ **Ranged** Shortbow (+6, 40/160 ft, 1 prc, target DC 10 Con save or poisoned 1 hr, if result ≤ 5 unconscious too until dmg or shaken awake as ac).
 ▶ **Heart Sight** Touch creature to know emotional state, target DC 10 Cha save or also learn AL. Celestials, fiends, undead fail save.
 ▶ **Invisibility** Sprite becomes invisible until atk or spell (concentration).

Treant (1); Huge plant; **AC** 16; **hp** 138; **Spd** 30 ft; **Str** +6, **Dex** -1, **Con** +5, **Int** +1, **Wis** +3, **Cha** +1; **Vuln** fire; **Resist** bldg, prc; **PB** +4; **Senses** PP 13; **AL** CG; **CR** 9; **XP** 5,000.
 ▶ **False Appearance** Indistinguishable from normal tree formation if motionless;
 ▶ **Siege Monster** Deals double dmg to objects/structures.
 ▶ **Multiattack** 2 slam.
 ▶ **Melee** Slam (+10, 5 ft, 3d6+6 bldg).
 ▶ **Ranged** Rock (+10, 60/180 ft, 4d10+6 bldg).
 ▶ **Animate Trees (1/Day)** Animate 1 or 2 trees ≤ 60 ft to become treants with Int and Cha 1, no speech, only Slam atk, 1 day or until treant dies/moves > 120 ft away/ends effect as BA.

Troll (1-8); Lrg giant; **AC** 15; **hp** 84; **Spd** 30 ft; **Str** +4, **Dex** +1, **Con** +5, **Int** -2, **Wis** -1, **Cha** -2; **Senses** darkvision 60, PP 12; **AL** CE; **CR** 5; **XP** 1,800.
 ▶ **Keen Smell** Adv on Perception to smell;
 ▶ **Regeneration** Regain 10 hp on turn if ≥ 1 hp unless takes acid or fire dmg.
 ▶ **Multiattack** 1 bite, 2 claw.
 ▶ **Melee** Bite (+7, 5 ft, 1d6+4 prc); Claw (+7, 5 ft, 2d6+4 slsh).

Wolf (5-8); Med beast; **AC** 13; **hp** 11; **Spd** 40 ft; **Str** +1, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **PB**: +2; **Senses** PP 13; **AL** U; **CR** 1/4; **XP** 50.
 ▶ **Keen Hearing & Smell** Adv Percep hear & smell;
 ▶ **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.
 ▶ **Melee** Bite (+4, 5 ft, 2d4+2 prc, target DC 11 Str save or prone).

Young green dragon (1); Lrg dragon; **AC** 18; **hp** 136; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +4, **Dex** +1, **Con** +3, **Int** +3, **Wis** +1, **Cha** +2; **Saves** DEX +4, CON +6, WIS +4, CHA +5; **Immune** psn; **poisoned**; **PB** +3; **Senses** blindsight 30, darkvision 120, PP 17; **AL** LE; **CR** 8; **XP** 3,900.
 ▶ **Amphibious** Breathe air & water.
 ▶ **Multiattack** 1 bite, 2 claw.
 ▶ **Melee** Bite (+7, 10 ft, 2d10+4 prc plus 2d6 psn); Claw (+7, 5 ft, 2d6+4 slsh).
 ▶ **Poison Breath (Recharge 5-6)** 30 ft cone, DC 14 Con save to halve 12d6 psn.

CAMPING IN THE FOREST

Sleeping in the Green Forest takes a bit more effort than setting up tents around a campfire. If the characters aren't careful, the forest's innate magic could push them to the edge of the forest. From there, they will have to start their journey to the edge of the forest anew.

To determine how the party fares during their overnight stay in the forest, the characters must make a special group check. The group check involves multiple checks, none of which are the same. Anyone can make any of the checks, but only one character can attempt each check and they can't receive help.

The party must make three checks: Intelligence (Nature), Wisdom (Survival), and a special Constitution check that has a bonus equal to a roll of the participating character's largest Hit Dice (this roll doesn't spend that die). The DC for each of the checks is determined by the last area of the forest through which the characters traveled, as shown on the table below.

Camping DCs

Forest Area	DC
1-4	10
5-6	15
7-8	20

Once all the checks related to camping have been rolled, the party's success or failure is determined. There are four levels of success or failure, determined by the results of the party's group check. A total success or a total failure occurs when every roll in the group check is a success or a failure, respectively. Two successful checks indicate a success, and two failed checks indicate a failure.

Camping Results

Result	Outcome
Total Failure	The party awakens to find themselves outside of the forest. They must begin their search for the forest's center anew.
Failure	The party is attacked during the night. Roll on the random encounter table to determine the nature of the encounter.
Success	The party rests without any issue.
Total Success	One of the characters experiences a vivid dream about the forest that serves as a clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.



FOREST LOCATIONS

After the characters discover a location in the forest, refer to the appropriate location below to determine what they find there.

1 - Blight's Edge

Some fifty feet ahead of you, the trees and foliage part, revealing a blighted part of the forest. The few trees which still stand within this area are dark and withered. Black char and thick gray ash cover the ground. No birds sing here, no frogs croak, nor do insects chirp. A dread chill slides down your spine.

This blighted region of the forest is fake. It was created by the fey dragon using its *mirage arcane* spells. Then, gnomish illusionists in league with the forest's fey cast *arcanist's magic aura* upon the area so that it emits a false aura of strong necromancy.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion. Otherwise, there is no other way to see through the illusion until it is dispelled.

Encounters. Regardless of the adventure's level, the encounter is always the same: a **fey dragon** (see the Appendix) and four **sprites**, all invisible, use their illusions to create an illusory creature at the blighted edge of this area.

First, the fey dragon uses its *minor illusion* spells to create minor visual and auditory effects among the darkened trees. These effects include growls, red or yellow glowing eyes, whispers in the dark, etc.

If these illusions fail to deter the characters, the fey dragon then puts itself in range so it can use its *fear* spell, hoping the fear effect causes the characters to run away from the blight's edge.

Finally, if the *fear* spell fails, the fey dragon "reveals" the creature using its *major image* spell, creating a horrific beast that defies all explanation—or, if you need a monster description, just insert any creature whose challenge rating far exceeds what the party is capable of handling such as an ancient red dragon, a warband of fire giants, or even a tarrasque.

If the sight alone isn't enough to drive off the characters, the fey dragon and sprites use their innate invisibility and magic in tandem to make it seem like the creature is fighting them. These illusions even go so far as to show the character's weapons "damage" the creature and mask the sprites' arrows.

Their goal is to drive the characters away, not hurt them. Characters knocked unconscious during the fight will later find themselves at the edge of the forest, in stable condition.

Although characters without truesight can't sense the illusory nature of the blighted area, they can see through the fey dragon's *minor illusion* and *major image* spells by using their action to make a DC 15 Intelligence (Investigation) check, seeing through the spells with a success.

Leaving the Blight. If the characters flee this area from any edge of the map other than the blighted edge, they automatically leave the forest as if they'd opted to do so.

Fey dragon (1); Tiny dragon; **AC** 18; **hp** 27; **Spd** 25 ft, fly 45 ft; **Str** -3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +5; **Saves** INT +3, WIS +3; **PB:** +2; **Senses** darkvision 60, PP 13; **AL** CN; **CR** 1/4; **XP** 50.

► **Innate Spellcasting** Cha (DC 15); At will: *mage hand*, *minor illusion*, *prestidigitation*; 3/day each: *fear*, *hypnotic pattern*, *mirror image*; 1/day each: *hallucinatory terrain*, *programmed illusion*, *seeming*;

► **Magic Resistance** Adv on saves vs. magic;

► **Master Illusionist (1/Day)** Succeed on failed Con save to maintain concentration on illusion spell.

► **Melee Bite** (-1, 5 ft, 1d4-1 prc).

► **Charm Breath (Recharge 6)** 1 creature ≤ 5 ft, DC 12 Con save or charmed 1 minute, disadv on dragon's spells; if harmed by dragon, repeat save, immune 24 hrs on success.

► **Superior Invisibility** Dragon becomes invisible (concentration).

Sprite (4); Tiny fey; **AC** 15; **hp** 2; **Spd** 10 ft, fly 40 ft; **Str** -4, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +0; **PB:** +2; **Senses** PP 13; **AL** NG; **CR** 1/4; **XP** 50.

► **Melee Longsword** (+2, 5 ft, 1 slsh).

► **Ranged Shortbow** (+6, 40/160 ft, 1 prc, target DC 10 Con save or poisoned 1 hr, if result ≤ 5 unconscious too until dmg or shaken awake as ac).

► **Heart Sight** Touch creature to know emotional state, target DC 10 Cha save or also learn AL. Celestials, fiends, undead fail save.

► **Invisibility** Sprite becomes invisible until atk or spell (concentration).



2 - Forest Trail

A narrow trail winds its way through the center of the forest.

Like **areas 1** and **3**, this part of the forest is designed to point the characters back towards the edge of the forest. If the characters opt to follow the trail—regardless of the direction they choose—they soon find themselves at the forest's edge, as if they'd opted to voluntarily leave the forest.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 17-20, an encounter occurs. See Random Encounters on page 44 for details.

3 - Forest Stream

A fast-moving stream cuts its way through the forest.

Similar to **areas 2** and **3**, this part of the forest is designed to point the characters back towards the edge of the forest. If the characters opt to follow the stream—regardless of the direction they choose—they soon find themselves at the forest's edge, as if they'd opted to voluntarily leave the forest.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 17-20, an encounter occurs. See Random Encounters on page 44 for details.

4 - Copse of Trees

The trees' thick canopies cast heavy shadows over this region of the forest. Judging by the dense undergrowth, you've entered an older part of the forest.

This copse of trees is the characters' first step in the right direction, as they now find themselves deeper in the forest. So long as the party doesn't opt to leave the forest, the party's navigator adds +1 to the next Wisdom (Survival) check they make to navigate through the forest, and +1 to the next roll they make on the Forest Locations table.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 16-20, an encounter occurs. See Random Encounters on page 44 for details.

5 - Forest Clearing

The trees momentarily break, revealing a quiet clearing measuring seventy-five feet across.

Like the copse of trees, this clearing places the characters one step closer to reaching their goal of finding the forest's center. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 15-20, an encounter occurs. See Random Encounters on page 40 for details.

6 - Forest Cave

From seemingly nowhere, a sheer cliff rises from the floor of the forest. Thick creepers cling to the cliff's rocky sides, nearly concealing the presence of a gaping cavern entrance set at its center.

The cave leads into a cavern within the cliff. You're free to detail the nature of the cavern and its contents, or you can have it be nothing more than a one-room chamber measuring 20 feet across.

Encounter: Cave Monster. If you choose to make the cavern more than a simple cave, ignore this section. Otherwise, roll a d20 to determine if there is a creature in the cavern. On a result of 15-20, the characters encounter a creature. The nature of the creature depends on the level of the adventure as shown on the table below. Creatures marked with an asterisk are detailed in the Appendix.

Cave Monster

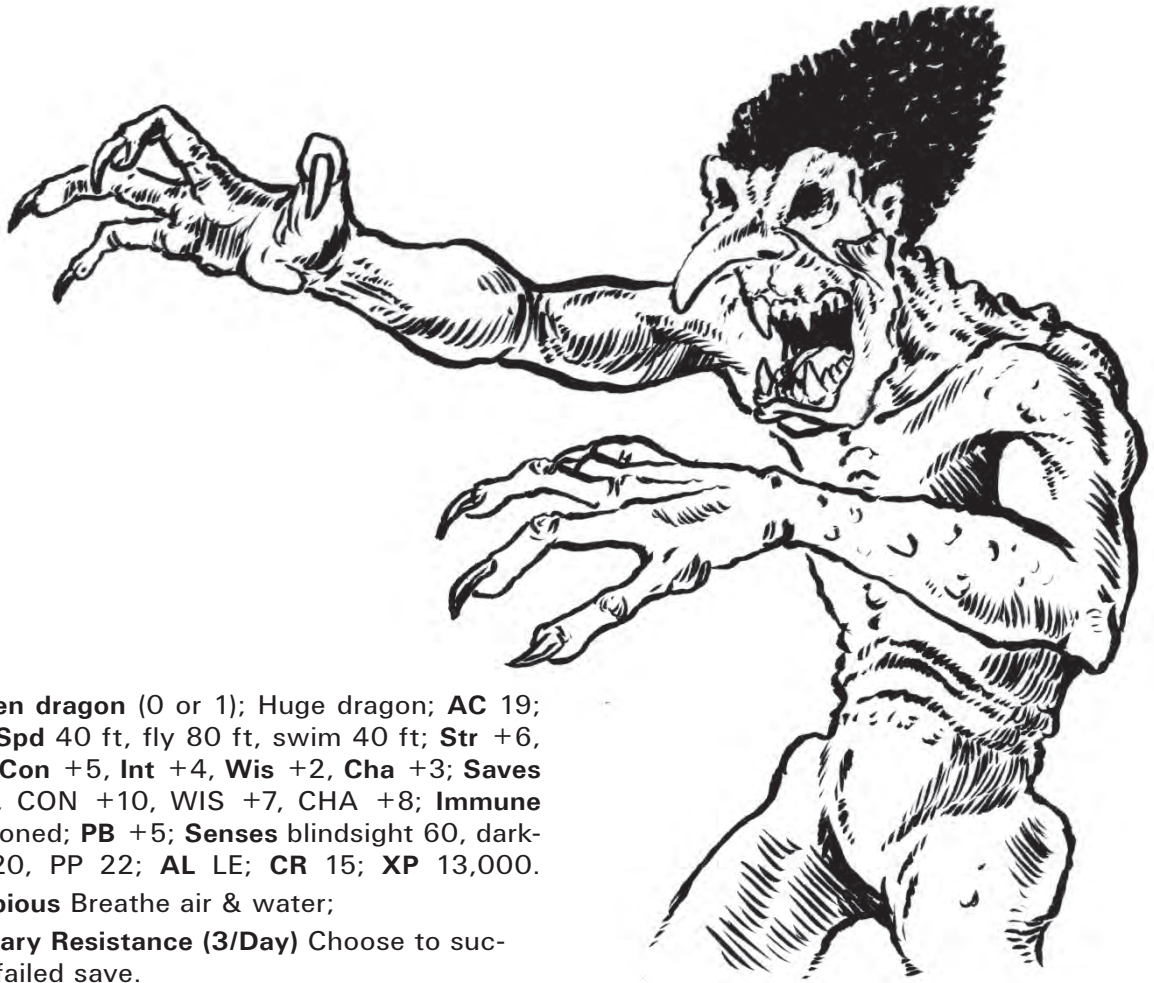
Adventure Level	Creature
1st	1 shadow cat*
3rd	1 bulette
5th	1d4 + 1 trolls
8th	1 adult green dragon

Clues. Regardless of the encounter (or lack thereof), if the characters search the cavern, there is a chance that they discover clues that will lead them deeper into the forest. Have a designated member of the party make an Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check (the player's choice). Refer to the table below to determine what the party finds.

Cave Clues

Result	Clues Found
1-5	No clues found
6-9	The character discovers a minor clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
10-19	The characters discover a major clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
20+	The characters discover a significant clue. So long as the party doesn't opt to find the forest's edge, the next area they discover is area 10 , Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.





Adult green dragon (0 or 1); Huge dragon; **AC** 19; **hp** 207; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +6, **Dex** +1, **Con** +5, **Int** +4, **Wis** +2, **Cha** +3; **Saves** DEX +6, CON +10, WIS +7, CHA +8; **Immune** psn; poisoned; **PB** +5; **Senses** blindsight 60, darkvision 120, PP 22; **AL** LE; **CR** 15; **XP** 13,000.

- ▶ **Amphibious** Breathe air & water;
- ▶ **Legendary Resistance (3/Day)** Choose to succeed on failed save.
- ▶ **Multiattack** Frightful Presence, 1 bite, 2 claw.
- ▶ **Melee** Bite (+11, 10 ft, 2d10+6 prc plus 2d6 psn); Claw (+11, 5 ft, 2d6+6 slsh); Tail (+11, 15 ft, 2d8+6 bldg).
- ▶ **Frightful Presence** 120 ft, any creatures, DC 16 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.
- ▶ **Poison Breath (Recharge 5-6)** 60 ft cone, DC 28 Con save to halve 16d6 psn.
- ▶ **Legendary Actions (3)** Detect (Perception +12 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (≤ 10 ft of dragon, DC 19 Dex save or 2d6+6 bldg and knocked prone; dragon can then fly up to half Spd).

Bulette (1); Lrg monstrosity; **AC** 17; **hp** 94; **Spd** 40 ft, burrow 40 ft; **Str** +4, **Dex** +0, **Con** +5, **Int** -4, **Wis** +0, **Cha** -3; **PB**: +3; **Senses** darkvision 60, tremorsense 60, PP 16; **AL** U; **CR** 5; **XP** 1,800.

- ▶ **Standing Leap** 30 ft long jump, 15 ft high jump.
- ▶ **Melee** Bite (+7, 5 ft, 4d12+4 prc).
- ▶ **Deadly Leap** Jump ≥ 15 ft onto creatures, creatures DC 16 Str/Dex save or prone and to halve 3d6+4 bldg plus 3d6+5 slsh, on success move out of space.

Shadow Cat (1); Lrg monstrosity; **AC** 13; **hp** 85; **Spd** 40 ft; **Str** +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** -1; **PB**: +2; **Senses** darkvision 60, PP 11; **AL** NE; **CR** 3; **XP** 700.

- ▶ **Avoidance** No damage or half from saves;
- ▶ **Innate Spellcasting** Wis (DC 11); At will: *blur*;
- ▶ **Pounce** Move ≥ 20 ft toward target, target DC 14 Str save or prone, BA bite against prone target.
- ▶ **Melee** Bite (+6, 5 ft, 1d8+4 prc plus 1d6 ncr, target DC 13 Con save or hp max reduced by ncr dmg taken until rest, die if reduced to 0, rise as zombie after 24 hours); Claw (+6, 5 ft, 2d6+4 slsh).

Troll (1-8); Lrg giant; **AC** 15; **hp** 84; **Spd** 30 ft; **Str** +4, **Dex** +1, **Con** +5, **Int** -2, **Wis** -1, **Cha** -2; **Senses** darkvision 60, PP 12; **AL** CE; **CR** 5; **XP** 1,800.

- ▶ **Keen Smell** Adv on Perception to smell;
- ▶ **Regeneration** Regain 10 hp on turn if ≥ 1 hp unless takes acid or fire dmg.
- ▶ **Multiattack** 1 bite, 2 claw.
- ▶ **Melee** Bite (+7, 5 ft, 1d6+4 prc); Claw (+7, 5 ft, 2d6+4 slsh).



7 - Felled Monarch

The trees are not nearly as dense in this area. Ahead, a colossal tree lies on its side, its snake-like roots exposed. Three-foot-tall mushrooms measuring one to five feet across surround the fallen monarch. Perhaps it's a trick of the light, but it seems like the grass here glitters with fey magic.

Encounter. When the characters enter this area, they arouse the suspicions of the forest's protectors, the nature of which depends on the level of this adventure as shown on the table below.

Forest Protectors

Adventure Level	Creatures
1st	1 satyr and 4 sprites
3rd	4 dryads
5th	1 treant
8th	1 adult gold dragon

Clues. The fallen monarch is a major landmark in the forest, which will help point the characters in the direction they need to go to find their way through the forest. Have a designated member of the party make an Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check (the player's choice). Refer to the table below to determine what the party finds.

Felled Monarch Clues

Result	Clues Found
1-9	The character discovers a minor clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
10-19	The character discovers a major clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
20+	The characters discover a significant clue. So long as the party doesn't opt to find the forest's edge, the next area they discover is area 10 , Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.

Adult gold dragon (1); Huge dragon; **AC** 19; **hp** 256; **Spd** 40 ft, fly 80 ft, swim 40 ft; **Str** +8, **Dex** +2, **Con** +7, **Int** +3, **Wis** +2, **Cha** +7; **Saves** DEX +8, CON +13, WIS +8, CHA +13; **Immune** fire; **PB** +6; **Senses** blindsight 60, darkvision 120, PP 24; **AL** LG; **CR** 17; **XP** 18,000.

► **Amphibious** Breathe air & water;

► **Legendary Resistance (3/Day)** Choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 bite, 2 claw.

► **Melee** Bite (+14, 10 ft, 2d10+8 prc); Claw (+14, 5 ft, 2d6+8 slsh); Tail (+14, 15 ft, 2d8+8 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 21 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Breath Weapon (Recharge 5-6)** Fire Breath (60 ft cone, DC 21 Dex save to halve 12d6 fire) or Weakening Breath (60 ft cone, DC 21 Str save or disadv on Str-based atks, checks, saves 1 min, save end of turn).

► **Change Shape** to beast/humanoid of CR ≤17, keep AL, hp, HD, speech, proficiencies, LR, lair actions, Int, Wis, Cha, rest replaced except class features or LAs.

► **Legendary Actions (3)** Detect (Perception +14 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (≤10 ft of dragon, DC 22 Dex save or 2d6+8 bldg and knocked prone; dragon can then fly up to half Spd).

Dryad (4); Med fey; **AC** 11/16; **hp** 22; **Spd** 30 ft; **Str** +0, **Dex** +1, **Con** +0, **Int** +2, **Wis** +2, **Cha** +4; **PB** +2; **Senses** darkvision 60, PP 14; **AL** N; **CR** 1; **XP** 200.

► **Innate Spellcasting** Wis (DC 14); At will: *dru- idcraft*; 3/day each: *entangle*, *goodberry*; 1/day each: *barkskin*, *pass without trace*, *shillelagh*;

► **Magic Resistance** Adv on saves vs. magic;

► **Speak with Beasts and Plants** as if shared lan- guage;

► **Tree Stride** use 10 ft move to enter large living tree and exit other large living tree ≤ 60 ft.

► **Melee** Club (+2, 5 ft, 1d4 bldg); Shillelagh Club (+6, 5 ft, 1d8+4 bldg).

► **Fey Charm** 1 humanoid/beast ≤ 30 ft, DC 14 Wis save or charmed, protects dryad 24 hrs or until dryad dies/leaves plane/ends charm as BA; if harmed by dryad/allies, repeat save, immune 24 hrs on success; charm 1 humanoid or 3 beasts at once.

Satyr (1); Med fey; **AC** 14; **hp** 31; **Spd** 40 ft; **Str** +1, **Dex** +3, **Con** +0, **Int** +1, **Wis** +0, **Cha** +2; **PB**: +2; **Senses** PP 12; **AL** CN; **CR** 1/2; **XP** 100.

► **Magic Resistance** Adv on saves vs. magic.

► **Melee** Ram (+3, 5 ft, 2d4+1 bldg); Shortsword (+5, 5 ft, 1d6+3 prc).

► **Ranged** Shortbow (+5, 80/320 ft, 1d6+3 prc).

Sprite (4); Tiny fey; **AC** 15; **hp** 2; **Spd** 10 ft, fly 40 ft; **Str** -4, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +0; **PB**: +2; **Senses** PP 13; **AL** NG; **CR** 1/4; **XP** 50.

► **Melee** Longsword (+2, 5 ft, 1 slsh).

► **Ranged** Shortbow (+6, 40/160 ft, 1 prc, target DC 10 Con save or poisoned 1 hr, if result ≤ 5 unconscious too until dmg or shaken awake as ac).

► **Heart Sight** Touch creature to know emotional state, target DC 10 Cha save or also learn AL. Celestials, fiends, undead fail save.

► **Invisibility** Sprite becomes invisible until atk or spell (concentration).

Treant (1); Huge plant; **AC** 16; **hp** 138; **Spd** 30 ft; **Str** +6, **Dex** -1, **Con** +5, **Int** +1, **Wis** +3, **Cha** +1; **Vuln** fire; **Resist** bldg, prc; **PB** +4; **Senses** PP 13; **AL** CG; **CR** 9; **XP** 5,000.

► **False Appearance** Indistinguishable from normal tree formation if motionless;

► **Siege Monster** Deals double dmg to objects/ structures.

► **Multiattack** 2 slam.

► **Melee** Slam (+10, 5 ft, 3d6+6 bldg).

► **Ranged** Rock (+10, 60/180 ft, 4d10+6 bldg).

► **Animate Trees (1/Day)** Animate 1 or 2 trees ≤ 60 ft to become treants with Int and Cha 1, no speech, only Slam atk, 1 day or until treant dies/ moves > 120 ft away/ends effect as BA.



8 - Forest Menhirs

The trees break to reveal a twenty-foot-tall hill upon which a circle of vine-stricken menhirs stand. A crumbling flight of steps offers access to the top of the mound. Although the width varies for each standing stone, they all stand thirteen feet high. The stones surround a large natural rock marked with druidic symbols.

This set of menhirs is another strong clue that the characters are close to their goal of finding the center of the forest.

Encounter: Druids. More of the forests' defenders protect this area. Like the creatures encountered in **areas 7** and **9**, they prefer peace to fighting, but will turn to magic if the need arises. The nature of this encounter depends on the level of the adventure as shown on the table below.

Druids

Adventure Level	Creatures
1st	1 druid and 1 wolf
3rd	2 druids and 2 wolves
5th	4 druids and 4 wolves
8th	6 druids and 4 dire wolves

Clues. The forest menhirs are major landmarks in the forest, which will help point the characters in the direction they need to go to find the forest's center. Have a designated member of the party make an Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check (the player's choice). Refer to the table below to determine what the party finds.

Forest Menhirs Clues

Result	Clues Found
1-5	The character discovers a minor clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
6-15	The character discovers a major clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
16+	The characters discover a significant clue. So long as the party doesn't opt to find the forest's edge, the next area they discover is area 10 , Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.

Dire Wolf (4); Lrg beast; **AC** 14; **hp** 37; **Spd** 50 ft; **Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** -2; **PB**: +2; **Senses** PP 13; **AL** U; **CR** 1; **XP** 200.
 ► **Keen Hearing & Smell** Adv Percep hear & smell;
 ► **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.
 ► **Melee** Bite (+5, 5 ft, 2d6+3 prc, target DC 13 Str save or prone).

Druid (1, 2, 4, or 6); Med humanoid; **AC** 11/16; **hp** 27; **Spd** 30 ft; **Str** +0, **Dex** +1, **Con** +1, **Int** +1, **Wis** +2, **Cha** +0; **PB**: +2; **Senses** PP 14; **AL** A; **CR** 2; **XP** 450.
 ► **Spellcasting** 4th-level Wis (DC 12, +4); Cantrips/at will: *druidcraft*, *produce flame*, *shillelagh*; 1st level/4 slots: *entangle*, *longstrider*, *speak with animals*, *thunderwave*; 2nd level/3 slots: *animal messenger*, *barkskin*.
 ► **Melee** Quarterstaff (+2, 5 ft, 1d6 bldg or 1d8 bldg versatile); Shillelagh Quarterstaff (+4, 5 ft, 1d8+2 bldg).

Wolf (1, 2, or 4); Med beast; **AC** 13; **hp** 11; **Spd** 40 ft; **Str** +1, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **PB**: +2; **Senses** PP 13; **AL** U; **CR** 1/4; **XP** 50.
 ► **Keen Hearing & Smell** Adv Percep hear & smell;
 ► **Pack Tactics** Adv atk if ally next to enemy and not incapacitated.
 ► **Melee** Bite (+4, 5 ft, 2d4+2 prc, target DC 11 Str save or prone).

9 - Fairy Circle

A small mound dominates the center of this forest clearing. Huge red and orange mushrooms rise from the ground, forming an irregular circle around the mound. The grass shimmers with supernatural iridescence.

The fairy circle is one of the last areas the characters will discover before they discover the forest's center (see **area 10**). It is here that the forest's native fey creatures make their last stand to deter the characters from traveling further into the forest.

Encounter: Fey Dragon. The adventure's eponymous creature, a **fey dragon** (see the Appendix), meets the characters here. The dragon uses its invisibility and illusions to mask its true form and its position relative to the party (similar to how the *mislead* spell functions). Instead of trying to scare or assault the characters, it turns to diplomacy and persuasion, hoping it can convince the characters to leave on their own. If its words won't work, it will go so far as to offer a portion of its own treasure hoard, hoping the characters' greed will turn them around. The nature of what the fey dragon offers depends on the level of the adventure as shown on the table below.

Fey Dragon Bribe

Level	Bribe Offered
1st	Gems worth 350 gp total or one uncommon magic item (your discretion).
3rd	Gems worth 700 gp total or two uncommon magic items (your discretion).
5th	Gems worth 3,500 gp total or one uncommon magic item per character (characters choose the magic items).
8th	Gems worth 7,000 gp total or two rare magic items (your discretion).

If the characters reject the fey dragon's request, it won't fight them, but will warn them that violating the forest's center and disrupting the flow of nature will bring the wrath of the fey creatures who live in and around the Green Forest.

Clues. The fairy circle is the last major landmark the characters will pass before they reach the center of the forest. Unless the characters opt to return to the forest's edge, the next part of the forest they discover is **area 10**, Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.



Fey dragon (1); Tiny dragon; **AC** 18; **hp** 27; **Spd** 25 ft, fly 45 ft; **Str** -3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +5; **Saves** INT +3, WIS +3; **PB**: +2; **Senses** darkvision 60, PP 13; **AL** CN; **CR** 1/4; **XP** 50.

► **Innate Spellcasting** Cha (DC 15); At will: *mage hand*, *minor illusion*, *prestidigitation*; 3/day each: *fear*, *hypnotic pattern*, *mirror image*; 1/day each: *hallucinatory terrain*, *programmed illusion*, *seeming*;

► **Magic Resistance** Adv on saves vs. magic;

► **Master Illusionist (1/Day)** Succeed on failed Con save to maintain concentration on illusion spell.

► **Melee Bite** (-1, 5 ft, 1d4-1 prc).

► **Charm Breath (Recharge 6)** 1 creature ≤ 5 ft, DC 12 Con save or charmed 1 minute, disadv on dragon's spells; if harmed by dragon, repeat save, immune 24 hrs on success.

► **Superior Invisibility** Dragon becomes invisible (concentration).

10 - Misty Forest

Thick, chilly mist surrounds you on all sides, heavily obscuring everything in front of you. All that you can see through the mist are the vague outlines of the forest's huge, primordial trees, as well as soft fairy lights which appear, then vanish in random succession.

Whatever adventure hook drove the characters to find the center of the forest is found in this location. Refer to the Adventure Hooks table on page 41 for the resolution of each hook. Ω

WHITE DRAGON CAVERN



A scalable adventure.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Classic swords and sorcery is the primary theme of this scenario.

Written by **Dave Hamrick**

Cartography by **Tom Cartos**

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ADVENTURE SUMMARY

A dangerous white dragon has turned a formerly hospitable landscape into a snow-covered hellscape, garnering attention from different factions.

LEVEL PROGRESSION

White Dragon Cavern is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 4, 8, or 14. This adventure offers a general guideline on how to scale the adventure for each level. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Adult White Dragon
Ancient White Dragon
Magmin
Remorhaz
Roper
Skeleton
White Dragon Wyrmling
Young White Dragon
Zombie

Spells

Earthquake

Items

Adamantine Armor
Armor +1
Armor +2
Bracers of Archery
Broom of Flying
Marvelous Pigments
Potion of Cloud Giant Strength
Potion of Frost Giant Strength
Potion of Heroism
Potion of Speed
Potion of Superior Healing
Spell Scroll
Staff of the Python
Whip Feather Token

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Bleakborn
Elite Skeleton
Mammoth Skeleton

OMERIA PLACEMENT

The adventure assumes placement somewhere around the Basilisk's Spine Mountains. It fits especially well near the peaks of Vaskil Valley, where a white dragon might be a holdover from before The War of the Burning Plains in The Summer Land.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. The Sunken Temple Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to enter the dragon's lair and risk the dangers therein, the party's patron/faction might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure assuming their patron is wealthy enough to afford such a price.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and

treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 8th, 11th, 14th, or 17th, the chart below shows you which version of the adventure you should select for each level.

Scaling the Adventure

APL	Adventure Level	Difficulty
4	4th-level	Hard
5	4th-level	Medium
6	4th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy

White Dragon Cavern Hooks

d8	Faction	Details
1	Answers of the Righteous	The dragon's hoard contains a specific gold coin—the only gold coin in the entire collection. Retrieving this coin ensures an important prophecy comes to fruition.
2	The Circle Unbroken	One of the Roe'dgopé tribes has approached a druid of the order about weird weather in the area—blizzards, fog, unseasonable freezing. The Greensleeves want the characters to investigate.
3	Company of the Many	There's no telling what rare resources a dragon's lair might hold. Loot the hoard, and discover if any Jaduee-Pat'r stones lie within.
4	Dream Enders	The Dream Enders want the characters to find out about the cause of the dragon's aggression, especially if the source is arcane, and to report back as much information as it is safely possible to do. They expect 20% of any treasure that the characters discover.
5	Bharzal's Blades of Doom	In exchange for information regarding the dragon, the Doom Blades want half the hoard. Of course, if things get too dangerous, they recommend the characters run away.
6	Fellowship of the Crimson Staff	The worsening wintry conditions have disrupted the ability to move needed medical supplies through the Basilisk's Spine. Remove the dragon or a whole village may be lost to plague.
7	Gold Fingers on the Iron Hand	The dragon continues to cause problems in the area. However, its body could be harvested and sold for a fortune. Bring the Gold Fingers the body to sell on the black market; the character can keep its hoard.
8	Witnesses of the Worm	A dragon's body would be ideal for experimentation, either to artificially create Draconic sorcerers or otherwise enhance non-Drakeblood sorcerers.



WHITE DRAGON CAVERN

The Great White Dragon Zhixal has resided in this icy cavern for many decades. Once a lush green mountainside, the area surrounding Zhixal's lair is now an arctic wasteland. In his youth, Zhixal was a proud dragon, but over time, he grew paranoid and vicious. Even the slightest annoyance sends him into outbursts of rage; such fits create torrential blizzards, avalanches, and other calamities.

GENERAL FEATURES

Unless otherwise stated, Zhixal's cavern has the following features.

Construction

The cavern is a naturally occurring phenomenon. Its walls, ceilings, and floors are made from slick ice or stone throughout. Ceilings are as tall as caverns are wide, if not taller.

White Dragon Lair

The entire cavern is the lair of the white dragon Zhixal. In the 8th- and 14th-level versions of this adventure, Zhixal's innate magic creates regional effects and allows him to use his lair actions. Review the white dragon entry in the official Fifth Edition monster book for details.

Wintery Conditions

The magic of the dragon combined with the northerly conditions makes for a treacherous environment. The entire area is subjected to the effects of **extreme cold**. Creatures exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold-weather gear (thick coats, gloves, etc.) and creatures naturally adapted to cold climates. All of the creatures in Zhixal's lair are adapted.

Strong winds and **heavy snow** constantly target exterior locations. Ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing or sight are made at disadvantage. A creature flying by nonmagical means must land at the end of its turns or fall.

Thick snow blankets exterior areas, too, creating **difficult terrain**. Some of the exposed areas are slippery ice, too, which is also difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. A creature that moves at half its normal movement speed makes this check with advantage, and a target that takes the Dash action on his or her turn makes this check with disadvantage.

KEYED LOCATIONS

The following locations are keyed to the maps of the white dragon cavern on pages 58 and 60.

1 – Frozen Lake

The cave opens out to a large frozen lake. Frozen solid, the lake presents no hazard beyond those detailed in the Wintery Conditions section.

Encounter: Skeletons. Hidden under the drifts of snow are various skeletons. The number and nature of the skeletons depend on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are detailed in the Appendix.

The skeletons are hidden until a character comes within 5 feet of one. A passive Wisdom (Perception) score of 15 or higher is necessary to notice the skeletons. Remember that Wisdom Perception scores are made at disadvantage due to the weather, so every character's passive Wisdom (Perception) score counts as being 5 lower unless they have other magical means to detect the skeletons. Any character who fails to notice the skeletons is surprised during the first round of combat.

Area 1 Encounters

Version	Encounter
4th	6 skeletons
8th	6 elite skeletons*
14th	2 mammoth skeletons*

Treasure. There are some valuables buried with the skeletons. The nature of the treasure depends on the level of the adventure, as shown on the table below.



Area 1 Treasure

Version	Treasure
4th	A rotting backpack holding 100 pp.
8th	A rotting backpack holding 300 pp.
14th	A <i>frost giant dagger</i> strapped to one of the mammoth's shoulders. The dagger is a rare magical weapon that grants a +1 bonus to the user's attack and damage rolls and deals 1d8 cold damage on a hit in addition to the damage normal for the weapon. Although it is a Huge-sized weapon, a Medium creature can treat it as a heavy, two-handed martial weapon that deals 3d4 piercing damage on a hit.

Elite skeleton (0 or 6); Med undead; AC 16; hp 65; Spd 30 ft; Str +3, Dex +2, Con +2, Int -1, Wis +0, Cha -2; Saves STR +5, WIS +2; Immune psn; exhaustion, poisoned; PB: +2; Senses darkvision 60, PP 10; AL LE; CR 1; XP 200.

► **Turn Resistance** Adv on saves against effects that turn undead.

► **Melee** Greatsword (+5, 5 ft, 3d6+3 slsh).

► **Ranged** Longbow (+4, 150/600 ft, 1d8+2 prc).

Mammoth skeleton (0 or 2); Huge undead; AC 13; hp 93; Spd 40 ft; Str +7, Dex -1, Con +2, Int -4, Wis -1, Cha -3; Vuln bldg; Immune psn; exhaustion, poisoned; PB: +3; Senses darkvision 60, PP 9; AL LE; CR 6; XP 2,300.

► **Charge** Move \geq 20 ft straight then gore hit, target DC 18 Str save or prone, if prone BA stomp atk.

► **Melee** Gore (+10, 10 ft, 4d8+7 prc); Stomp (+10, 5 ft, 4d10+7 bldg).

Skeleton (0 or 6); Med undead; AC 13; hp 13; Spd 30 ft; Str +0, Dex +2, Con +2, Int -2, Wis -1, Cha -3; Vuln bldg; Immune psn; exhaustion, poisoned; PB: +2; Senses darkvision 60, PP 9; AL LE; CR 1/4; XP 50.

► **Melee** Shortsword (+4, 5 ft, 1d6+2 prc).

► **Ranged** Shortbow (+4, 80/320 ft, 1d6+2 prc).



White Dragons Lair 01 Frozen Stream

2 – Rock Fall

The path through here collapsed following one of Zhixal's tantrums. A character can use their action to clear away some of the rubble with a successful DC 10 Strength check. Totally clearing the rubble requires ten successes. Failing the check by 5 or more requires the character to make a DC 10 Constitution saving throw. On a failed saving throw, the character takes a level of exhaustion.

Encounter: Bleakborn. In the 4th-level version of this adventure, there is a **zombie** pinned under the rubble. The zombie has only 1 hit point remaining. In the 8th- and 14th-level versions of this adventure, the pinned creature is a **bleakborn** (see the Appendix) instead.

Zombie (0 or 1), Med undead; **AC** 8; **hp** 22; **Spd** 20 ft; **Str** +1, **Dex** -2, **Con** +3, **Int** -4, **Wis** -2, **Cha** -3; **Saves** WIS +0; **Immune** psn; poisoned; **PB**: +2; **Senses** darkvision 60, PP 8; **AL** NE; **CR** 1/4; **XP** 50.

- ▶ **Undead Fortitude** Resist 0 hp with DC 5+dmg Con save unless rad or crit; drop to 1 hp.
- ▶ **Melee Slam** (+3, 5 ft, 1d6+1 bldg).

Bleakborn (0 or 1); Med undead; **AC** 19; **hp** 92; **Spd** 30 ft; **Str** +6, **Dex** +3, **Con** +5, **Int** +2, **Wis** +2, **Cha** +2; **Immune** cold, fire, psn; exhaustion, poisoned; **PB**: +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 7; **XP** 2,900.

- ▶ **Cold Soul** 2d6 cold for touch, 5 ft melee atk, bleakborn gains hp equal to dmg dealt, or temp hp if above max hp;
- ▶ **Fire Absorption** If subjected to fire, gain hp equal to dmg instead; Heat-Draining Aura Creature starts turn ≤ 10 ft, DC 16 Con save to halve 2d6 cold;
- ▶ **Turn Resistance** Adv on saves against effects that turn undead.
- ▶ **Multiattack** 2 slam.
- ▶ **Melee Slam** (+9, 5 ft, 1d6+6 bldg plus 2d6 cold, regains hp equal to cold dealt, or temp hp if above max hp).

3 – Frozen Stream

This passage leading deeper into the lair was once a frozen river. It is subject to the Wintery Conditions described on page 56. Additionally, traveling south to north counts as extremely difficult terrain, requiring 3 feet of movement for every 1 foot moved.

As the characters pass through the area, any character with a passive Wisdom (Perception) score of 12 or better notices an amber patch of ice. A successful DC 12 Intelligence (Nature) check reveals that the amber material is actually frozen honey.

Honey Trap. If a creature touches the ice on the wall near the area marked with the “X” on the map, it triggers a trap. Icicles fall from the ceiling, requiring every creature in a 10-foot square in front of the honey to make a DC 15 Dexterity saving throw. On a failed saving throw, a target takes piercing damage as shown on the table below. A target takes half as much damage on a successful saving throw.

Honey Trap Damage

Version	Damage
4th	9 (2d8)
8th	18 (4d8)
14th	31 (7d8)

Noticing the trap in advance requires a successful DC 15 Intelligence (Investigation) check. The trap can't be disabled, but the icicles can be destroyed. The cluster has AC 15, 50 hit points, vulnerability to fire damage, and immunity to cold and psychic damage.

4 – Side Caves

This small cave offers a temporary reprieve from the slippery floors of the tunnel.

5 – Lower Cavern

The tunnel opens out into an enormous cavern, its ceiling rising 150 feet above the slippery floor. Ice crystals grow and sprout from the ground, walls, and ceiling above.

Treasure: Frozen Warrior. Any character who spends at least 1 minute observing the frozen floor who then succeeds on a DC 15 Intelligence (Investigation) check notices the remains of a hobgoblin warlord stuck under the ice. A character armed with a pick, hammer, or similar tools can use their action to make a DC 12 Strength check. Each success removes some of the ice from around the hobgoblin's corpse. It takes twenty total successes to completely free the hobgoblin from the ice.

A character who fails their Strength check by 5 or more must make a DC 10 Constitution saving throw. On a failed save, the target gains one level of exhaustion. The ice block can also be destroyed by means other than digging it away: the ice block has AC 15, 100 hit points, vulnerability to fire damage, and immunity to cold and poison damage.

The nature of the warlord's armor depends on the level of the adventure, as shown on the table below.

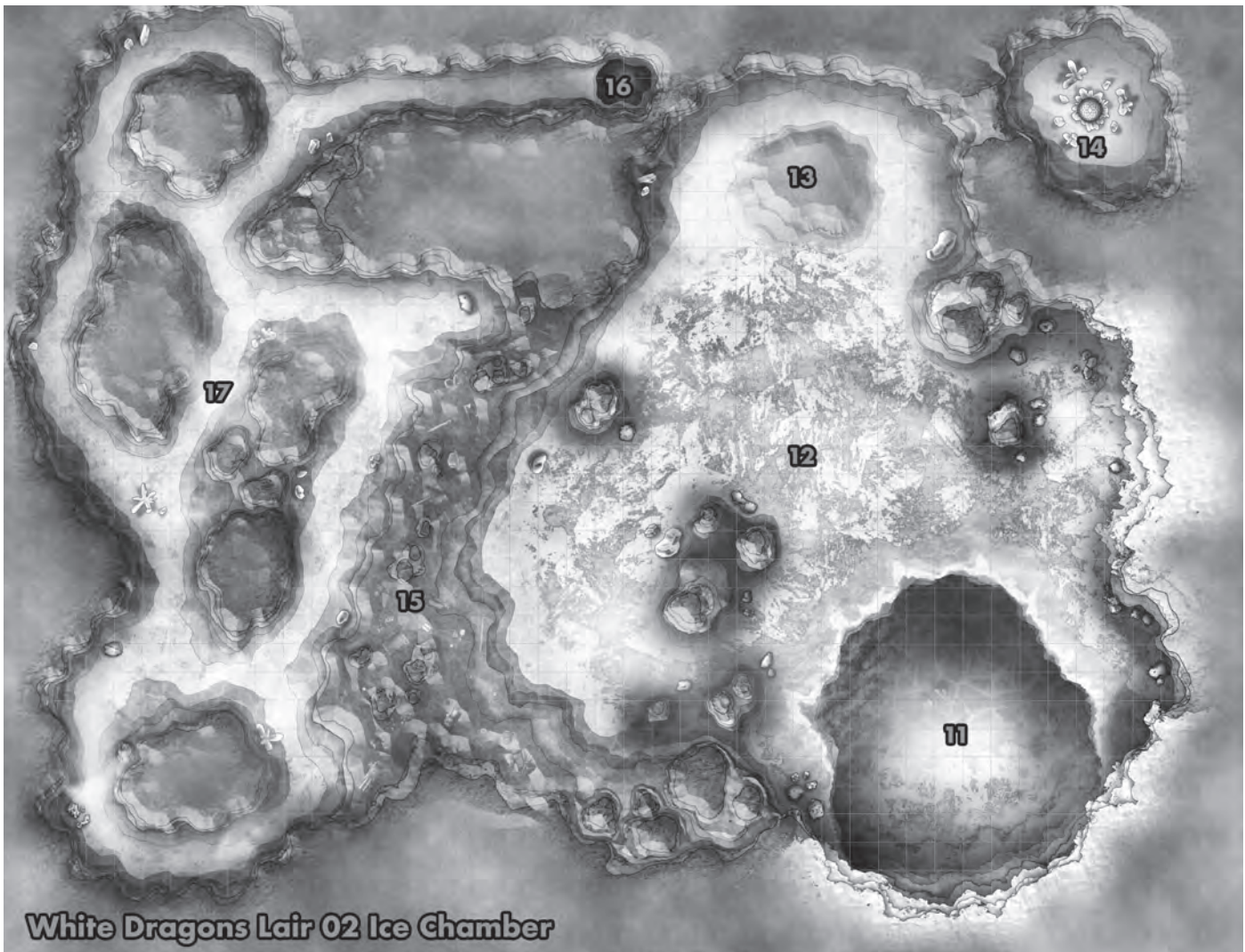
Area 5 Treasure

Version	Treasure
4th	<i>Adamantine half plate armor</i>
8th	<i>+1 half plate armor</i>
14th	<i>+2 half plate armor</i>



6 – Frozen Waterfall

The frozen remains of a waterfall curtain the southern wall. Over time, hard-packed snow covered the fall's ice, collateral damage from Zhixal's numerous tantrums. A character may attempt to climb the 150-foot wall, doing so with a successful DC 15 Strength (Athletics) check each time they move up its surface. Even creatures with Spider Climb need to make this check, as the surface is slippery to the touch. The waterfall leads up to area 11.



7 – Dining Hall

An enormous rock slab dominates the center of this room. Blood smears its icy surface. A small bag of coins rests atop the center of the slab.

Trap: Mouse Trap. The bag of coins rests atop a counterweight. Any creature that removes the coins triggers the trap—a huge bar made of solid ice swings up from below the slab, similar to the arm of a mousetrap. The triggering creature must make a DC 16 Dexterity saving throw. On a failed saving throw, the target takes 18 (4d8) bludgeoning damage and is pinned by the icy bar. Until the creature removes the bar, the creature is restrained and prone and takes 9 (2d8) bludgeoning damage at the end of each of its turns. A creature can use its action to lift the bar, doing so with a successful DC 20 Strength check. A target pinned by the bar has disadvantage on this check.

Spotting the trap in advance requires a successful DC 13 Intelligence (Investigation) check made around the base of the rock slab. Disarming the trap requires a successful DC 13 Dexterity check using thieves' tools.

The coins in the bag are worthless pieces of lead painted to look like gold.

8 – Minions Lair

The strong wind and precipitation conditions common throughout the rest of the lair are absent here.

This room was once used as barracks for Zhixal's minions. In a fit of rage, he froze half of them and ate the rest. There is nothing valuable in this chamber.

9 – Ice Tunnel

The strong wind and precipitation conditions common throughout the rest of the lair are absent here.

Out of sight of Zhixal, his minions dug an ice tunnel that leads to a hidden area behind his sleeping quarters above. Although the minions are gone, there are still dangerous creatures hidden in the tunnels.

Encounter: Ice Ropers. Ropers posing as huge icicles hide in this tunnel, clinging to the ceiling 15 feet above the icy floor. Adapted for the cold environment, they gain the same benefits from their False Appearance posing as ice formations as they would posing as rock formations. The only hint to their existence is discarded bones on the floor. The number of ropers here depends on the level of the adventure, as shown on the table below.

Area 9 Encounters

Version	Encounter
4th	1 roper
8th	2 ropers
14th	3 ropers

Roper (1, 2, or 3); Lrg monstrosity; **AC** 20; **hp** 93; **Spd** 10 ft, climb 10 ft; **Str** +4, **Dex** -1, **Con** +3, **Int** -2, **Wis** +3, **Cha** -2; **PB**: +3; **Senses** darkvision 60, **PP** 16; **AL** NE; **CR** 5; **XP** 1,800.

► **False Appearance** Indistinguishable from cave formation if motionless;

► **Grasping Tendrils** ≤ 6 tendrils, each **AC** 20, 10 hp, immune psn, psy, or DC 15 Str check; replace next turn;

► **Spider Climb** Climb walls & ceilings w/o check.

► **Multiattack** 4 tendril, Reel, 1 bite.

► **Melee** Bite (+7, 5 ft, 4d8+4 prc); Tendril (+7 50 ft, grappled DC 15 & restrained, dis Str checks & saves).

► **Reel** Pull all grappled ≤ 25 ft closer.

10 – Ice Shaft

The strong wind and precipitation conditions common throughout the rest of the lair are absent here.

Metal rods embedded in the ice wall allow for a treacherous climb all the way to the top of the rest of the ice tunnels, 200 feet above the ground.

A powerful wind constantly whistles through the vertical shaft. A character with a Wisdom score of 10 or less might hear strange whispers in the wind—nothing more than a trick of the mind.

11 – Opening

The large opening in the floor allows Zhixal to fly in and out of his chambers with ease. Rules for climbing the waterfall that leads to the opening are detailed in area 6.

12 – Zhixal’s Chambers

This large area is Zhixal’s private chamber. His hoard hides below a mound of thick ice. Frozen statues—the remains of pesky adventurers—decorate the slippery floors of the chamber. Here, the ceilings are a full 70 feet high.

Although this area is indoors, Zhixal’s magic causes it to constantly snow within. Treat this area as if it is under the Wintery Conditions effect detailed on page 56.





13 – Zhixal’s Mound

A large mound of ice-encrusted gold dominates the north part of the cavern. It is upon this trove that Zhixal sleeps.

Encounter: Zhixal. The white dragon Zhixal attacks anyone that attacks him or comes within the range of his breath weapon. Until then, he pretends to sleep. Zhixal’s age depends on the level of the adventure, as shown on the table below. Both the adult and ancient white dragon versions of Zhixal have lair and regional actions.

Area 13 Encounter

Version	Zhixal’s Statistics
4th	young white dragon
8th	adult white dragon*
14th	ancient white dragon*

Optional: Quicksnow Lair Action. The adult and ancient dragon versions of Zhixal gain the additional lair action option.

- Zhixal targets an area of icy ground that he can see within 120 feet of him. A 10-foot-square area centered on that point turns into cold slush. If a creature starts its turn in this area or enters the area for the first time on its turn, it sinks 1d4 + 1 feet into the quicksnow and becomes restrained. As long as the creature isn’t completely submerged in quicksnow, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksnow. A creature that is completely submerged in quicksnow can’t breathe. A creature can pull another creature within its reach out of quicksnow by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target has sunk into the quicksnow. The quicksnow remains until Zhixal is destroyed or he uses this lair effect again. If there are any creatures in the quicksnow when the effect ends, they are ejected from the quicksnow.

Treasure: Zhixal's Horde. A character armed with a pick, hammer, or similar tools can spend 1 minute digging at the ice. At the end of the minute, the character must make a DC 14 Strength check. Each success removes some of the ice from around the treasure. It takes twenty-five total successes to completely free the treasure from the ice. A character who fails their Strength check by 5 or more must make a DC 10 Constitution saving throw. On a failed save, the character gains one level of exhaustion. The ice block can also be destroyed by means other than digging it away: the ice block has AC 17, 150 hit points (damage threshold 10), vulnerability to fire damage, and immunity to cold and poison damage.

There are 10,000 silver pieces in this part of Zhixal's hoard, regardless of the adventure's level.

Secret Chamber. The entrance to area 14 is encased in a wall of solid ice. The ice is translucent enough that a character who succeeds on a DC 18 Wisdom (Perception) check notices it. A character armed with a pick, hammer, or similar tools can use their action to make a DC 16 Strength check. Each success removes some of the ice from around the entrance. It takes thirty total successes to completely free the treasure from the ice. A character who fails their Strength check by 5 or more must make a DC 10 Constitution saving throw. On a failed save, the character gains one level of exhaustion. The ice block can also be destroyed by means other than digging it away: the ice block has AC 17, 200 hit points (damage threshold 10), vulnerability to fire damage, and immunity to cold and poison damage.

Adult white dragon (0 or 1); Huge dragon; **AC** 18; **hp** 200; **Spd** 40 ft, burrow 30 ft, fly 80 ft, swim 40 ft; **Str** +6, **Dex** +0, **Con** +6, **Int** -1, **Wis** +1, **Cha** +1; **Saves** DEX +5, CON +11, WIS +6, CHA +6; **Immune** cold; **PB** +5; **Senses** blindsight 60, darkvision 120, PP 21; **AL** CE; **CR** 13; **XP** 10,000.

► **Ice Walk** No move restriction by ice and snow;

► **Legendary Resistance (3/Day)** Choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 bite, 2 claw.

► **Melee** Bite (+11, 10 ft, 2d10+6 prc plus 1d8 cold); Claw (+11, 5 ft, 2d6+6 slsh); Tail (+11, 15 ft, 2d8+6 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 14 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Cold Breath (Recharge 5-6)** 60 ft cone, DC 19 Con save to halve 12d8 cold.

► **Legendary Actions (3)** Detect (Perception +11 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (≤10 ft of dragon, DC 19 Dex save or 2d6+6 bldg and knocked prone; dragon can then fly up to half Spd).

Ancient white dragon (0 or 1); Garg dragon; **AC** 20; **hp** 333; **Spd** 40 ft, burrow 40 ft, fly 80 ft, swim 40 ft; **Str** +8, **Dex** +0, **Con** +8, **Int** +0, **Wis** +1, **Cha** +2; **Saves** DEX +6, CON +14, WIS +7, CHA +8; **Immune** cold; **PB** +5; **Senses** blindsight 60, darkvision 120, PP 23; **AL** CE; **CR** 20; **XP** 25,000.

► **Ice Walk** No move restriction by ice and snow;

► **Legendary Resistance (3/Day)** Choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 bite, 2 claw.

► **Melee** Bite (+14, 15 ft, 2d10+8 prc plus 2d8 cold); Claw (+14, 10 ft, 2d6+8 slsh); Tail (+14, 20 ft, 2d8+8 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 16 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Cold Breath (Recharge 5-6)** 90 ft cone, DC 22 Con save to halve 16d8 cold.

► **Legendary Actions (3)** Detect (Perception +13 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (≤15 ft of dragon, DC 22 Dex save or 2d6+8 bldg and knocked prone; dragon can then fly up to half Spd).

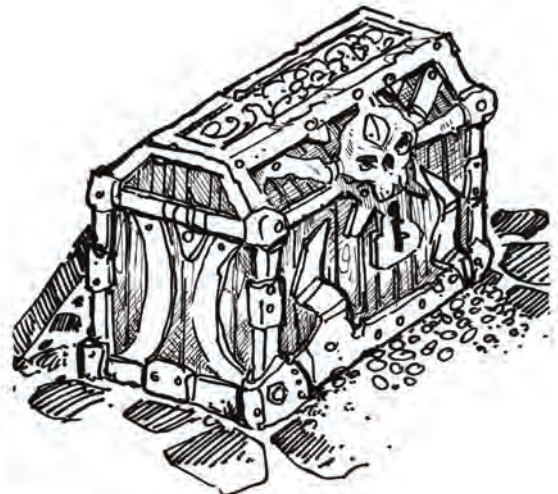
Young white dragon (0 or 1); Lrg dragon; **AC** 17; **hp** 133; **Spd** 40 ft, burrow 20 ft, fly 80 ft, swim 40 ft; **Str** +4, **Dex** +0, **Con** +4, **Int** -2, **Wis** +0, **Cha** +1; **Saves** DEX +3, CON +7, WIS +3, CHA +4; **Immune** cold; **PB** +3; **Senses** blindsight 60, darkvision 120, PP 16; **AL** CE; **CR** 6; **XP** 2,300.

► **Ice Walk** No move restriction by ice and snow.

► **Multiattack** 1 bite, 2 claw.

► **Melee** Bite (+7, 10 ft, 2d10+4 prc plus 1d8 cold); Claw (+7, 5 ft, 2d6+4 slsh).

► **Cold Breath (Recharge 5-6)** 30 ft cone, DC 15 Con save to halve 10d8 cold.



14 – Dragon Egg

This small, hidden chamber (see area 13 for details) conceals the presence of a lone white dragon egg.

The dragon Zhixal is torn by the egg's existence. A child would continue his legacy, but could also threaten his position.

Treasure: White Dragon Egg. The egg is worth 5,000 gp. If the characters choose to keep it, they can try to hatch it and raise it. It takes 1d4 months for the egg to incubate. The egg must constantly be kept in freezing or below freezing conditions. Each hour that the egg spends in temperatures above 0 degrees Celsius, roll 1d100. If the result is less than the current temperature, the egg is destroyed.

When the egg hatches, a **white dragon wyrmling** appears. Although the wyrmling is still evil by nature, it will treat the party as trusted friends to be heeded and protected. Although the wyrmling isn't under the party's control, it takes their requests or actions in the most favorable way it can so long as they keep it fed and treat it well.

If the party does something harmful to the wyrmling or fails to feed it, one member of the party must use their action to make a DC 10 Charisma (Intimidation or Persuasion) check (the player's choice). White dragon wyrmlings require 4 pounds of meat per day lest they get cranky.

15 – Ice Wall

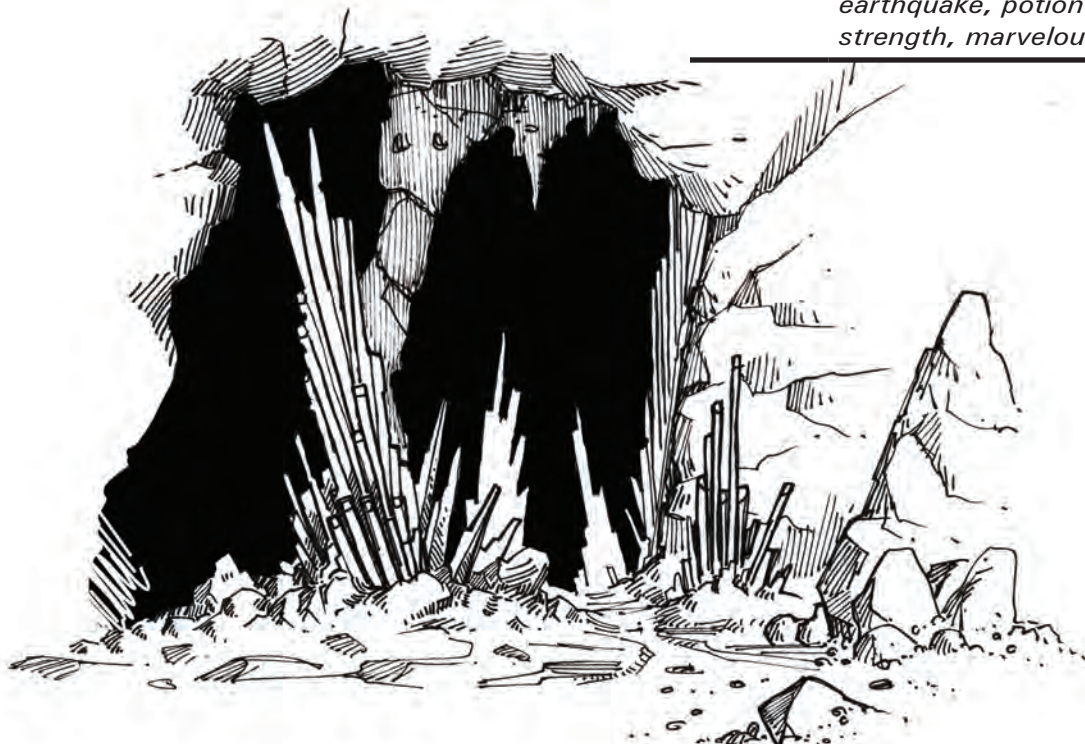
The other half of Zhixal's treasure is buried behind this thick ice wall. Spotting the treasure within the wall requires a successful DC 18 Wisdom (Perception) check.

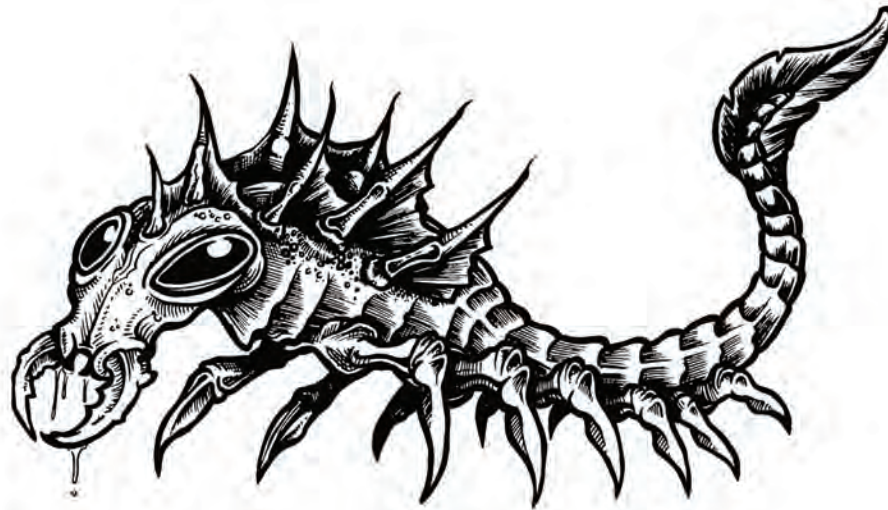
Totally clearing the wall of all its ice requires one or more characters to spend at least 1 workweek—5 days working 8 hours—digging the treasure out of the ice wall or destroying enough of it to remove it. At the end of each workweek spent digging, have everyone who spent time working on the wall make a DC 18 Strength (Athletics) check. Each success removes a section of the ice wall. It takes a total of twenty successes to completely remove the wall and reveal the treasure.

Treasure: Zhixal's Hoard. The nature of Zhixal's hoard depends on the level of the adventure, as shown on the table below.

Area 13 Treasure

Version	Treasure
4th	34,250 sp, one hundred pieces of quartz (each worth 50 gp), <i>bracers of archery</i> , <i>broom of flying</i> , <i>staff of the python</i> , <i>adamantine chain shirt</i>
8th	265,000 sp, ten white diamonds (worth 5,000 gp each), <i>potion of superior healing</i> , <i>potion of frost giant strength</i> , <i>potion of heroism</i> , <i>whip feather token</i>
14th	3,200,000 sp, one hundred white diamonds (worth 5,000 gp each), <i>potion of speed</i> , <i>spell scroll of earthquake</i> , <i>potion of cloud giant strength</i> , <i>marvelous pigments</i>





16 – Ice Shaft

This is the topmost part of the shaft from area 10.

17 – Ice Tunnels

Zhixal's former minions cleared these ice tunnels using fire magic and magical picks. New inhabitants lurk here. These creatures pay Zhixal no mind and receive the same courtesy from him.

Encounter: Ice Tunnel Creatures. Strange creatures lurk in these tunnels, the nature of which depends on the level of the adventure, as shown on the table below.

Area 17 Encounter

Version	Encounter
4th	6 magmins
8th	1 remorhaz
14th	1 remorhaz and 5 magmins

Ice Wall. The treasure-laden ice wall detailed in area 15 is visible from the eastern side of these tunnels. Spotting the treasure within the wall requires a successful DC 18 Wisdom (Perception) check.

Magmin (0, 5, or 6); Sml elemental; **AC** 14; **hp** 9; **Spd** 30 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -1, **Wis** +0, **Cha** +0; **Resist** bldg, prc, slsh non-magic; **Immune** fire; **PB:** +2; **Senses** dark-vision 60, **PP** 10; **AL** CN; **CR** 1/2; **XP** 100.

► **Death Burst** explodes on death, creatures ≤ 10 ft DC 11 Dex save to halve 2d6 fire;

► **Ignited Illumination** BA to light up or extinguish magmin, bright light 10 ft, dim light additional 10 ft.

► **Melee Touch** (+4, 5 ft, 2d6 fire, target ignites, until doused as action, 1d6 fire at end of each turn).

Remorhaz (0 or 1); Huge monstrosity; **AC** 17; **hp** 195; **Spd** 30 ft, burrow 20 ft; **Str** +7, **Dex** +1, **Con** +5, **Int** -3, **Wis** +0, **Cha** -3; **PB:** +4; **Immune** cold, fire; **Senses** darkvision 60, tremorsense 60, **PP** 10; **AL** U; **CR** 11; **XP** 7,200.

► **Heated Body** 3d6 fire for touch, 5 ft melee atk.

► **Melee Bite** (+11, 10 ft, 6d10+7 prc plus 3d6 fire, grappled DC 17 & restrained).

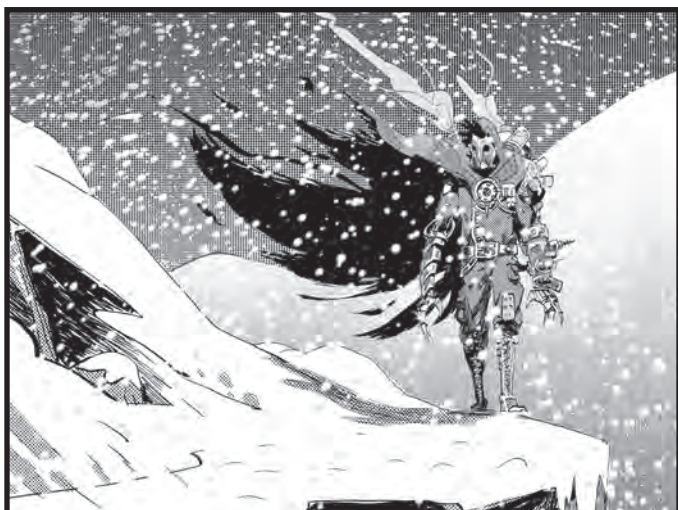
► **Swallow** Bites grappled creature, swallow on hit; blinded & restrained, total cover, 6d6 acid start of remorhaz' turn; ≥ 30 dmg in 1 turn DC 15 Con save or regurgitate swallowed; on death exit prone with 15 ft).

CONCLUDING THE ADVENTURE

Even after the characters defeat the dragon, they will need to invest considerable time into removing its hoard from the frosty protections placed around it. During this time, it's likely that more factions get involved. To represent this, you might roll again on the Adventure Hooks table to randomly choose another faction whose goals conflict with the characters.

If the characters fail to defeat the dragon, Zhixal's magic continues to plague the surrounding land. Unfortunately, Zhixal's reluctance to leave his cavern creates a predicament for the Pressonian government—certainly, the dragon and its wintry conditions are troublesome. But if it doesn't leave its cavern, is it all that bad? Ω

THE FORGEDRAGON



This Tier II adventure is suitable for characters of experience levels 5-10.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



Dungeon crawl and urban environments are the primary settings of this scenario.



Classic swords and sorcery is the primary theme of this scenario.

Written by **Dave Hamrick**

Cartography by **Cze** and **Peku** and **Dave Hamrick**

Art by **Matias Lazaro**, **William McAusland**, **Rick Hershey**, and **Maciej Zagorski**

ADVENTURE SUMMARY

The Forgedragon takes the characters to the frosty reaches of the Syhros Peninsula in Omeria. There, they must battle a deadly extraplanar faction named The Sunken. The Sunken hopes to use the power stone *sjelestein* to power a dangerous construct. In addition to The Sunken, this adventure also features the faction Company of the Many.

LEVEL PROGRESSION

White Dragon Cavern is a Fifth Edition adventure for four characters with an average party level (APL) of 7. The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Magic Items

Armor of Fire Resistance

Armor of Invulnerability

Flame Tongue

Ring of Fire Resistance

Ring of Warmth

Staff of Fire

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Entropy Cannon

Forgedragon

Sunken Doomlord

Sunken Elite Soldier

Sunken Soldier

OMERIA PLACEMENT

The adventure works best near the arctic circle of a world, where a mechanical dragon construct would not seem terribly out of place.

ADVENTURE SYNOPSIS

This section serves as a basic rundown of how the adventure should play out, including the adventure hook/introduction.

ADVENTURE SUMMARY

The adventure should play out as follows:

1. The characters are asked by investors from the Company of the Many to negotiate the purchase of rare gemstones from a village in northern Omeria.
2. When the characters arrive at the village, they discover that a dangerous faction called The Sunken have taken it over. Apparently, The Sunken are trying to power a long-lost construct called the forgedragon using the same gemstones the characters hope to claim.
3. The characters must confront The Sunken and stop them before they can bring the forgedragon to life.

BACKSTORY: THE SUNKEN ARRIVE

Before Omeria even has a chance to recover from the events of the *Hand of the Eight* adventure path, a new threat emerges, The Sunken. The Sunken are a deadly extraplanar faction obsessed with entropy and the inevitable destruction of the universe. When The Sunken discovered the demiplane Omeria and its rapid rate of decay, they believed it to be a testament to their beliefs. Now, The Sunken hopes to expedite Omeria's demise by eliminating others who would stand in the way of its inevitable annihilation.

Their plot begins in Northern Omeria. Led by a deadly artificer and planeswalker known only as Doctor Calamity, The Sunken claimed the town of Borgstrand. Years ago, Doctor Calamity created a dangerous weapon below the ice near the town, the forgedragon. He hopes to recover the construct and use it to destroy the great northern cities.

If the characters fail to stop The Sunken from retrieving their prize, it could lead to the end of northern Omeria as we know it.

ADVENTURE HOOK: THE BROKERS

While the characters are traveling through northern Omeria, they're approached by a pair of wealthy investors from Central Omeria. These investors offer to pay the characters a substantial sum if they will travel to a village in northern Omeria and negotiate the purchase of rare gemstones called *sjelesteiner* (SHELL-stine-ur). If the characters agree, the investors give the characters a sack

of 1,000 pp to negotiate with the stones' owner. The characters are allowed to keep whatever they don't spend to acquire the stones. Their point of contact is a Rasgax man named Hadvkir Shade-Plank who lives in the town of Borgstrand.

The investors expect to have either the *sjelesteiner* delivered or their money returned in ninety days or less. Although the investors are friendly during their initial meeting with the characters, they warn the characters that they are part of an organization that they would not wish to doublecross.

The Company of the Many

Unbeknownst to the characters, these investors are members of a faction named Company of the Many. Also known as The Brokers, the Company believes that if you "pay a man enough, he'll walk barefoot into The Cruel." Headquartered in Malembia, The Brokers are a trading company that can provide just about anything, for a price. Mostly dealing in material goods but dabbling in the service industry, many Central Omerians, particularly deadrunners, are drawn to them as pay is quite generous and promotions come fast if you are brave, lucky, and ambitious enough.

Reaching Borgstrand

Travel from most northern Omeria cities to the Syhros Peninsula is a 3,000-mile journey. The characters have a few methods which they can employ to reach Syhros, as shown on the Travel to Borgstrand table below. Overland travel obviously will take the longest time, but could become an adventure all its own. If necessary, they can use the platinum given to them by The Brokers to fund their trip.

Travel to Borgstrand

Method	Travel Time	Cost
Airship	2 weeks	150 gp per character
Boat	1 month	60 gp per character
Overland	6 months	Varies

What about magic? Most conjuration magic is expressly forbidden in Omeria. This includes teleportation spells. The characters are free to use such things, but they might find themselves getting in trouble—despite their good intentions!



WELCOME TO BORGSTRAND

Likely the northernmost human-dominant village in all of Omeria, Borgstrand boasts a population of 214 souls. Markus Aasen is the village's reeve. Despite the title, he rarely makes important decisions. Those are left to the village council. Aasen then carries out the will of the people—whether he agrees with the decisions the council makes or not.

Humans are the most prevalent race in Borgstrand followed by half-orcs and elves, particularly the mysterious drow, a sun-fearing race native to the northern reach. Most Borgstrandians speak Common, and a fair number speak Elvish and Orkish, too.

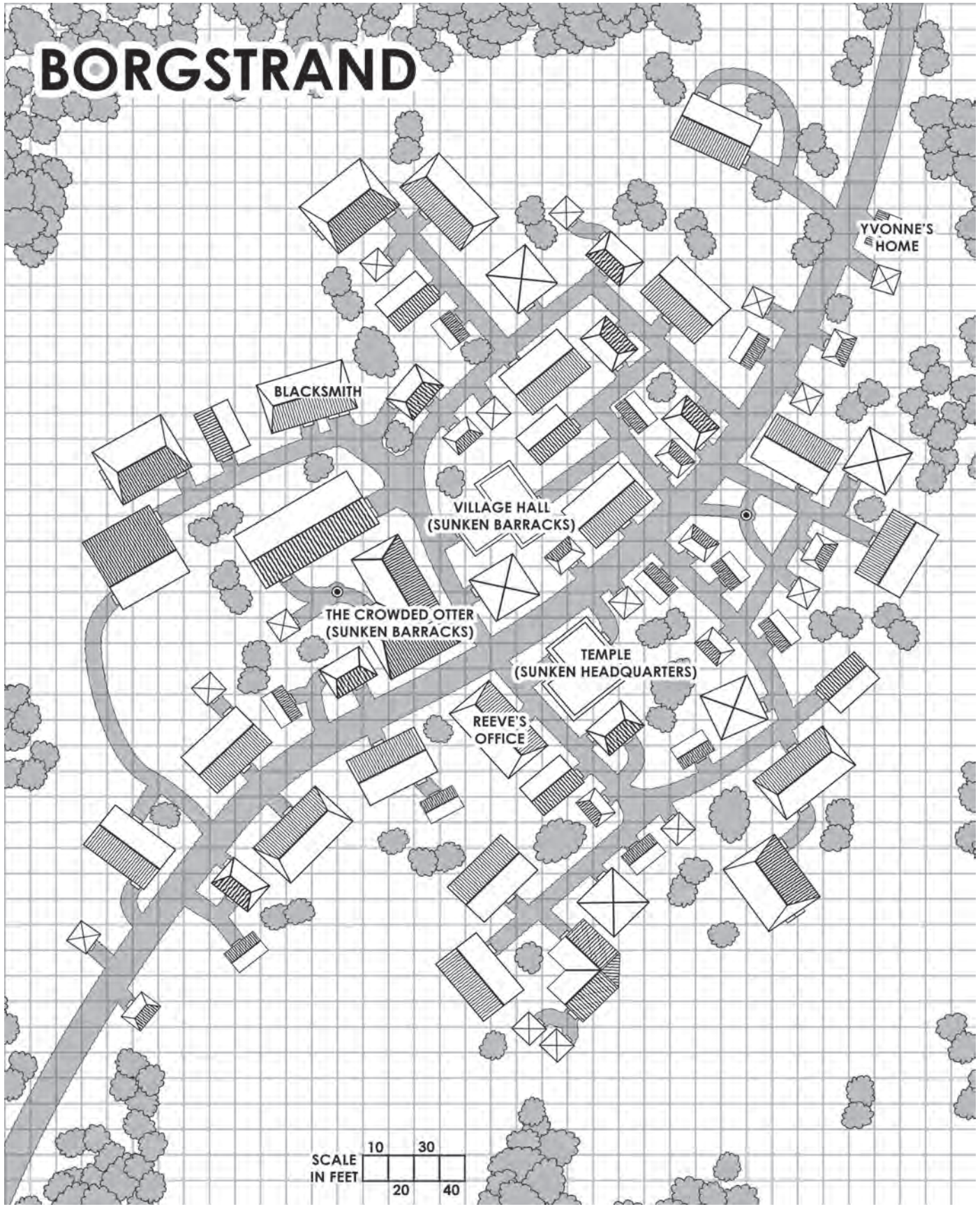
Small and far from major Omerian cities, Borgstrand's economy is mostly communal. It does have some trade ties with sailors who brave the Tyrant's Riddle or northern reach of the Omerian Ocean, as well as with Rasgax villages to the south. Borgstrandians also work closely with the drow who live in the icy burroughs further north. Coin is rare in Borgstrand as most Borgstrandians prefer to trade. "I can't warm my home with gold," is a popular Borgstrandian expression. Of course, a sack with 1,000 pp in it is sure to turn plenty of heads anyway.

VILLAGE OF THE ABSENT SUN

Borgstrand sits near Casar's northernmost edge. Because Naeyer's Eye shines brightest on Casar's center and largely ignores the north, Borgstrand experiences only six hours of dim sunlight each day. Visitors to Borgstrand who aren't used to the unusual day-night cycle have trouble adjusting to these grim conditions.

Naturally, these cold lands are a haven for many creatures who despise sunlight. Vampires, dhampir, and other forms of undead call the frozen wastes home. Arnitikos, refugees of The Other, also live in the arctic reaches, as do a race of elves known as the tathdarian.

BORGSTRAND



SCALE
IN FEET

10	30
20	40

THE SUNKEN

When the characters arrive, The Sunken already control the entire town. However, they occupy only four buildings. The Sunken use the reeve's office and the Temple of Asnas as their base of operations. The Crowded Otter Inn is their barracks, and they use the village hall to hold troublesome Borgstranders captive.

The most important members of The Sunken are detailed below.

Doctor Calamity. Although Calamity does not lead all of The Sunken—they have a much larger organization off-world—he leads the faction invading Omeria. Having lost many of his former minions and resources through a series of failed plots, he hopes to prove himself with The Sunken by destroying Omeria in their name. When the characters arrive in Borgstrand, Doctor Calamity is on-site at the forgedragon's lair. **Doctor Calamity's** statistics are included in the Appendix.

Doomlord Haast. Haast serves as Calamity's liaison with The Sunken's off-world leaders. Although he feigns obeisance to Calamity, he is actually there to ensure Calamity follows through on his promises. Ultimately, the other members of The Sunken follow Haast's lead. When the characters arrive in Borgstrand, Doomlord Haast is on-site at the forgedragon's lair. Doomlord Haast uses the **Sunken doomlord** stat block included in the Appendix of this adventure.

Doomshead Theta. Haast's most trusted lieutenant, Theta, is also one of The Sunken's most dangerous warriors. Her eagerness to destroy terrifies even the most fanatical members of her faction. When the characters arrive in Borgstrand, Theta and twenty Sunken soldiers are keeping watch over the town. Theta uses the **Sunken elite soldier** stat block included in the Appendix of this adventure, except she has 144 hit points.

Other Sunken. Forty **Sunken soldiers** (see the Appendix) comprise the remainder of The Sunken's fighting force in Borgstrand. When the characters arrive, Calamity and Haast are already on their way to the Forgedragon excavation site with half of these soldiers. Theta remains in charge of the other half in town.

FRIENDLY NPCs

Below are a few of the town's most important NPCs who might help the characters against Doctor Calamity and The Sunken. Joakim and Rune are both in their respective places of business, while Maja, Markus, and Yvonma plan against the invaders from the basement of Yvonma's home.

Hadvkir Shade-Plank. The character's point of contact in Borgstrand is a chaotic neutral **berserker** named Hadvkir. He is Rasgax, so he has darkvision out to 30 feet and advantage on saving throws against becoming blinded. Hadvkir and his family are being held in the village hall with the other Borgstrand prisoners.

Joakim Mathiasen. The owner of a tavern named The Crowded Otter, Joakim is being forced by The Sunken to serve them. Although they treat him well, he wishes for them to leave his home. Joakim is a lawful good male human **commoner**.

Maja Tieg. Six years ago, Maja's husband and children died at the hands of Doctor Calamity's creations. She now sees Calamity's return as an opportunity for revenge. Maja is a lawful good female human Knotsider **commoner**. She is among those hiding out at Yvonma's home.

Markus Aasen. Markus Aasen is Borgstrand's reeve. When The Sunken invaded, he and others hid out in Yvonma Dalifar's basement. There, they plan against the invaders. Markus is a lawful good Rasgax human **scout**. As a Rasgax, Aasen has darkvision out to 60 feet and advantage on saving throws against becoming blinded.

Rune Jenssen. Markus' best friend, Rune, is the town's cheerful blacksmith. He remains in his shop during the invasion where he's now forced to create weapons for The Sunken's soldiers. Rune is a male hill dwarf **veteran**. As a hill dwarf, Rune has a movement speed of 25 feet, resistance to poison damage, and advantage on saving throws against the poisoned condition. Plus, he has darkvision out to 60 feet and speaks Dwarvish as well as Common.

Yvonma Dalifar. A retired neutral Tathdarian warrior (use the **drow** stat block), Yvonma lives in a small home at the northeastern edge of town. She moved to Borgstrand to escape the politics of her people. When The Sunken invaded, she offered the basement of her home as a refuge for those eager to resist The Sunken's occupation.

EVENTS IN TOWN

When the characters arrive in Borgstrand, they discover a snow-capped ghost town. Most of the able-bodied Borgstrand residents were rounded up and are now being held prisoner in the village hall's dungeon. Borgstrand residents deemed "too weak" or "valuable to the cause" were allowed to remain in their homes so long as they didn't cause trouble. All of these Borgstrand residents are **commoners** and noncombatants. Maja, Markus, and Yvonma, along with a six other Borgstrand residents (all **tribal warriors**) plot against their occupiers from Yvonma's home.

The characters won't know who or what has seized the town until they arrive. While in Borgstrand, they need to learn who is responsible for the invasion, what their plan is, and how to stop them.

Below are a few suggestions for events that will help the characters move through the storyline.

First Encounter

As the characters approach the town, they're spotted by three **Sunken soldiers** (see the Appendix). The soldiers hope to put the characters in the village hall dungeon with the Borgstrand residents. While these basic fighters should pose no real challenge for the characters, the characters need to stop the soldiers before they alert the other members of The Sunken in town. If word gets back to Calamity and Haast that there are people trying to stop them, they could accelerate their plans.

Sunken soldier (3); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

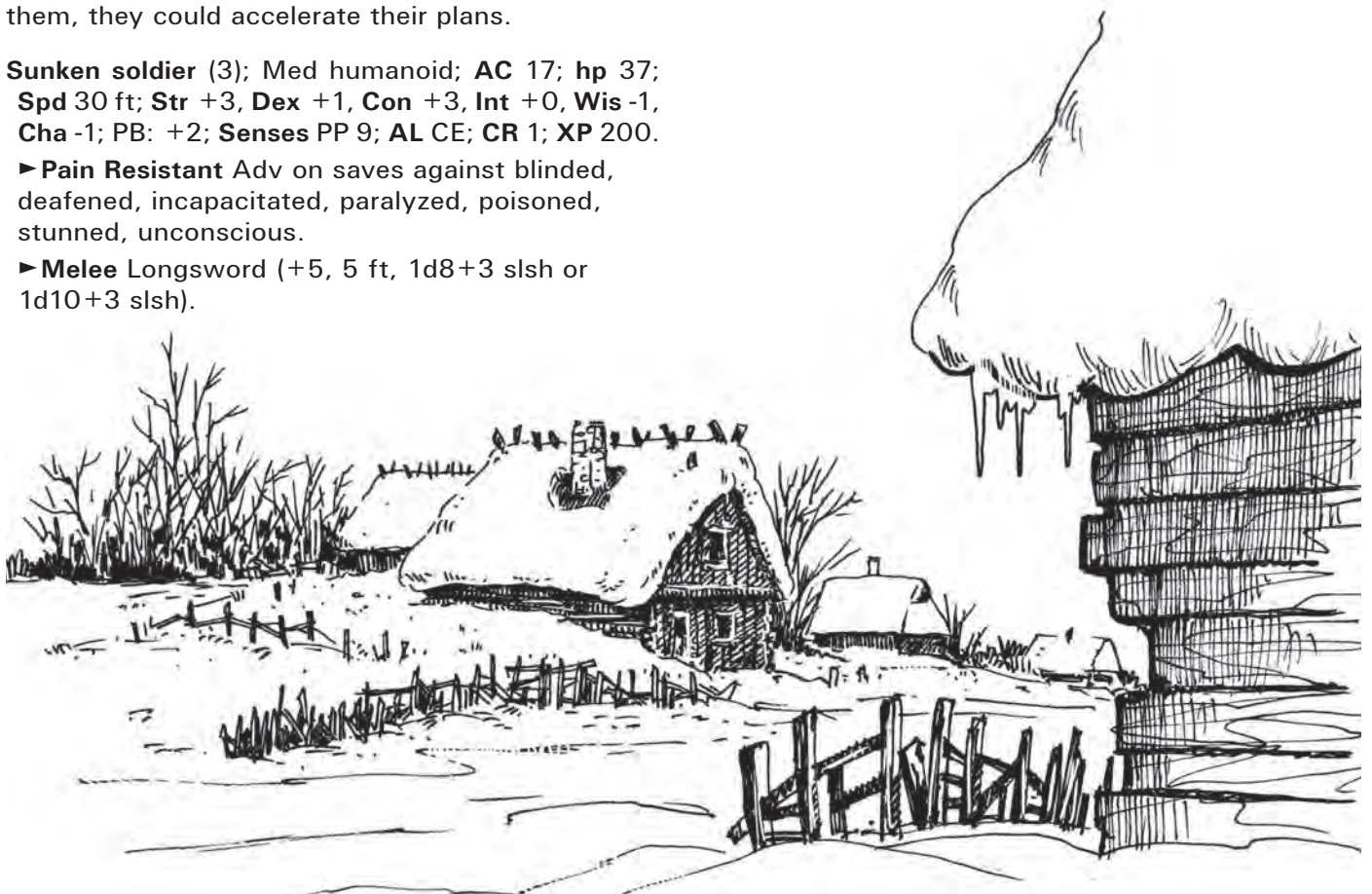
► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).

The Resistance

If the characters are careful, they might be able to meet members of the Borgstrand Resistance first, which includes Maja, Markus, and Yvonma. The characters learn from these important NPCs the following information:

- The Sunken are a deadly group of warriors from a distant realm.
- When The Sunken occupied the town, they seized four buildings at the center of town: The Crowded Otter Inn, the village hall, the reeve's office, and the Temple of Asnas.
- Many of the townsfolk are being held captive in the village hall's dungeon. There are five guards watching them.
- The Sunken are interested in the contents of an old mine roughly five miles from the north edge of town. The Sunken's leaders, Doctor Calamity and Doomlord Haast, took a contingent of soldiers to the mine before the characters arrived.
- The Resistance doesn't know where Hadvkir Shade-Plank is located but assumes that he is being held with the other Borgstrand residents at the village hall.





Village Hall

If the characters hope to meet with Hadvkir Shade-Plank, they will need to free him from The Sunken soldiers at the village hall. The village hall is a large building which not only serves as the village's primary meeting place, but also its garrison. The hall boasts a large, open-air courtyard for Borgstrand's militia to train—or in this case, The Sunken. A two-story building at the east end of the building offers barracks, a small kitchen, and office for the master of militia. Many of the town's able-bodied citizens, including Shade-Plank, are held in the hall's dungeon. There are five **Sunken soldiers** (see the Appendix) guarding the building. All five soldiers stand guard inside the courtyard.

If the characters aren't careful, they will draw the attention of Theta and the remaining soldiers in town. It takes the other soldier approximately 1d4 rounds to arrive at the village hall after a member of The Sunken sounds the alarm. Much more chaotic than her leaders, Theta has no qualms killing the characters, the villagers, or anyone else.

If the characters successfully free Hadvkir Shade-Plank, he thanks them for their help. However, he regrets to inform them that the *sjelesteiner* he owned were seized by Doctor Calamity. He shares that Calamity hopes to use the *sjelesteiner* to power a dangerous construct (the forgedragon) hidden in the nearby hills.

Sunken soldier (5); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).

The Crowded Otter Inn

Theta and ten **Sunken soldiers** (see the Appendix) are at The Crowded Otter Inn causing a ruckus. The Sunken force the inn's owner Joakim Mathiasen to serve them. Most of The Sunken are friendly towards Joakim, but Theta hopes to slake her bloodlust by torturing and murdering the poor man. If the characters attack The Sunken here, they are sure to catch them by surprise. This will make future encounters in Borgstrand much easier.

Sunken soldier (10); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).

Reeve's Office

Before he left for the mine, Doctor Calamity used the reeve's office as his personal headquarters. A lone **Sunken soldier** (see the Appendix) guards the building. Once inside, a character who succeeds on a DC 15 Intelligence (Investigation) check discovers that Calamity's journals and documents point to the existence of a construct Calamity built when he tried to conquer the region six years ago. Apparently, his invention, dubbed the forge-dragon, lacked a vital component that would give it sentience. Calamity believes the power stone *sjelestein* is the missing ingredient.

Sunken soldier (1); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).

Temple of Asnas

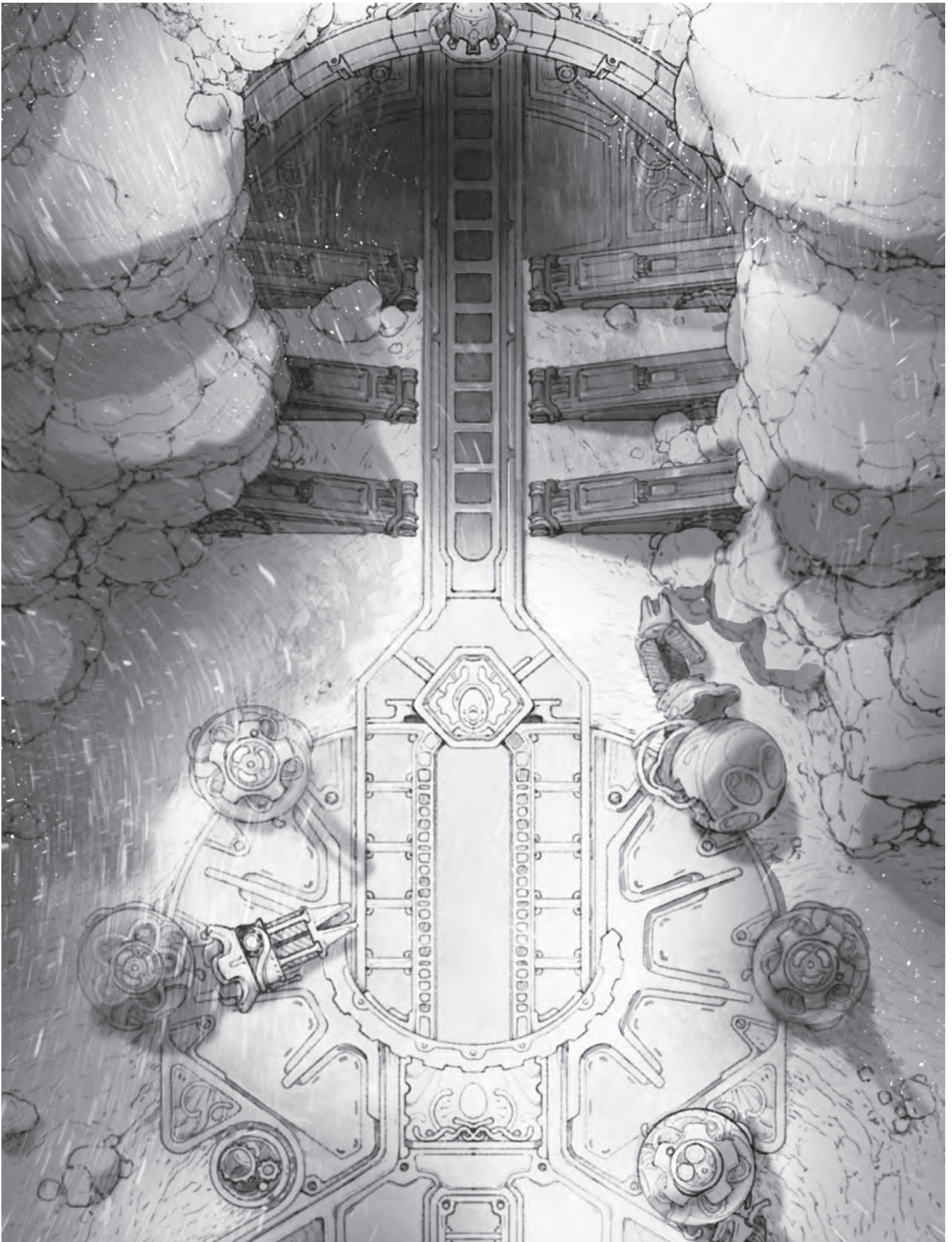
The village's temple of Asnas serves as Doomlord Haast's headquarters. One **Sunken soldier** (see the Appendix) keeps watch over the temple while Haast and Calamity are away. Most of the temple interior is in ruins thanks to Haast, Theta, and the other Sunken. However, there are some clues within that point to The Sunken's origins. If one or more characters spend a few minutes looking through The Sunken's belongings and succeed on a DC 15 Intelligence (Investigation) check, they uncover clues that Haast, Theta, and others come from a dangerous region of the inner planes called the quasialemental plane of salt. However, they are but one small fragment of a greater organization that spans the cosmos.

Sunken soldier (1); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).





THE FORGEDRAGON'S LAIR

Whether they learn it from members of the Borgstrand resistance or discover Doctor Calamity's plans, the characters should next head to the mine that holds the forgedragon. The mine is five miles north of town and will take the characters two hours to reach on foot. Halve the time if they use mounts or dog sleds.

MINE EXTERIOR

Thick snow blankets the exterior of the mine. Ancient arcane designs decorate a track that leads into the open mouth of the mine. A character who reviews the symbols and succeeds on a DC 20 Intelligence (Arcana) check recognizes that the symbols are unlike any magic available in Omeria. Extraplanar characters make this check with advantage. If the character passed the check by 5 or better, they know that the magic is from an impossibly distant clockwork realm of absolute law and order.

Encounter

If the characters failed to keep their presence a secret in Borgstrand and one or more of The Sunken retreated to the mine to alert Haast and Calamity, they will find The Sunken waiting for them. Otherwise, The Sunken might be caught by surprise.

Outside the entrance, ten members of The Sunken stand guard. Two of the Sunken are **Sunken elite soldiers**, but the rest are ordinary **Sunken soldiers** (all detailed in the Appendix) Three of the soldiers operate an *entropy cannon* (also in the Appendix).

Conditions

The fight with The Sunken soldiers won't be an easy one. The snow and darkness make for tough fighting conditions.

Dim Light and Precipitation. Because of the mine's location in Omeria's far north, it only sees six hours of daylight a day, and even then, it's dim. Dim light creates a lightly obscured area and imposes disadvantage on Wisdom (Perception) checks that rely on sight. Even if the dim light didn't obscure things, the snow would have the same effect.

Snow and Slippery Ice. The stones and metallic plates leading up to the entrance are covered in slippery ice, which is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. A creature can move at half its movement speed to avoid making this check. Thick snow flanking the entrance also creates difficult terrain.

Entropy cannon (1); Lrg object (450 lb); **AC** 19; **hp** 100; **Spd** 0 ft; **Str** +2, **Dex** +4, **Con** +3, **Int** 0, **Wis** 0, **Cha** 0; **PB** +2; **Immune** psn, psy; blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious.

► **Prone Deficiency** If prone, can't right itself.

► **Ranged Battle Station**, requires 3 crew, grants half cover (+6, 120/360 ft, 8d6 ncr, target DC 15 Con save or incapacitated until end of its next turn).

Sunken soldier (8); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).

Sunken elite soldier (2); Med humanoid; **AC** 17; **hp** 102; **Spd** 30 ft; **Str** +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +0, **Cha** +1; **Saves** STR +7, CON +7; **PB**: +3; **Senses** PP 10; **AL** CE; **CR** 6; **XP** 2,300.

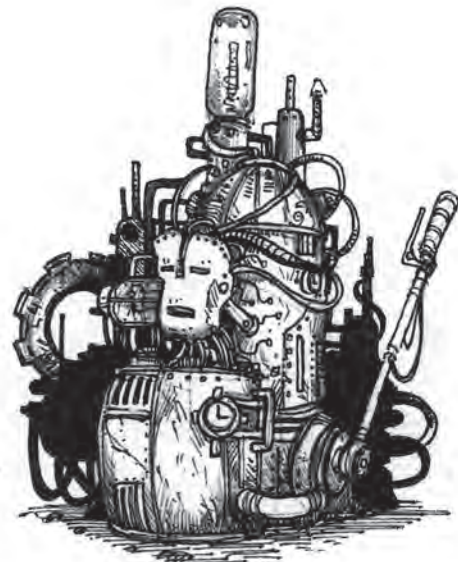
► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious;

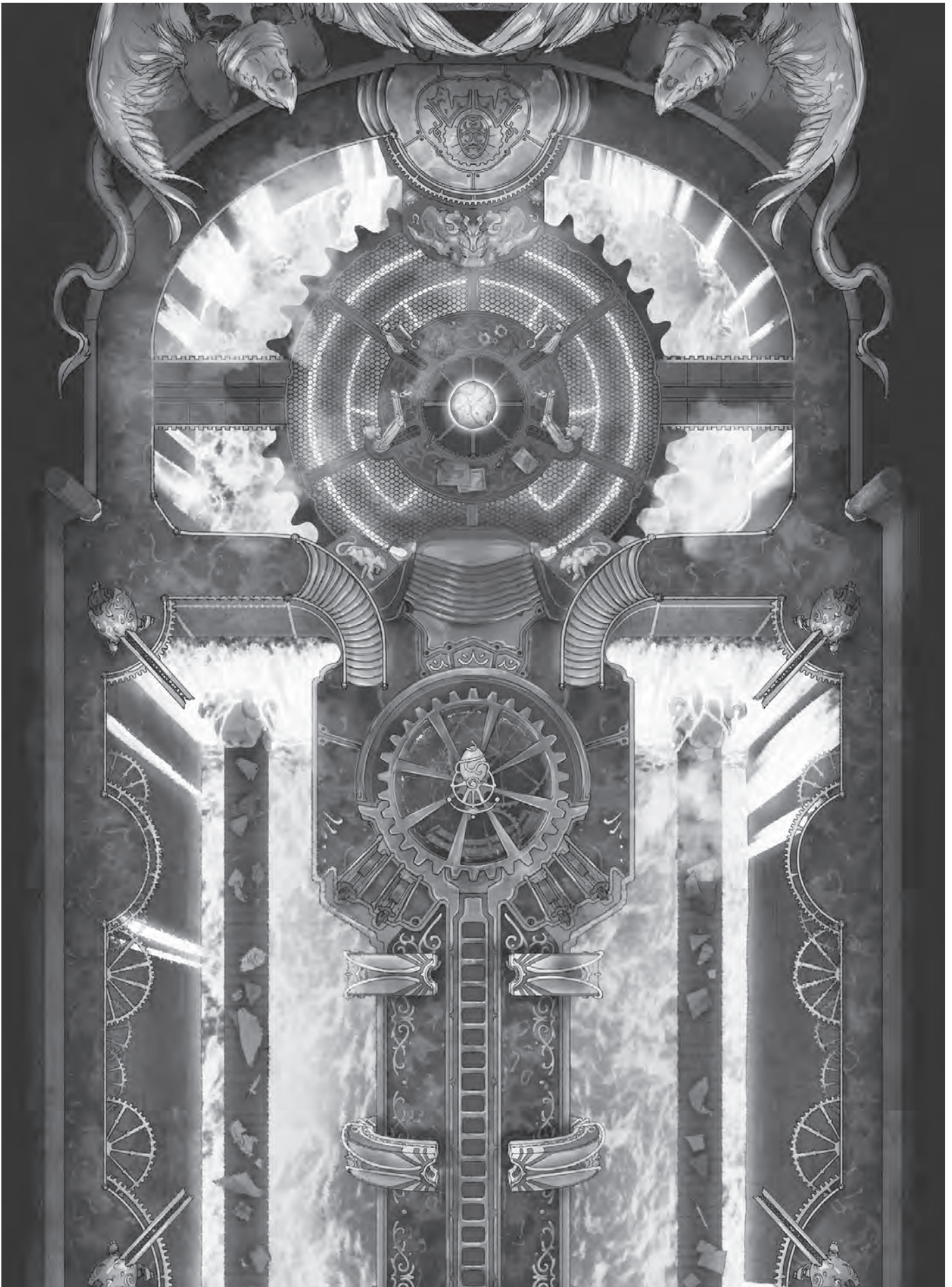
► **Special Equipment** Entropy sword = +3 shortsword only magical for soldier.

► **Multiattack** 2 entropy sword.

► **Melee** Entropy Sword (+10, 5 ft, 1d6+7 prc plus 2d6 ncr, target DC 15 Con save or incapacitated until end of its next turn).

► **Reaction** Reciprocating Blow (if dmg from creature 5 ft, melee atk against creature).





MINE INTERIOR

The inside of the mine stands in stark juxtaposition to its exterior. Right away, the characters feel the rush of heat from the forge's engines. Molten lava, boiled up from Omeria's chaotic protomatter core, churns at either side of a long steel platform that connects the entrance to the forge itself.

Sunken Soldiers

Ten members of The Sunken stand on the platform connecting the mine's entrance to the forge. If The Sunken in Borgstrand alerted Haast and Calamity to the characters' presence, they are waiting for them. Two of these Sunken are **Sunken elite soldiers**, while the other eight are ordinary **Sunken soldiers** (see the Appendix). **Haast** and **Calamity** stand at the rear of the forge, focusing their efforts on the forgedragon. However, Haast enters combat when the characters defeat half or more of the Sunken soldiers. Haast has no fear of death and craves destruction—even if it's his own. He fights dirty, and will use his surroundings to his advantage.

Doctor Calamity and the Forgedragon

During the fight, Calamity focuses on getting the forgedragon up and running. When the characters first enter the mine, they have exactly 5 rounds to stop Doctor Calamity from implanting the forgedragon with the shards of *sjelesteiner* he stole from Hadvkir Shade-Plank. If the characters fail to stop him, by the start of the 6th round, the forgedragon comes to life. Because Calamity attuned the dragon to himself, it follows his commands. The **forgedragon's** stats are included in the Appendix.

When the going gets tough, the tough get going. Calamity values his own neck above all other things—despite this going against The Sunken's general philosophy of atrophy and destruction. All he cares about is getting the forgedragon up and running. Once this is done, he remains only long enough to see it cause destruction. If the characters harm Calamity or destroy the forgedragon, Calamity teleports away to a safe location.

Conditions

The mine's interior is a literal furnace. Extreme heat radiates up from the molten lava below the steel catwalk. It's a 30-foot drop into the pit below. Any creature that touches the lava takes 16 (3d10) fire damage and catches fire. Until a creature uses its action to extinguish the flames, the creature takes 5 (1d10) fire damage at the start of each of its turns. A creature that falls into the lava takes 55 (10d10) fire damage and starts to sink. The Sunken, especially Haast, fight dirty. They will use their actions to grapple the characters with the intent to toss them into the lava below. Any

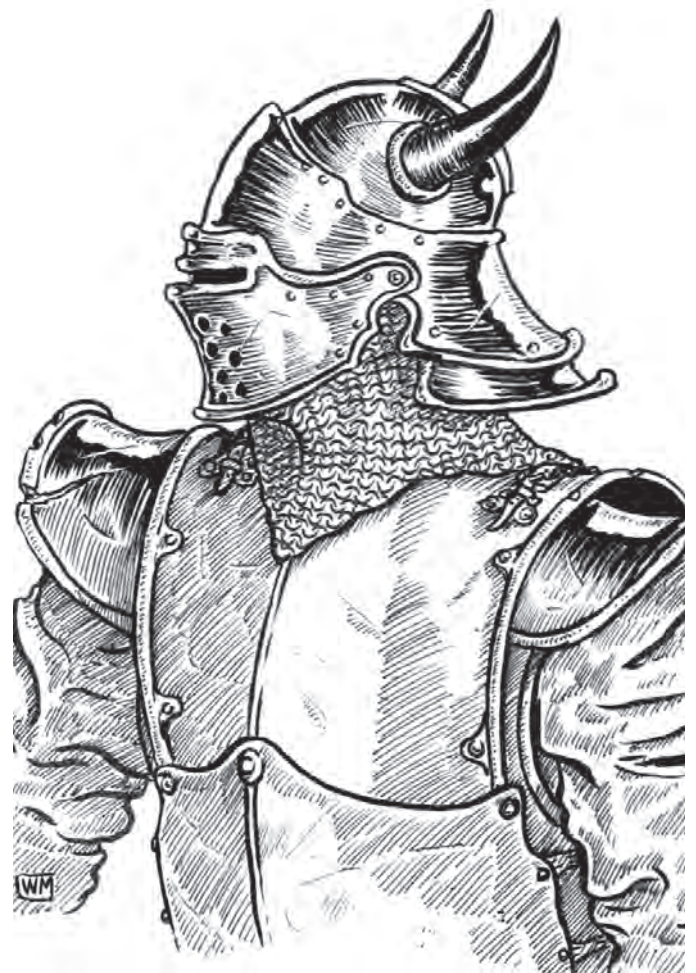
character pushed over an edge has a chance to catch themselves with a successful DC 10 Dexterity saving throw. Otherwise, they tumble into the lava below.

Treasure

Destroying the forgedragon grants the characters access to two valuable items. First, they may recover the *sjelestein* from the dragon's metallic skull. In doing so, they might decide to keep the entire 1,000 pp. While this might not be fair to Hadvkir Shade-Plank, it will certainly place considerable wealth in their hands.

Second, a character proficient in both Arcana and smithing tools can recover parts of the forgedragon to craft special items. See "Forgedragon Crafting" below for details.

In addition to the items earned from the forgedragon, the characters can recover the weapons and arms from Calamity, Haast, and the other members of The Sunken, assuming they defeated them. Both Calamity and Haast's special equipment are described in detail in the Appendix. The other Sunken members' equipment is in varying stages of disrepair. These items fetch only 20% of their normal asking price. The Sunken do not believe in material wealth; therefore, they do not carry any other treasure.



Doctor Calamity; Med construct; **AC** 19; **hp** 209; **Spd** 30 ft; **Str** +4, **Dex** +3, **Con** +5, **Int** +7, **Wis** +4, **Cha** +5; **PB**: +5; **Senses** true-sight 120, **PP** 24; **AL** LE; **CR** 13; **XP** 10,000.

► **Spellcasting** 13th-level Int (DC 20, +12); Cantrips/at will: *chill touch, mage hand, message, minor illusion, prestidigitation*; 1st level/4 slots: *charm person, detect magic, illusory script, shield*; 2nd level/3 slots: *darkness, enlarge/reduce, knock, mirror image*; 3rd level/3 slots: *counterspell, dispel magic, hypnotic pattern, sending, slow*; 4th level/3 slots: *confusion, dimension door, hallucinatory terrain*; 5th level/2 slots: *mislead, telekinesis*; 6th level/1 slot: *mass suggestion*; 7th level/1 slot: *plane shift*.

► **Multiattack** 3 claw or 2 calamity pistol.

► **Melee** Claw (+9, 5 ft, 1d6+4 slsh plus 6d6 psn).

► **Ranged** Calamity Pistol (+8, 80/320 ft, 6d8 frc, target DC 16 Str save or pushed back 10 ft).

► **Legendary Actions (3)** Grease (10-ft square ≤30 ft difficult terrain, creature there/enters/ends turn DC 15 Dex save or prone); Tether (+8, 15 ft, creature grappled + restrained [DC 16], 3d10 ltng at start of Calamity's turn); Cluster Bomb, 3 actions, 1/long rest (≤4 creatures ≤30 ft, DC 15 Dex save or 2d6 fire and stunned); Smoke Bombs, 3 actions (20 ft radius sphere around Calamity heavily obscured, Calamity moves, smoke disperses end of his next turn)

Forgedragon; Huge construct; **AC** 20; **hp** 229; **Spd** 40 ft, climb 40 ft, fly 80 ft; **Str** +8, **Dex** +0, **Con** +7, **Int** +0, **Wis** +1, **Cha** +5; **Saves** DEX +6, CON +13, WIS +7, CHA +11; **Immune** fire, psn, psy; bldg, prc, slsh nonmagic; charmed, exhaustion, frightened, paralyzed, petrified, poisoned; **PB** +6; **Senses** darkvision 120, **PP** 23; **AL** N; **CR** 18; **XP** 20,000.

► **Immutable Form** Immune to spell or effect to change shape;

► **Magic Resistance** Adv on saves vs. magic;

► **Magic Weapons** magic atks;

► **Sjelestein Core** If gem removed, unconscious, if half or fewer hp, Athletics or Sleight of Hand vs dragon's Athletics +14 to remove from within 5 ft.

► **Multiattack** 1 bite, 2 claw, 1 tail.

► **Melee** Bite (+14, 10 ft, 2d10+8 prc plus 2d6 fire); Claw (+14, 5 ft, 2d6+8 slsh); Tail (+14, 15 ft, 2d8+8 bldg, target DC 22 Str save or prone or 10 ft away).

► **Breath Weapon (Recharge 5-6)** Fire Breath (60 ft cone, DC 21 Dex save to halve 13d6 fire) or Mind Control Breath (60 ft cone, DC 21 Wis save or charmed 1 hr, repeat if takes dmg, immune 24 hrs on success).

Haast, sunken doomlord; Med humanoid; **AC** 19; **hp** 247; **Spd** 30 ft; **Str** +5, **Dex** +0, **Con** +5, **Int** +1, **Wis** +0, **Cha** +2; **Saves** STR +10, CON +10; **PB**: +5; **Senses** PP 10; **AL** CE; **CR** 13; **XP** 10,000.

► **Dark Devotion** Adv on saves against charmed + frightened;

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious;

► **Second Wind** BA to regain 30 hp;

► **Special Equipment** Entropy sword = +3 longsword only magical for doomlord.

► **Multiattack** 3 entropy sword, replace 1 with shield bash.

► **Melee** Entropy Sword (+13, 5 ft, 1d8+8 slsh or 1d10+8 slash versatile plus 2d6 ncr, target DC 15 Con save or incapacitated until end of its next turn); Shield Bash (+10, 5 ft, 2d4+5 bldg, target DC 18 Str save or prone).

► **Reaction** Reciprocating Blow (if dmg from creature 5 ft, melee atk against creature).

Sunken soldier (8); Med humanoid; **AC** 17; **hp** 37; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** -1, **Cha** -1; **PB**: +2; **Senses** PP 9; **AL** CE; **CR** 1; **XP** 200.

► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh).

Sunken elite soldier (2); Med humanoid; **AC** 17; **hp** 102; **Spd** 30 ft; **Str** +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +0, **Cha** +1; **Saves** STR +7, CON +7; **PB**: +3; **Senses** PP 10; **AL** CE; **CR** 6; **XP** 2,300.

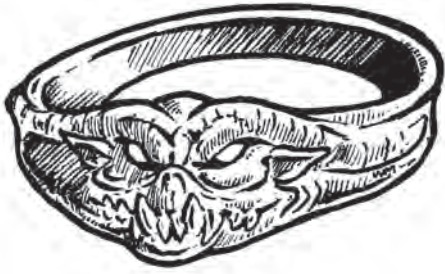
► **Pain Resistant** Adv on saves against blinded, deafened, incapacitated, paralyzed, poisoned, stunned, unconscious;

► **Special Equipment** Entropy sword = +3 shortsword only magical for soldier.

► **Multiattack** 2 entropy sword.

► **Melee** Entropy Sword (+10, 5 ft, 1d6+7 prc plus 2d6 ncr, target DC 15 Con save or incapacitated until end of its next turn).

► **Reaction** Reciprocating Blow (if dmg from creature 5 ft, melee atk against creature).



FORGEDRAGON CRAFTING

The materials used to build the forgedragon work extremely well when salvaged then reimplemented to craft magic items. Below is a list of a few of the items that can be crafted using its components. If the item's source is SRD, it's featured in the Fifth Edition systems reference document. Items marked BSA are featured in the Appendix of this issue of *BroadSword Adventures*. And items marked GSB are available from the *Griffon's Saddlebag* Patreon and website.

A single forgedragon has up to 15 units of magic item parts. These individual units are used to create magic items, as shown on the Unit Cost column on the Forgedragon Magic Item table below. In addition to the forgedragon parts, creating these items come with a gold piece cost that covers other materials, tools, etc., based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, can also be found on the table below. A character also needs the requisite tool and/or skill proficiency appropriate for the item's creation, also shown on the table.

Forgedragon Magic Items

Item	Unit Cost	Rarity	Source	Workweeks	Cost	Tool Proficiency
<i>Armor of fire resistance</i>	6	Rare	SRD	10	2,000 gp	Arcana, smith's tools
<i>Armor of invulnerability</i>	15	Legendary	SRD	50	100,000 gp	Arcana, smith's tools
<i>Flame tongue</i>	6	Rare	SRD	10	2,000 gp	Arcana, smith's tools
<i>Forgekeeper's spark</i>	3	Uncommon	GSB	2	200 gp	Arcana, smith's tools
<i>Forgemaster's might</i>	15	Legendary	GSB	50	100,000 gp	Arcana, smith's tools
<i>Forgework dragon shield</i>	10	Very Rare	BSA	25	20,000 gp	Arcana, smith's tools
<i>Ring of fire resistance</i>	6	Rare	SRD	10	2,000 gp	Arcana, smith's tools
<i>Ring of warmth</i>	3	Uncommon	SRD	2	200 gp	Arcana, smith's tools
<i>Staff of fire</i>	10	Very Rare	SRD	25	20,000 gp	Arcana, smith's tools

CONCLUDING THE ADVENTURE

There are plenty of outcomes for this adventure.

COMPANY OF THE MANY

Getting their hands on the *sjelestein* allows The Company of the Many to improve their overall standing among the trade lords of Omeria. If the characters managed to get The Brokers the *sjelestein* on time—and even managed to keep 100% of the platinum pieces—The Brokers are impressed and hope to continue their relationship with the characters.

Alternatively, if the characters fail to recover the *sjelestein* and bring it to The Company of the Many, the Company does not advance further in its goals. However, they see no reason to blame the characters, so long as the characters return the 1,000 pp before the deadline.

THE SUNKEN

The Sunken bet big on the forgedragon and Doctor Calamity. If they secure the dragon and avoid its destruction at the hands of the characters, they advance their standing in Omeria significantly. Furthermore, they now present a great threat to the rest of Omeria, particularly the north.

If the characters defeated The Sunken and stopped the forgedragon, The Sunken fail to rise to prominence in Omeria. They must regroup and rethink their plans before they take their next step. If any members of The Sunken survive—particularly Doctor Calamity—they swear vengeance on the characters. This should come into play in future Rise of the Factions adventures featuring The Sunken. Ω

APPENDICES

Written by Dave Hamrick, Kobold Press, and the Griffon's Saddlebag

Cartography by Maps by Owen, Dave Hamrick, and Cze & Peku

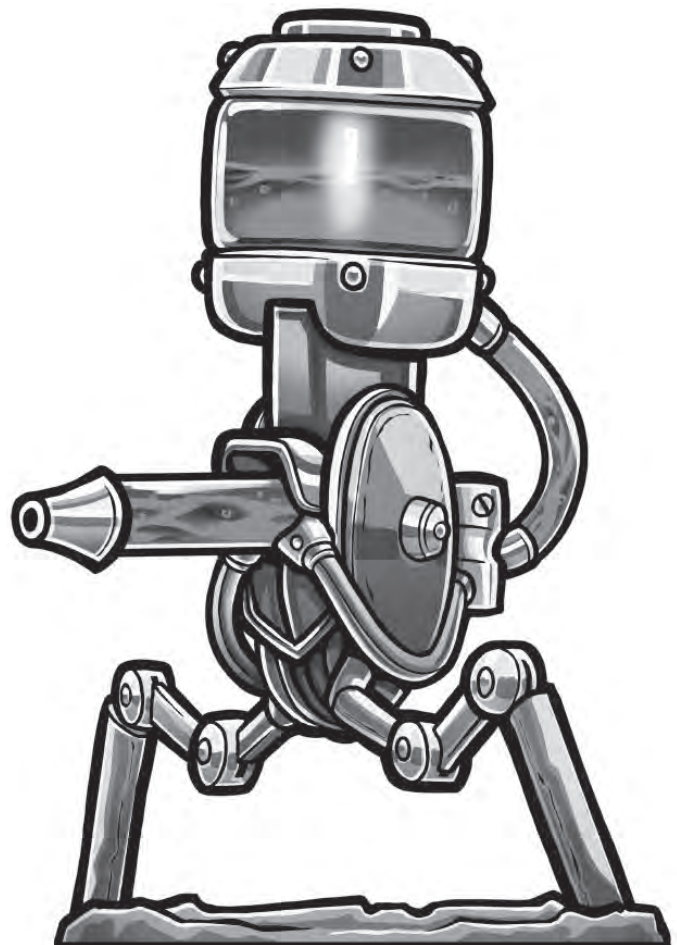
Art by Matias Lazaro, Paperforge, Rick Hershey, William McAusland, Maciej Zagorski, and Daniel F. Walthall

NEW MAGIC ITEMS

Entropy Cannon

A nefarious crew-served weapon of The Sunken, powered by dark sorcery and super-science.

Entropy Cannon <i>Large object (450 lb.).</i>						
Armor Class 19 Hit Points 100 Speed 0 ft.						
<table><tr><td>STR</td><td>DEX</td><td>CON</td></tr><tr><td>14 (+2)</td><td>18 (+4)</td><td>14 (+2)</td></tr></table>	STR	DEX	CON	14 (+2)	18 (+4)	14 (+2)
STR	DEX	CON				
14 (+2)	18 (+4)	14 (+2)				
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious						
Prone Deficiency. If the entropy cannon falls prone, it can't right itself until pulled upright.						
ACTION STATIONS						
Battle Station (Requires 3 Crew and Grants Half Cover). <i>Ranged Weapon Attack:</i> +6 to hit, range 120/360 ft., one target. <i>Hit:</i> 28 (8d6) necrotic damage. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.						





Forgework Dragon Shield

Armor (shield), rare

While holding this plated brass shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has a metallic maw in the visage of a dragon forged into the face of the shield, and small plumes of flame occasionally leap from openings in the shield's plates.

When a creature within 5 feet of you misses you with an attack, you can use your reaction to retaliate with the shield. When you do, a gout of flame erupts from the shield, forcing the attacker to make a DC 15 Dexterity saving throw. On a failed save, the target takes 3d10 fire damage and ignites. Until a creature takes an action to douse the fire, the target takes 1d10 fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't ignite. Once this property has been used, it can't be used again until the next dawn.



Sjelestein

Wondrous item, legendary

A small shard of *sjelestein*, no larger than a gold coin, has 7 charges. The gem emits dim purple light in a 5-foot radius. While holding the gem, you can use an action to spend 1 of its charges to cast an enchantment spell of 3rd level or lower. You do not have to know the spell or have it prepared to use this benefit, but to use a spell you do not know or have prepared, you must first succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level (0 for cantrips). Otherwise, the spell fails. You can expend additional charges to cast enchantment spells of higher levels, expending one charge per level above 4th. The gem regains 1d6 + 1 charges daily at dawn. If you expend the gem's last charge, the gem stops glowing and it loses its magic.

Sjelestein Madness. Each time a wielder expends a charge of the *sjelestein*, it must make a Wisdom saving throw with a DC equal to 10 + the level of the spell cast from it (0 for cantrips). On a failed saving throw, the wielder gains one form of indefinite madness. This madness can only be removed by a healing spell of 6th level or higher, such as the *heal* spell.

ARMIES

LEADING AN ARMY

After a successful Amassing an Army check, you gain the help of a small contingent of soldiers that assist you on your adventures and serve as your bodyguards. The stat block your soldiers use depends on the army you successfully raised. The army's statistics function like those for creatures, except it doesn't have actions of its own. It relies on a commander to use its action to command



the soldiers to take one of its command actions. Any option that appears in the Command Actions section of the army's stat block requires an action to perform.

To act as the army's commander, you must join the unit, which you may do simply by moving into the same space as the unit. While you are part of the unit, your soldiers surround you at all times and move when you move. Whenever you take damage, your soldiers take damage instead. If this damage reduces the soldiers to 0 hit points, you take any remaining damage. While you are not part of the army, the soldiers take the Dodge action on their turn.

Armed Peasants

Gargantuan army

Army Size 20 medium humanoids

Armor Class 10 + commander's proficiency bonus

Hit Points 80

Speed 30 ft.

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

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Common

Army. The peasants can occupy another creature's space and vice versa, and the peasants can move through any opening large enough for a Medium humanoid. The peasants can't gain temporary hit points. A creature can use its action to join the army as its commander. The peasants surround the commander and move with the commander at the commander's speed or the peasants' speed, whichever is slower. If an attack reduces the army to 0 hit points, the commander takes any extra damage.

Commander's Bond. The army adds its commander's proficiency bonus to any ability check or saving throw that it makes.

Morale Check. Whenever the peasants start their turn with 40 or fewer hit points, the unit must make a morale check. See Morale Checks special rules.

COMMAND ACTIONS

Multiattack (Requires 1 Commander). The peasants make two club attacks. If the peasants start their turn with 40 hit points or fewer, they can't use this action.

Clubs (Requires 1 Commander). *Melee Weapon Attack:* the commander's proficiency bonus +4 to hit, reach 0 ft.; the peasants can attack a maximum number of targets equal to the commander's proficiency bonus. *Hit:* 6d4 + 4 + the commander's proficiency bonus bludgeoning damage. The damage is split between all targets hit by the attack.

Defense (Requires 1 Commander). Until the start of their next turn, attacks made against the peasants are made with disadvantage and the peasants gain advantage on Dexterity saving throws.

MORALE CHECKS

Whenever a unit is reduced to 50% or fewer hp, or start their turn with 40 or fewer hit points, the unit's commander must make a DC 10 Charisma (Intimidation or Persuasion) check. On a success,

nothing happens and the unit does not need to make another check until they take damage again. On a failure, the unit's morale breaks and they flee. After the unit flees, a creature allied with the unit can spend 1 hour convincing the unit to return to its side. At the end of the hour, the creature must make a DC 10 Charisma (Intimidation or Persuasion) check (the creature's choice). On a success, the unit stops fleeing, but if the unit takes damage again while still at 50% hit points or fewer, they might flee again. On a failure, the unit cannot be convinced to rejoin the combat.

Trained Warriors					
<i>Gargantuan army</i>					
Army Size 20 Medium humanoids					
Armor Class 12 + commander's proficiency bonus					
Hit Points 200					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned					
Senses passive Perception 10					
Languages Common					
<p>Army. The warriors can occupy another creature's space and vice versa, and the warriors can move through any opening large enough for a Medium humanoid. The warriors can't gain temporary hit points. A creature can use its action to join the army as its commander. The warriors surround the commander and move with the commander at the commander's speed or the warriors' speed, whichever is slower. If an attack reduces the army to 0 hit points, the commander takes any extra damage.</p> <p>Commander's Bond. The army adds its commander's proficiency bonus to any ability check or saving throw that it makes.</p> <p>Morale Check. Whenever the warriors start their turn with 100 or fewer hit points, the unit must make a morale check. See Morale Checks special rules.</p>					
COMMAND ACTIONS					
<p>Multiattack (Requires 1 Commander). The warriors make two spear attacks. If the warriors start their turn with 100 hit points or fewer, they can't use this action.</p> <p>Spears (Requires 1 Commander). <i>Melee Weapon Attack:</i> the commander's proficiency bonus +5 to hit, reach 0 ft.; the trained warriors can attack a maximum number of targets equal to the commander's proficiency bonus. <i>Hit:</i> 4d8 + 5 + the commander's proficiency bonus piercing damage. The damage is split between all targets hit by the attack.</p> <p>Arrow Volley (Requires 1 Commander). The warriors fire a volley arrows at a point that the commander can see within 80 feet of the unit. Each creature in a 15-foot sphere centered on that point must make a Dexterity saving throw. The DC for the saving throw equals 9 + the commander's proficiency bonus. On a failed saving throw, a target takes piercing damage equal to 4d8 + 1 + the commander's proficiency bonus. On a successful saving throw, a target takes half as much damage.</p> <p>Defense (Requires 1 Commander). Until the start of their next turn, attacks made against the warriors are made with disadvantage and the warriors gain advantage on Dexterity saving throws.</p>					



Experienced Veterans

Gargantuan army

Army Size 20 Medium humanoids

Armor Class 14 + commander's proficiency bonus

Hit Points 400

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Common

Army. The veterans can occupy another creature's space and vice versa, and the veterans can move through any opening large enough for a Medium humanoid. The veterans can't gain temporary hit points. A creature can use its action to join the army as its commander. The veterans surround the commander and move with the commander at the commander's speed or the warriors' speed, whichever is slower. When the commander would take damage, the army takes damage instead. If an attack reduces the army to 0 hit points, the commander takes any extra damage.

Commander's Bond. The army adds its commander's proficiency bonus to any ability check or saving throw that it makes.

Morale Check. Whenever the veterans start their turn with 200 or fewer hit points, the unit must make a morale check. See Morale Checks special rules.

COMMAND ACTIONS

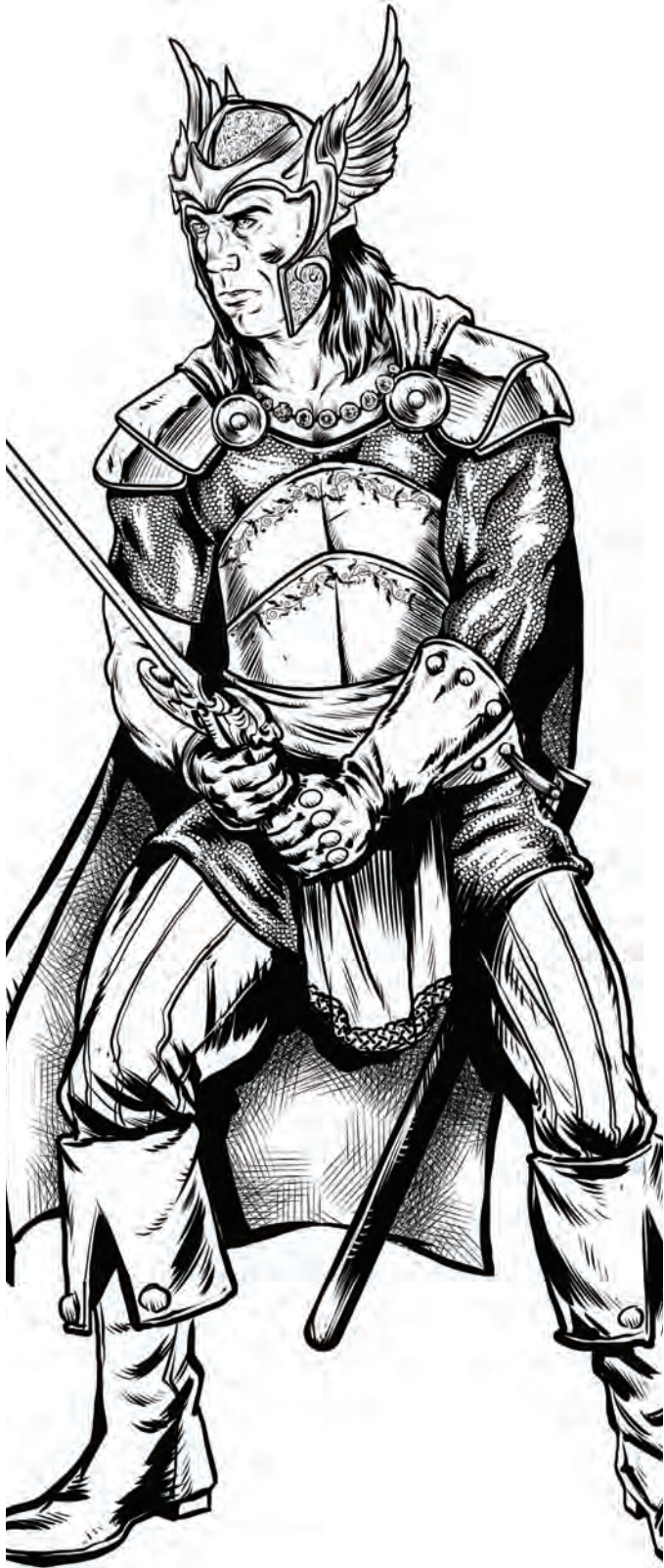
Multiattack (Requires 1 Commander). The veterans make two longsword attacks or use Arrow Volley twice. If the veterans start their turn with 200 hit points or fewer remaining, they can't use this action.

Longswords (Requires 1 Commander). *Melee Weapon Attack:* the commander's proficiency bonus + 7 to hit, reach 0 ft.; the experienced veterans can attack a maximum number of targets equal to the commander's proficiency bonus. *Hit:* 8d8 + 7 + the commander's proficiency bonus slashing damage. The damage is split between all targets hit by the attack.

Arrow Volley (Requires 1 Commander). The veterans fire a volley arrows at a point that the commander can see within 80 feet of the unit. Each creature in a 15-foot sphere centered on that point must make a Dexterity saving throw. The DC for the saving throw equals 9 + the commander's proficiency bonus. On a failed saving throw, a target takes piercing damage equal to 4d10 + 1 + the commander's proficiency bonus. On a successful saving throw, a target takes half as much damage.

Defense (Requires 1 Commander). Until the start of their next turn, attacks made against the veterans are made with disadvantage and the veterans gain advantage on Dexterity saving throws.





Dragon Slayers

Gargantuan army

Army Size 20 Medium humanoids

Armor Class 15 + commander's proficiency bonus

Hit Points 500

Speed 30 ft. (or 60 ft. Mounted)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	12 (+1)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 12

Languages Common

Army. The dragon slayers can occupy another creature's space and vice versa, and the dragon slayers can move through any opening large enough for a Medium humanoid. The dragon slayers can't gain temporary hit points. A creature can use its action to join the army as its commander. The dragon slayers surround the commander and move with the commander at the commander's speed or the dragon slayers' speed, whichever is slower. If an attack reduces the army to 0 hit points, the commander takes any extra damage.

Commander's Bond. The army adds its commander's proficiency bonus to any ability check or saving throw that it makes.

Unbreakable. Dragon slayers do not make morale checks.

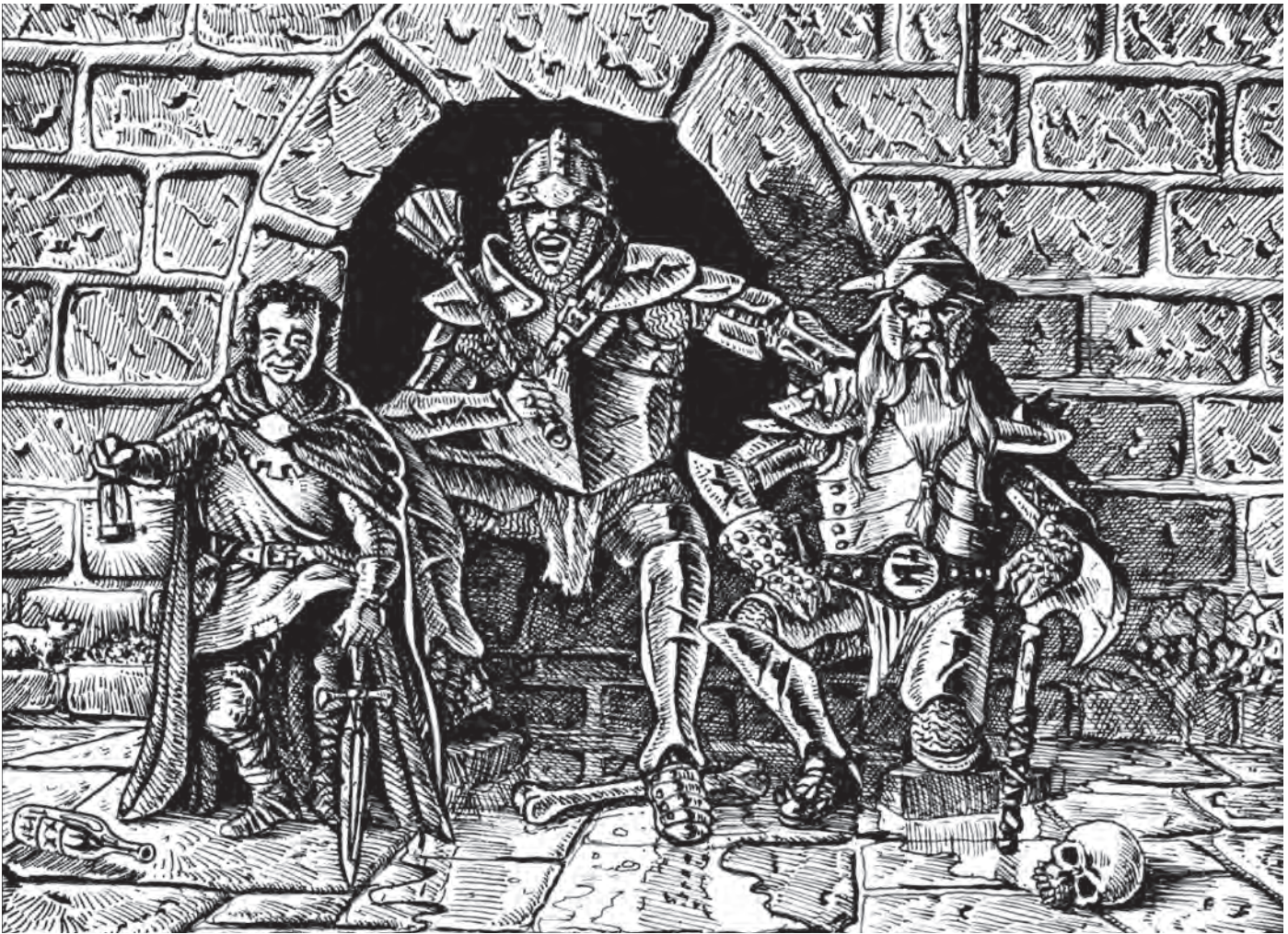
COMMAND ACTIONS

Multiattack (Requires 1 Commander). The dragon slayers make two greatsword attacks or use Arrow Volley twice. If the dragon slayers start their turn with 250 hit points or fewer remaining, they can't use this action.

Greatsword (Requires 1 Commander). *Melee Weapon Attack:* the commander's proficiency bonus + 8 to hit, reach 0 ft.; the dragon slayers can attack a maximum number of targets equal to the commander's proficiency bonus. *Hit:* 16d8 + 8 + the commander's proficiency bonus slashing damage. The damage is split between all targets hit by the attack.

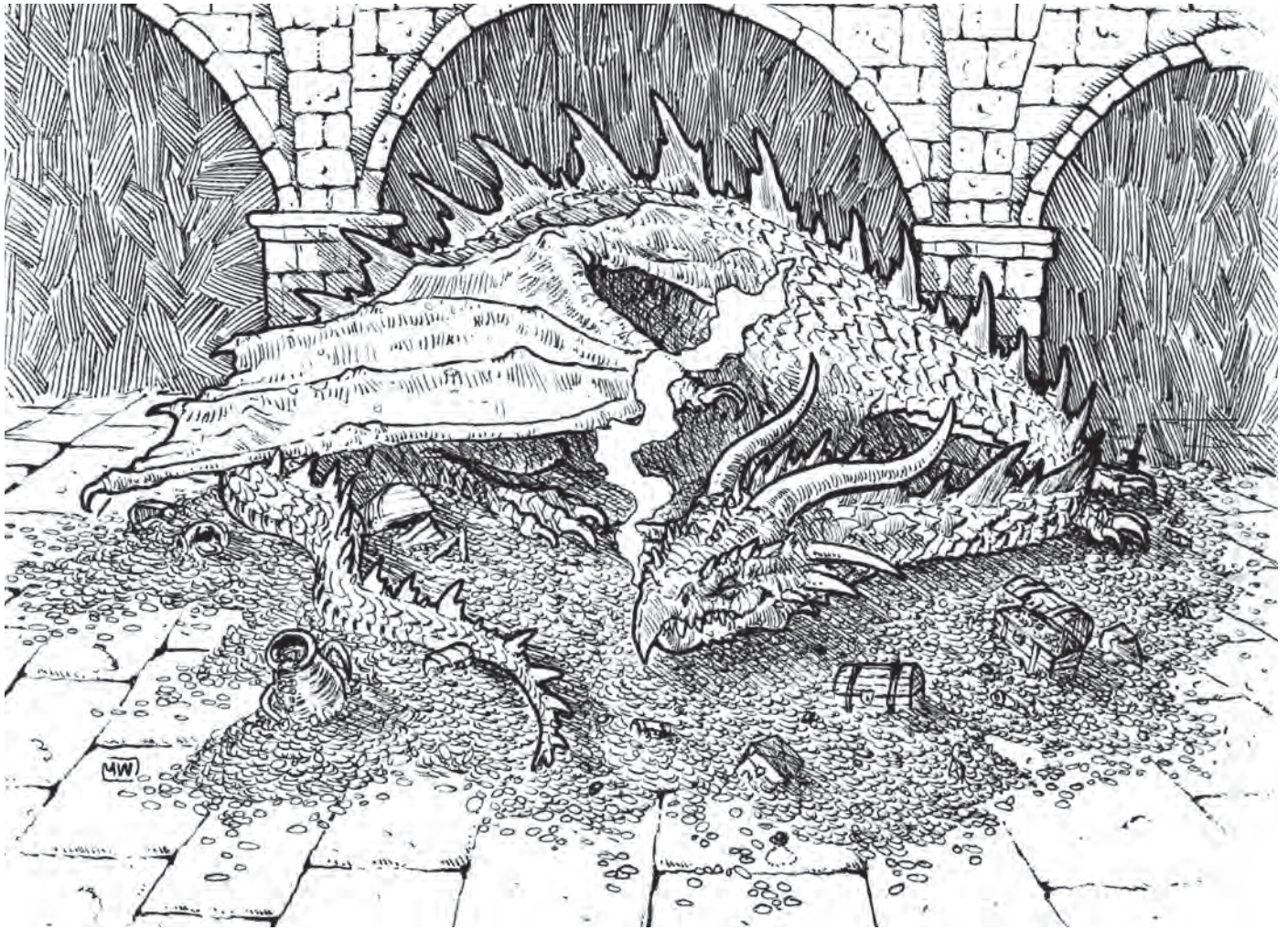
Arrow Volley (Requires 1 Commander). The dragon slayers fire a volley arrows at a point that the commander can see within 80 feet of the unit. Each creature in a 15-foot sphere centered on that point must make a Dexterity saving throw. The DC for the saving throw equals 10 + the commander's proficiency bonus. On a failed saving throw, a target takes piercing damage equal to 4d10 + 2 + the commander's proficiency bonus. On a successful saving throw, a target takes half as much damage.

Defense (Requires 1 Commander). Until the start of their next turn, attacks made against the dragon slayers are made with disadvantage and the dragon slayers gain advantage on Dexterity saving throws.



ANCIENT RED DRAGON TACTICS

- 1. Soften the characters up with the lair and region.** A red dragon's lair is one of the most hellish places in the world. By the time the party reaches the dragon, they should be depleted. And if the terrain and traps don't do the trick, its minions will.
- 2. Ancient red dragons have insane AC.** The ancient red dragon has an AC of 22. If it Dodges, that effectively becomes 27, and if it gets behind cover it increases to 29 (half) or 32 (three-quarters). Even a character with a +11 to hit only has a 50% chance of hitting it. Despite this, I prefer to use Dodge with them (I explain why later).
- 3. Ancient red dragons have extremely high hit points.** At 546 hit points, ancient red dragons have one of the biggest hit points chunks in the entire game. They're okay with taking a few hits.
- 4. Almost all of its saving throws are good.** The ancient red dragon has excellent saving throws against Dex, Con, Wis, and Cha. Plus, it's got three uses of Legendary Resistance. Its only "weak" spots are Strength (which it still gets +10) and Intelligence (+4). Avoid Strength-based magic by staying out of range and off the ground.
- 5. Use Legendary Resistance against "blocking" spells.** Any spell or effect that would rob the ancient red dragon of its action economy or flight is a huge danger to the dragon. This is the only time it will use its Legendary Resistances, especially if the effect lasts for multiple rounds. Otherwise, it toughs it out.
- 6. Use Lair Actions.** The ancient red dragon gets to take Lair Actions on Initiative Count 20. The first one it uses depends largely on the makeup of the party and their positions relative to it. It likely opens with the volcanic gas action, since it potentially poisons weak-looking targets such as rogues and wizards. It'll use magma if it thinks it can take out a caster in one hit with it.



7. **Take early Legendary Actions.** Once another creature takes its turn, the dragon can use its Legendary Actions. If there is a dangerous-looking rogue hiding somewhere, it uses its Detect to find the rogue to rob the rogue of advantage before it can Dodge. Otherwise, it attacks any creature within 20 feet of it with its tail. If it's in a poor position at the start of combat, it instead uses its Wing Attack to knock targets down and move into a better position. It might use this move, too, in case its turn is coming up soon and it wants advantage on attack rolls against prone targets.
8. **Open with Frightful Presence.** On the ancient red dragon's first turn, it should open with Frightful Presence and move into a better position. A creature doesn't even need to see the ARD to be affected by its Frightful Presence. This is a great effect to deter characters with poor Wisdom scores early in the fight. Even with a +11 to the Wisdom saving throw, a character needs to roll a 10 or better to avoid becoming frightened.
9. **Follow up with Multiattack.** After the targets become frightened, as part of the same action, the ancient red dragon attacks any character within range. Note: it should not move closer to the party. If it can't reach anything, it Dashes out of reach. Don't let the party surround your dragon!
10. **Move move move.** Ancient red dragons have 80 feet of fly speed and incredible AC (they don't fear attacks of opportunity.) Plus wing attack gives them an extra 40 feet of movement, for a grand total of 200 feet per round. The dragon should always move on its turn so that it has at least 150 feet between itself and the party. This will keep it safe from the majority of ranged attacks.
11. **Dodge every turn.** In the early rounds of the combat, have the ancient red dragon move and Dodge every turn. While this might seem like a waste of its action economy, it keeps it safe from rogues whose sneak attack won't function if the dragon isn't near one of the rogue's enemies (which it should be if you're moving!) and it gives it advantage on Dexterity saving throws.



12. Use Lair and Legendary Actions to deal damage. Once the dragon establishes the move and Dodge combination, ducking behind full cover when it can, have it use its Lair Actions and Legendary Actions to deal damage to the characters who come too close to it. Use Tail Attack if a target somehow gets within 20 feet of it, or Wing Attack if it gets surrounded.

13. Alternate between magma and gases Lair Actions. So long as the dragon keeps moving, it won't need to use its tremor lair action. Instead, focus on using the magma and volcanic gases to target spell casters and other ranged attackers.

14. Beware forcecage. The spell *forcecage* materializes as a 20-foot cube when cast in its cage form. Establish early on that the ancient red dragon is far too large to fit in such a cage (they usually measure 50 feet across and are over 120 feet long). Because if it gets trapped in one, it's dead. You might also give the ancient red dragon a spell like *dimension door* to ensure it doesn't get caught by the cheese. Also, be sure to keep at least 135 feet away from casters capable of casting this spell.

15. Drop the party to half then switch to offense. Once the dragon eliminates its biggest threats and its action economy is greater than the remaining members of the party, have it switch to offense mode. Unless its Fire Breath is charged, it will target any creature with poor AC first, using all of its Multiattack to hit the creature, then switching to tail attacks with Legendary Actions. It focuses on this target until the target is dead, then moves to the next.

16. Use the terrain. If the party is weakened (half or more are dead), use the dragon's action to grab a bookish-looking character, such as a wizard, who is likely to have poor Athletics and Acrobatics. Once grappled, the dragon can jump into a pool of lava or drop it from 200 feet in the air, both attacks dealing more damage than its normal repertoire.

17. Not too proud to flee and regroup. Unless the ancient red dragon is a total hot head (no pun intended), it knows when to run away. If it takes 50 damage or more from a single source in one turn or its hit points drop below 50%, it needs to use its full movement to get away as fast as it can so it can heal. Ancient red dragons didn't get ancient by doing stupid things. They're too smart and too wise for that.

BESTIARY

BLEAKBORN

When a humanoid dies from extreme cold, it may rise again as a bleakborn, an undead that craves nothing so much as the heat of living creatures. It often remains immobile for months, if not years, hibernating in the freezing landscape, and is only roused when approached by warm-blooded creatures or other sources of warmth. An unsuspecting traveler that finds themselves waking a bleakborn needs to take caution if they do not wish to suffer the same fate.



Bleakborn

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 92 (8d12 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	14 (+2)	14 (+2)	15 (+2)

Damage Immunities cold, fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages it knew in life but can't speak

Challenge 7 (2,900 XP)

Cold Soul. Any living creature that touches the bleakborn or hits it with a melee weapon attack while within 5 feet of it takes 7 (2d6) cold damage. The bleakborn regains a number of hit points equal to the damage dealt. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. Any humanoid killed by this damage rises as a zombie in 1 minute.

Fire Absorption. Whenever the bleakborn is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Heat-Draining Aura. The bleakborn constantly emits an aura of cold that extends from it 10 feet in all directions. A creature that starts its turn in this area must make a DC 16 Constitution saving throw. A target takes 7 (2d6) cold damage on a failed saving throw or half as much damage on a successful one. Any humanoid killed by this damage rises as a zombie in 1 minute.

Turn Resistance. The bleakborn has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The bleakborn makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 7 (2d6) cold damage. The bleakborn regains a number of hit points equal to the cold damage dealt. If this amount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. Any humanoid killed by this attack rises as a zombie in 1 minute.

DOCTOR CALAMITY

Although Calamity does not lead all of The Sunken—they have a much larger organization off-world—he leads the faction invading Omeria. Hav-

ing lost many of his former minions and resources through a series of failed plots, he hopes to prove himself with The Sunken by destroying Omeria in their name.

Doctor Calamity <i>Medium construct, lawful evil</i>					
Armor Class 19 (integrated armor) Hit Points 209 (22d8 + 110) Speed 30 ft.					
STR 18 (+4)	DEX 16 (+3)	CON 20 (+5)	INT 25 (+7)	WIS 19 (+4)	CHA 20 (+5)
Saving Throws Dex +8, Con +10, Wis +9 Skills Arcana +12, History +12, Insight +9, Perception +14 Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses truesight 120 ft., passive Perception 24 Languages Abyssal, Beste, Common, Deep Speech, Infernal, Primordial, Undercommon Challenge 13 (10,000 XP)					
Spellcasting. Doctor Calamity is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Doctor Calamity has the following wizard spells prepared: Cantrips (At Will): <i>chill touch, mage hand, message, minor illusion, prestidigitation</i> 1st Level (4 slots): <i>charm person, detect magic, illusory script, shield</i> 2nd Level (3 slots): <i>darkness, enlarge/reduce, knock, mirror image</i> 3rd Level (3 slots): <i>counterspell, dispel magic, hypnotic pattern, sending, slow</i> 4th Level (3 slots): <i>confusion, dimension door, hallucinatory terrain</i> 5th Level (2 slots): <i>mislead, telekinesis</i> 6th Level (1 slot): <i>mass suggestion</i> 7th Level (1 slot): <i>plane shift</i>					
ACTIONS					
Multiattack. Doctor Calamity makes three attacks with his claws or two attacks with his calamity pistol. Claw. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) slashing damage plus 21 (6d6) poison damage. Calamity Pistol. <i>Ranged Weapon Attack:</i> +8 to hit, range 80/320 ft., one target. <i>Hit:</i> 27 (6d8) force damage. The target must make a DC 16 Strength saving throw. On a failed saving throw, the target is pushed back 10 feet.					
LEGENDARY ACTIONS					
The Doctor Calamity 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 Doctor Calamity regains spent legendary actions at the start of its turn.					
Grease. Doctor Calamity targets a point that he can see within 30 feet of him. A 10-foot square centered on that point becomes covered with slippery grease and becomes difficult terrain. When the grease appears, each creature standing in the area must make a DC 15 Dexterity saving throw or fall prone. A creature that enters or ends its turn in the area must also make a Dexterity saving throw or fall prone. The grease remains until cleaned up or burned away.					
Tether. <i>Melee Weapon Attack:</i> +8 to hit, reach 15 ft., one creature. <i>Hit:</i> The target is grappled (escape DC 16). While grappled in this way, the target is restrained, it takes 16 (3d10) lightning damage at the start of each of Doctor Calamity's turns, and Doctor Calamity cannot use his tether on another creature.					
Cluster Bombs (Costs 3 Actions). Doctor Calamity targets up to 4 creatures that he can see within 30 feet of him. Each target must make a DC 15 Dexterity saving throw. On a failed saving throw, the target takes 7 (2d6) fire damage and is stunned until the start of Doctor Calamity's next turn. Once Doctor Calamity uses this legendary action, he can't use it again until he completes a long rest.					
Smoke Bombs (Costs 3 Actions). Doctor Calamity throws down a smoke bomb which creates a 20-foot-radius sphere of smoke centered on Doctor Calamity. The sphere spreads around corners, and its area is heavily obscured. He then moves up to his full movement speed without provoking attacks of opportunity. The smoke lasts until the end of Doctor Calamity's next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.					



Elite Skeleton

Medium undead, lawful evil

Armor Class 16 (rusted plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Str +5, Wis +2

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Turn Resistance. The skeleton has advantage on saving throws against effects that turn undead.

ACTIONS

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



Fey Dragon

Tiny dragon, chaotic neutral

Armor Class 18

Hit Points 27 (6d4 + 12)

Speed 25 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	21 (+5)

Saving Throws Int +3, Wis +3

Skills Deception +7, Perception +3, Performance +7, Stealth +6

Senses truesight 60 ft., passive Perception 13

Languages Common, Draconic, Sylvan

Challenge 1/4 (50 XP)

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Master Illusionist (1/Day). If the fey dragon fails a Constitution saving throw made to maintain its concentration on an illusion spell, it can choose to succeed instead.

Innate Spellcasting. The fey dragon's innate spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring no material components when it does:

At will: *mage hand*, *minor illusion*, *prestidigitation*

3/day each: *fear*, *hypnotic pattern*, *mirror image*

1/day each: *hallucinatory terrain*, *programmed illusion*, *seeming*

ACTIONS

Bite. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Charm Breath (Recharge 6). The fey dragon breathes brightly-colored gas targeting a creature within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw, or become charmed by the dragon for 1 minute. Until the charmed condition ends, the target has disadvantage on saving throws against the fey dragon's innate spells. If the creature takes damage from the dragon or ones of its allies, it can repeat its saving throw, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to the dragon's charm breath for 24.

Superior Invisibility. The dragon magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.



Forgedragon

Huge construct, neutral

Armor Class 20 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Athletics +14, Perception +13

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons not made with adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 18 (20,000 XP)

Immutable Form. The forge dragon is immune to any spell or effect that would alter its form.

Magic Resistance. The forgedragon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The forgedragon's weapon attacks are magical.

Sjelestein Core. The dragon is powered by a magic gemstone called sjelestein. If the gem is removed, the dragon falls unconscious until the gemstone is replaced. If the forgedragon has half of its hit points or fewer remaining, a creature within 5 feet of the dragon can remove the stone with a successful Strength (Athletics) or Dexterity (Sleight of Hand) check (the target's choice) contested by the forgedragon's Strength (Athletics) check.

ACTIONS

Multiattack. The forgedragon makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage. The target must make a DC 22 Strength saving throw. On a failed saving throw, the target is knocked prone or pushed 10 feet away from the dragon (the dragon's choice).

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales a hot blast in a 60-foot cone. Each creature in that area must succeed on a DC 21 Dexterity saving throw, taking 58 (13d8) fire damage on a failed save, or half as much damage on a successful one.

Mind Control Breath. The dragon exhales purple gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Wisdom saving throw, or become charmed by the dragon for 1 hour. The charmed creature regards the dragon as a friendly acquaintance. If the target takes damage, it can repeat its saving throw, ending the effect on itself with a success. A target that succeeds on its saving throw or the effect ends for it is immune to the dragon's mind control breath for 24 hours.

Mammoth Skeleton

Huge undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 93 (11d12 + 22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Charge. If the skeleton moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Shadow Cat

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Avoidance. If the shadow cat is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

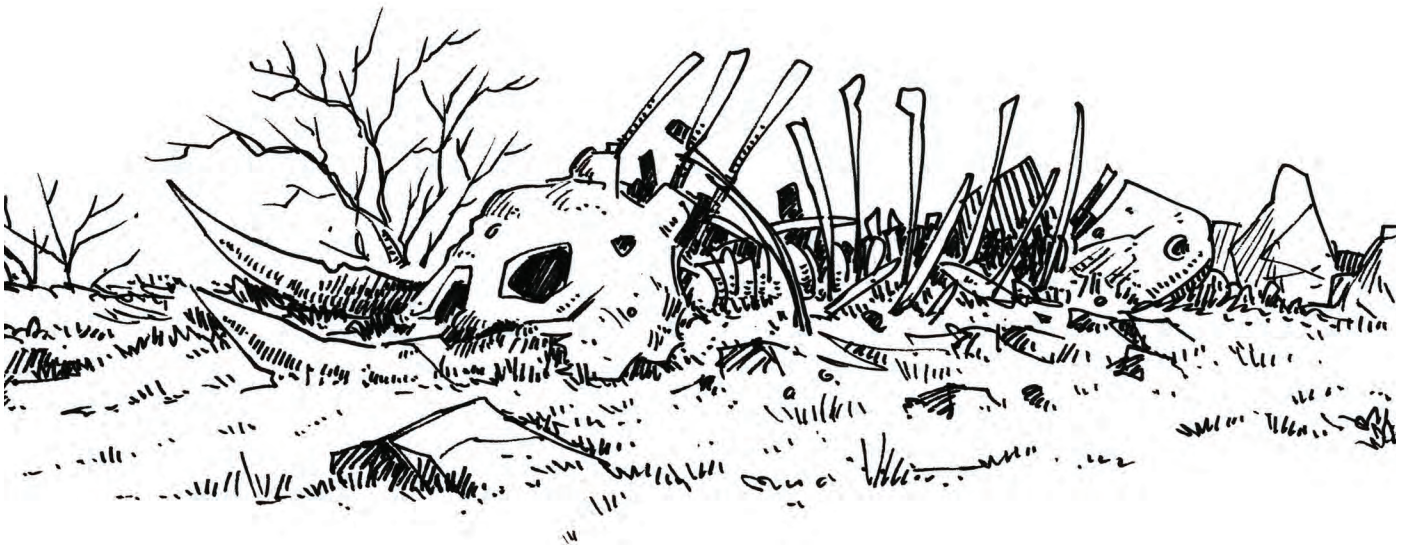
Innate Spellcasting. The shadow cat's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast *blur* requiring no components when it does.

Pounce. If the shadow cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the shadow cat can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the shadow cat's control, unless the humanoid is restored to life or its body is destroyed. The shadow cat can have no more than six zombies under its control at one time.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Stormboar						
<i>Large monstrosity, unaligned</i>						
Armor Class 15 (natural armor)						
Hit Points 95 (10d10 + 40)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
19 (+4)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	7 (-2)	
Damage Immunities lightning, thunder						
Senses passive Perception 10						
Languages						
Challenge 6 (2,300 XP)						
<i>Iron Scent.</i> The boar can pinpoint, by scent, the location of ferrous metal within 60 feet of it.						
<i>Lightning Hide.</i> A creature that touches the boar or hits it with a melee attack while within 5 feet of it takes 5 (2d4) lightning damage.						
<i>Relentless (Recharges After a Short or Long Rest).</i> If the boar takes 15 damage or less that would reduce it to 0 hp, it is reduced to 1 hp instead.						
<i>Thunder Charge.</i> If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 11 (2d10) thunder damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.						
ACTIONS						
<i>Tusk. Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage plus 11 (2d10) lightning damage, and in addition, nonmagical metal armor worn by the target is partly devoured by the boar and takes a permanent and cumulative 2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.						
<i>Lightning Run (Recharge 6).</i> The boar becomes a bolt of living lightning and moves up to its speed without provoking opportunity attacks. It can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage and is pushed to the closest unoccupied space if it ends its turn inside an object. Each creature in the boar's path must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.						
<i>Thunder Leap (Recharge 6).</i> The boar moves up to 20 feet, jumping over obstacles in its way. Difficult terrain doesn't cost it extra movement when it leaps. Each creature within 10 feet of the boar when it leaps and each creature within 10 feet of where it lands must make a DC 15 Constitution saving throw. On a failure, a creature takes 16 (3d10) thunder damage and is pushed up to 10 feet away from the boar. On a success, a creature takes half the damage and isn't pushed.						



STORMBOAR

“A massive, green-scaled boar snorts angrily as tiny bolts of blue lightning ripple over its body.”

Accidental Arcane Creations. An evoker who raised hogs to fund their wild experiments, accidentally blew up their tower years ago. The explosion created a horrific storm that raged for days in the region, causing the locals to take shelter. When the storm dissipated, the wizard and their tower were gone, but the hogs had been transformed into scaled beasts that harnessed the power of lightning and thunder.

Storm's Fury. Stormboars embody the fury of the storm. Just as stubborn and ferocious as their more mundane cousins, stormboars let no obstacle get in their way while they look for food or protect their offspring. Seasoned hunters know to drop an offering of metal behind as they leave the area to ensure the boar is too distracted to follow them.

Metal Devourers. Stormboars crave metal. Prospectors track the boars to find areas rich with precious minerals and ore, and treasure hunters use the creatures to sniff out hidden vaults of wealth. Anyone relying on a stormboar must be careful, however. The boars see any creature wearing or carrying metal as the deliverer of an easy meal. The aggressive creatures won't stop attacking until they've consumed every bit of metal an unfortunate traveler is carrying. Starving stormboars have been known to venture into civilized areas for a meal.

THE SUNKEN

The Sunken are a deadly extraplanar faction obsessed with entropy and the inevitable destruction of the universe. When The Sunken discovered the demiplane Omeria and its rapid rate of decay, they believed it to be a testament to their beliefs. Now, The Sunken hopes to expedite Omeria's demise by eliminating others who would stand in the way of its inevitable annihilation.

Sunken Doomlord

Medium humanoid (any), chaotic evil

Armor Class 19 (splint mail, shield)

Hit Points 247 (26d8 + 130)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Str +10, Con +10

Skills Intimidation +7

Senses passive Perception 10

Languages Common

Challenge 13 (10,000 XP)

Dark Devotion. The Sunken doomlord has advantage on saving throws against being charmed or frightened.

Pain Resistant. The Sunken doomlord has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

Second Wind (Recharges After a Short or Long Rest). As a bonus action, the Sunken doomlord regains 30 hit points.

Special Equipment. The Sunken doomlord wields an entropy sword. The weapon is equivalent to a longsword, and takes on the properties of a *+3 longsword* in the Sunken doomlord's hands. If another creature wields the weapon, it loses its magical qualities.

ACTIONS

Multiattack. The Sunken doomlord makes three attacks with its entropy sword. It can replace one of its longsword attacks with a shield bash attack.

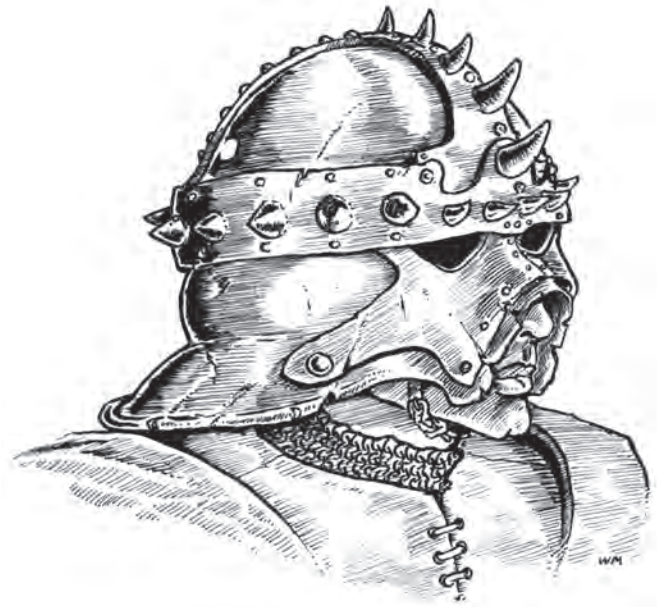
Entropy Sword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage plus 7 (2d6) necrotic damage, or 13 (1d10 + 8) slashing damage plus 7 (2d6) necrotic damage if wielded with two hands. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.

Shield Bash. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage. The target must make a DC 18 Strength saving or be knocked prone.

REACTIONS

Reciprocating Blow. When the Sunken doomlord takes damage from a creature within 5 feet of it, it can make one melee weapon attack against the attacker.





Sunken Elite Soldier

Medium humanoid (any), usually chaotic evil

Armor Class 17 (breastplate, shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Str +7, Con +7

Senses passive Perception 10

Languages Common

Challenge 6 (2,300 XP)

Pain Resistant. The Sunken elite soldier has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

Special Equipment. The soldier wields an entropy sword. The weapon is equivalent to a shortsword, and takes on the properties of a *+3 shortsword* in the soldier's hands. If another creature wields the weapon, it loses its magical qualities.

ACTIONS

Multiattack. The Sunken elite soldier makes two attacks with its entropy sword.

Entropy Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage plus 7 (2d6) necrotic damage. The target must make a DC 15 Constitution saving throw or become wracked with severe pain; the target is incapacitated until the end of its next turn.

REACTIONS

Reciprocating Blow. When the soldier takes damage from a creature within 5 feet of it, the soldier can make one melee weapon attack against the attacker.

Sunken Soldier

Medium humanoid (any), usually chaotic evil

Armor Class 17 (breastplate, shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	9 (-1)	9 (-1)

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Pain Resistant. The Sunken soldier has advantage on saving throws against becoming blinded, deafened, incapacitated, paralyzed, poisoned, stunned, and unconscious.

ACTIONS

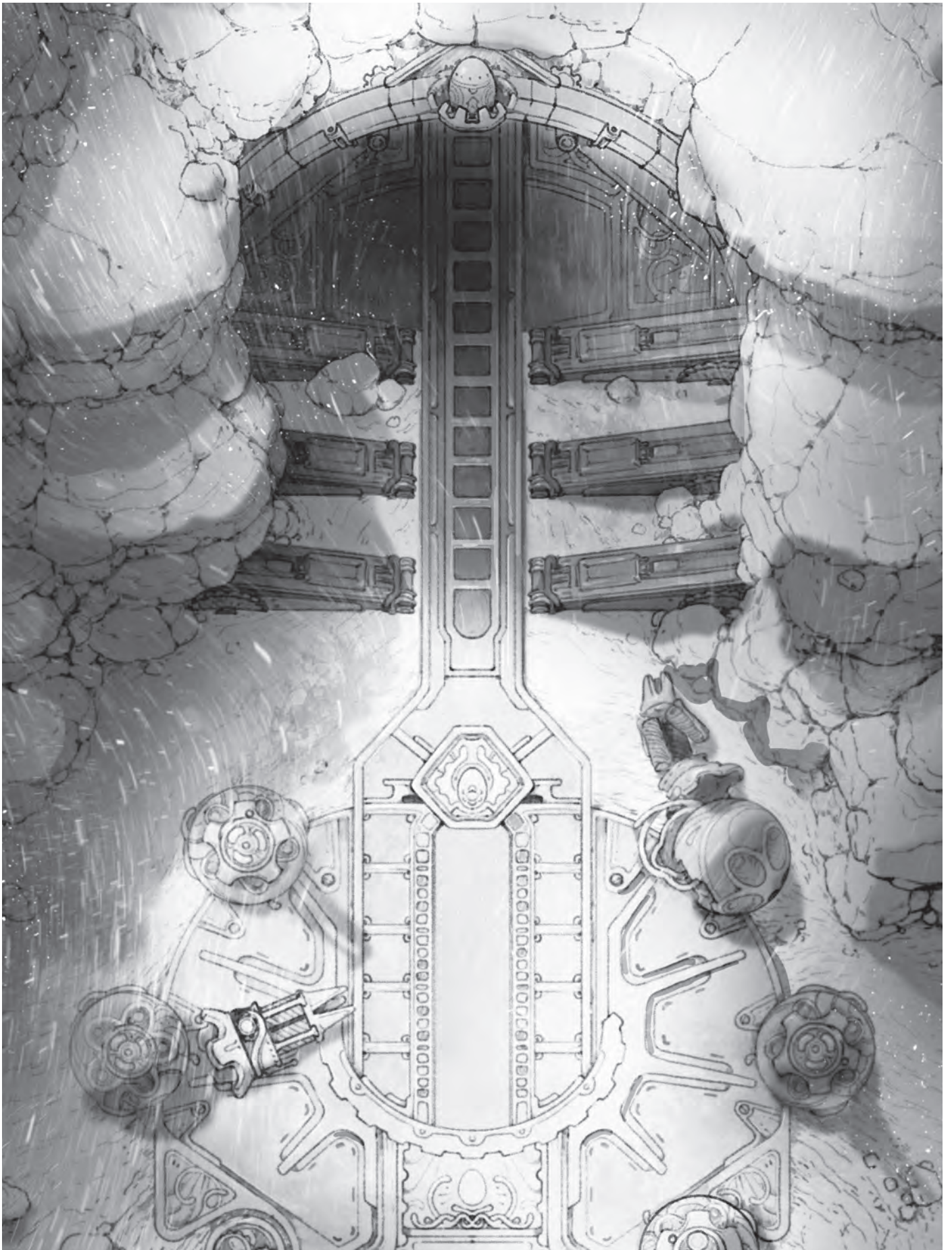
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

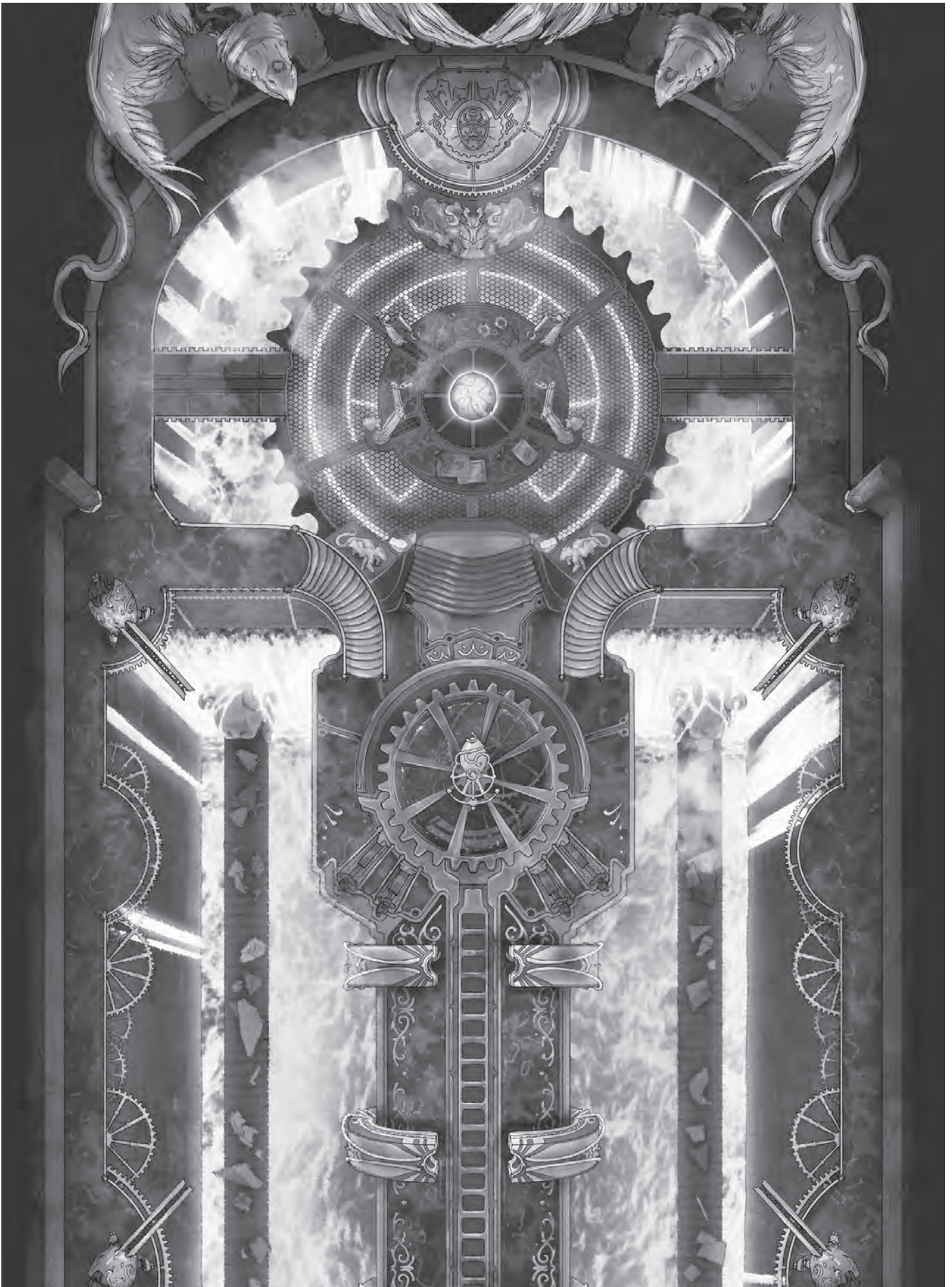
PLAYER HANDOUTS



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