

LEVEL 12 ADVENTURE MODULE

FIFTH EDITION FANTASY #5

◆ INTO THE DRAGON'S MAW ◆



CHRIS DOYLE



FIFTH EDITION FANTASY

#5: INTO THE DRAGON'S MAW

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Into the Dragon's Maw is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 12th-level characters and can be completed in a single session. A variety of character classes is suggested to tackle the challenge of confronting a dragon in its lair. Six pre-generated characters suitable for use

are available at www.goodman-games.com for download. There are several opportunities to recruit assistance from various NPCs, so diplomacy can serve the heroes well. The adventure is set in an isolated jungle with a massive waterfall, and several nearby small Xulmec (akin to Aztec culture) villages.

BACKGROUND

The sluggish Dragon River winds its way through a trackless steamy jungle, terminating at a wedge-shaped cliff. The Dragon's Maw Falls tumbles over the edge in a violent torrent, generating near-constant mists as the water coalesces in the Pool of the Maw before winding its way throughout the lower landscape. From above, the waterfall appears to be the jaws of some great beast, complete with an island located somewhat near where the beast's eye would be. But unknown to most, the falls conceal a large cave system, the perfect location for the lair of the green wyrm Chlorothra.

The nearby Xulmec tribes had no choice but to worship the great beast, lest he take to wing and destroy their villages with his acrid, poisonous breath. For decades, the greedy green dragon accumulated a massive hoard from offerings and bribes. But one day, several tribes assembled a band of warriors intent on slaying the beast. The wyrm ate well that night, but was concerned the tribes would eventually send more. He commanded a pyramid be built in his honor, on the island in the river above his lair. Following its completion some years later, Chlorothra insisted on human sacrifices—but he demanded the blood of great warriors, not weak maidens. Every year, the five tribes each sent their most powerful warrior to compete in a weeklong set of athletic challenges. The winner was named the protector of the villages, while the four losers were slain at the top of the pyramid, and dumped down a shaft that led to the dragon's lair. But the winner's fame was short-lived as he too would become a sacrifice the very next year. The villages complied with this request for several decades.

Xitlalcotl, a blind yet wise shaman, foresaw the destruction of the great green dragon—but the stars revealed this event was still 99 years in the future. Xitlalcotl understood that the tribes, already depleted of warriors from the annual tribute, would never survive the rigors of life in the jungle another decade. So on the fateful day of the

summer solstice nearly 100 years ago, Xitlalcotl traveled to the dragon's lair alone to confront the beast. The green dragon and the blind shaman were never seen again.

Although the Xulmec tribes believe the shaman defeated the dragon, they could not be further from the truth. Xitlalcotl did confront Chlorothra, and the shaman revealed his true form: that of a celestial feathered serpent. In exchange for a 100-year termination of sacrifices, Xitlalcotl offered his soul to the dragon, and Chlorothra quickly accepted. After all, 100 years to a dragon is akin to mere minutes to a mortal. Xitlalcotl is one of many fine treasures that adorn the dragon's lair. In the meantime, Chlorothra was able to submit to a more powerful green dragon matron, and sired several wyrmlings for the next generation. Soon, Chlorothra's pact will be fulfilled, and he will release his spawn to slake their thirst for flesh on the Xulmec tribes.

ADVENTURE HOOKS

This adventure begins with the characters arriving at the base of the Dragon's Maw Falls. It is the responsibility of the GM to devise an appropriate plot hook to get the characters to the dragon's lair, and their motivation to confront the dragon. A few suggestions are presented.

- The characters are hired by a wealthy northern patron to recover a valuable item stolen by the dragon Chlorothra many years ago. Research among the nearby Xulmec tribes has revealed the legend of Xitlalcotl, which inspires hope that the dragon has been defeated, and his hoard lies unprotected.
- The characters need information from the Xulmecs. This could be in regard to a prophecy, or perhaps a rare plant needed to cure a virulent disease. Investigation reveals that a legendary shaman named Xitlalcotl likely has the information, but he disappeared nearly 100 years ago confronting the dragon in his lair.

- The characters are hired by the dwarven Ironshaper clan to recover an artifact stolen from them centuries ago by the green dragon Chlorothra. The dwarves have finally located the dragon's lair, but lack the resources or heroes to recover the *Anvil of Wrought*.

Quest: Defeat the Dragon Chlorothra. Regardless of the hook used, the characters' goal is to assault the lair and defeat the dragon. The GM needs to determine an appropriate reward for the task, suitable to the campaign. Keep in mind the vast hoard that the dragon has amassed, so perhaps a non-monetary reward would be more suitable.

BEGINNING THE ADVENTURE

This adventure does not deal with the characters' arduous journey to the dragon's lair. The GM is encouraged to flesh out this journey in as much or as little detail as he feels fit. Since Chlorothra is an adult green dragon, he has influence in the surrounding region. These regional effects include:

- The jungle within 1 mile of the Dragon's Maw Falls is riddled with thickets and brambles. This makes travel extremely slow, and movement through the labyrinthine thickets requires a DC 15 Dexterity saving throw each round, or the target suffers 3 (1d6) piercing damage.
- Within 1 mile of the Dragon's Maw Falls, there is no evidence of Chlorothra's passage through the undergrowth. Tracking (short of using magic) is impossible. Be sure to point this out to the characters, as it might enforce the falsehood that the dragon is indeed dead.
- The local fauna serves as Chlorothra's eyes and ears within 1 mile of his lair. Due to this supernatural link, it's impossible to catch the dragon sleeping, or unprepared in his lair.

The adventure begins as the characters are toiling along a meandering path that leads to the base of the waterfall. Read or paraphrase the text below:

For days, your band has tirelessly tracked through the winding trails of the steamy jungle. For the past day, your goal has been in sight: the majestic Dragon's Maw Falls, looming hundreds of feet in the air. But travel has been brutal, and straying off the path incurs the wrath of brambles and thickets that not only slow progress, but can be quite painful. A pall has fallen over the jungle here, and even the resident fauna leers at your band with unhidden contempt.

But alas, you find your band trekking alongside a steep rocky cliff on a trail a mere few feet wide. Slick with condensation from the nearby falls, the rocky way twists and turns, climbing and descending, as you toil to the base of the falls. The thunderous cacophony of millions of gallons of tumbling water renders communication impossible. Finally, your journey nears the end, as you press forward behind the massive curtain of water to a natural cave beyond.

The characters are at area 1-1. When they proceed, continue with area 1-1.

TAKING A REST

Once the characters enter the cave system, the GM should hint that taking a long or even a short rest is not a wise idea. It's impossible to take a long rest anywhere in the lair, as the dragon and/or Dracusa interrupts it long before 8 hours pass and the benefits are gained. The players might insist on a short rest however. If they attempt a short rest in area 1-1, after about 15 minutes, Chlorothra attacks from the edge of area 1-3, using his breath weapon, lair actions (except for animating his hoard), and spells. He begins the assault with a thunderous roar, which alerts Dracusa (if she is still alive), who responds with arrow fire from area 1-2 the next round. If needed, Chlorothra can fly through area 1-1, but there is not much room to maneuver. He can make an attacking pass (multiattack or tail) while exiting through the waterfall. He wings about outside while his breath weapon recharges, then plunges through the falls for another attacking pass through area 1-1 before landing back at area 1-3. The next round he unleashes his breath weapon. If the PCs attempt to take a short rest in area 1-2, he uses his lair actions to disrupt the benefits of the rest, and waits for them to exit the Stone Garden, greeting them with a blast of his poisonous breath.

GENERAL FEATURES

Weather. The day is oppressively hot and humid. Near the base of the waterfall, mist and fog are common on all but the windiest days. These lightly obscure vision.

Sound. The sound of millions of gallons of water crashing from 600 feet above is deafening. While in area 1-1, the characters are considered deafened, and automatically fail all Wisdom (Perception) checks that rely on hearing. While in area 1-2, there is no effect. While in area 1-3, the falling water grants disadvantage on all Wisdom (Perception) checks that rely on hearing. The characters will need to shout or use hand signals to communicate effectively. Therefore, combat in one area will not alert inhabitants of other areas.

The Caves under the Maw. The interior walls of the caves are natural, carved by water action. Some of the stonework in areas 1-1 and 1-2 has since been sculpted by magic. Due to the mighty river above, the whole cave system is damp and humid. Ceiling heights and illumination vary based on individual chambers, as described in the text. Due to the moisture, climbing interior walls requires a DC 20 Strength (Athletics) check, unless otherwise stated in the text.

AREA 1-1 – THE TEMPLE NURSERY:

Read or paraphrase the following:

With the curtain of water to your back, the slick rocky trail leads to a massive cavern. About 100 feet wide, the cavern stretches into darkness. A faint light can be discerned at the opposite corner of the chamber, likely hundreds of feet away. More flickering illumination emits from above the chamber in the northeast corner of the cave. The ceiling disappears into the darkness as well, likely scores of feet high, judging by the sound of several pillars of water cascading from the riverbed above.

The chamber is covered with turbid water, lapping onto the rock path. The path runs parallel to the waterfall for 40 feet or more, before twisting back to the south. The path becomes a ledge along the south wall and then it turns directly north, arching above the water while angling toward the lit corner of the cavern.

At its widest point, the cavern is about 120 feet wide and about 150 feet long. The ceiling is about 100 feet high at the west end, but slopes upwards to nearly 180 feet at the east end (toward area 1-3). The floor of the chamber is uneven, littered with rocky debris, and covered with 2 to 3 feet of murky water. The floor is considered difficult terrain. The east wall can be scaled to reach area 1-3, but this is very difficult due to the water flow, condensation, and slick algae coating the rock wall. The trek is 120 feet, and requires a DC 25 Strength (Athletics) check each turn of movement.

The stone paths are partially natural, but have been refined with magic. Cautious movement (at half speed) is easy, but if a character attempts to run or is engaged in combat on the slick stone path, he must make a DC 15 Dexterity (Acrobatics) check each round, or fall off the path into the water below. Several large stalagmites poke up out of the water (as indicated on the map), ranging from 10 to 20 feet high. The stalagmites can be used as cover.

Water Pillars. Four of these waterfalls are present throughout the chamber as indicated on the map. They originate from the river above. If a character enters one of the pillars, he takes 16 (3d10) bludgeoning damage and is pushed 10 feet away in a random direction. A successful DC 15 Dexterity saving throw reduces the damage by half, but the character is still pushed.

Shaft. Located just south of the ledge in the northeast corner of the chamber is a 5-foot-square shaft located in the ceiling, about 160 feet above the floor. Even with a light source, it requires a DC 25 Wisdom (Perception) check to locate the shaft amid numerous stalactites. The shaft is several hundred feet tall, originating at the top chamber of the pyramid on the island Ixtlital. Decades ago, sacrificed victims were tossed down this shaft to appease the wyrm. The shaft can be climbed with a DC 15 Strength (Athletics) check.

Although this chamber is clearly a temple, Chlorothra has converted it into a nursery. Six **green dragon**

EXPANDING THE ADVENTURE

If the GM is so inclined, a few encounters could be added to the journey to the dragon's lair. The mode of travel employed dictates the type of encounters, but traditional travel encounters could include a tribe of lizardfolk or frogfolk loyal to Chlorothra, or if using flight, a pack of jungle wyverns is appropriate. If the characters decide to explore the ruined pyramid on the island, it could be guarded by a gargantuan snake or numerous lethal traps, or be haunted by the restless undead victims of sacrifice. Of course, they could find the shaft in the pyramid that leads to area 1-1 as well.



GREEN DRAGON WYRMLING (6)

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3

Skills Athletics +5, Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Amphibious. A green dragon wyrmling can breathe air and water.

ACTIONS

Multiattack. A green dragon wyrmling makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Poison Breath (Recharge 5-6). A green dragon wyrmling exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

With gangly long legs, this 6-foot-long draconic quadruped has fine black-green scales covering its hide. Its dappled wings are folded alongside its haunches, and a sail-like crest originates on its head, running down its neck and along its sinewy tail. Its curved jaw is lined with razor-sharp teeth, as it greedily snaps in anticipation of a meal.

When the characters approach the northeast corner of the room, continue:

As you approach the northeast corner of the room, a pile of bleached bones at least 15 feet in diameter rests in the murky water. The glint of metal can be seen intermixed in the mess of bones. Another column of water, perhaps 10 feet in diameter,

wyrmings live in the chamber, often lazily swimming about, or resting on the ledge, the stone path, or the bone pile. They are not particularly aware of their surroundings, but as soon as they detect intruders they all slip into the water. Chlorothra rarely feeds them, so they are ravenously hungry and attack the characters before they get a good chance to explore the eastern end of the chamber. Have the wyrmlings make a Dexterity (Stealth) check at advantage (due to the murky water) against the characters' passive Perception scores. Characters that fail this contest are considered surprised when the wyrmlings attack.

They don't coordinate their attacks, but focus on targets in the water. They use their movement to climb onto the path and launch themselves at targets in an attempt to knock them off the path. This is considered a shove attack (replacing the claw attack, so it can still use its bite on the same turn). This is a contested Strength (Athletics) check against the target's Strength (Athletics) or Dexterity (Acrobatics) check. The target chooses which check to make, but all Dexterity (Acrobatics) checks are at disadvantage due to the slippery rock surface. If the dragon wyrmling wins the contest, the target is pushed back 5 feet, likely off the path and into the water. There is a 25% chance a wyrmling uses its breath weapon each round. The dragon wyrmlings fight to the death.

tumbles into the pool to the far right. A pair of smaller waterfalls drops from the ceiling along the east wall.

The stone path terminates at a wider ledge. The ledge appears to have been converted into a crude worship area. A crimson-stained, rough-hewn rock altar is prominently displayed. To the left is a black iron anvil inscribed with angular mithral runes that softly glow in the shadows. Behind the altar, offset to the right in a rough niche bathed in soft illumination, is a glass dome perhaps 10 feet high situated on an ornate wooden base. Under the glass is a gnarled tree branch upon which is wrapped a magnificent feathered snake. The serpentine beast has a serene expression in its human-like milky eyes, and its rainbow-hued wings are folded along its back.

Decades ago, local Xulmec tribes were forced to pay tribute to the mighty green dragon. Elaborate ceremonies were conducted at the peak of the pyramid and the sacrifices were tossed down a shaft that represented the gateway to realm of the dragon god. Devout shamans were allowed access to this chamber long before Chlorothra sired his clutch of wyrmlings, and here they continued rituals of praise, worship, and (most importantly) the delivery of treasure. The altar is a simple slab of rock, stained with the dressing of countless sacrifices from above for the appeasement of the dragon's hunger.

Bone Pile. Situated in the water is a 15-foot-diameter, nearly 12-foot-high pile of bleached bones. Many of the bones are humanoid, but several beast bones are part of the pile as well. The pile shares similarities with a beaver lodge, and there is an underwater entrance to the lodge leading to a small 5-foot-diameter den. Inside the den are a few wyrmling playthings: a yellow topaz (400 gp), a silver belt buckle (22 gp), and a *threefold arrow*. The bone pile is used by inhabitants of this chamber as a place to rest, although they have clearly outgrown the den.

Intermixed in the bone pile is the following treasure, although finding it all is a tedious process that requires dismantling the pile (taking 15 man-hours): 1,227 sp, 228 gp, a silver necklace set with obsidian (worth 575 gp), a gold idol of a bat god (worth 225 gp), a +1 *metal shield* with a mirror-like interior surface (which could be useful in area 1-2), and an oversized bone scroll tube that requires a DC 30 Wisdom (Perception) check to discern from all of the other bones. It holds four divine *scrolls of greater restoration*.



THE ANVIL'S GUARDIAN

If approached within 10 feet, a **dwarven ghost** bound to the *Anvil of Wrought* materializes to confront the characters. Due to being trapped in the dragon's lair for centuries, Thorovar's attitude starts as hostile, but he doesn't immediately attack. Instead he demands to know what the characters motives are, and why they have disturbed his rest. A DC 15 Wisdom (Perception) check reveals the Ironshaper crest on the ghost's helm: a pair of hammers in front of a flame. A DC 20 Intelligence (History) check (dwarves have advantage on this check) reveals the story of the Ironshaper clan hall being destroyed by Chlorothra centuries ago. Using this information sways Thorovar's attitude to indifferent. If the characters can convince the ghost that they intend to slay the dragon (which shifts his attitude to friendly) he might even help, as described in Developments below. If the GM prefers to use ability checks, each shift in attitude requires a DC 20 Charisma (Persuasion) check, and dwarves have advantage on these checks. Otherwise, he attacks if he remains hostile for more than a few minutes (utilizing his withering touch and/or horrifying visage actions), or simply fades away if indifferent.

THOROVAR IRONHAND, DWARVEN GHOST

Medium undead, lawful neutral

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, telepathy 120 ft.

Challenge 4 (1,100 XP)

Ethereal Sight. Thorovar can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa.

Incorporeal Movement. Thorovar can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. Thorovar enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of Thorovar that can see him must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself with a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Thorovar's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Weapon Possession (Recharge 6). One creature wielding a melee weapon that Thorovar can see must succeed on a DC 13 Charisma saving throw (the creature can elect to fail the save), or the weapon becomes possessed by Thorovar. Thorovar then disappears and the creature can feel the dwarven smith's presence in the weapon. Thorovar now guides the creature during weapon attacks, granting a +2 bonus to all attack rolls. On a successful hit, in addition to normal weapon damage, an additional 9 (2d6 + 2) necrotic damage is inflicted. Thorovar can't be targeted by an attack, spell, or other effect, except ones that turn undead (breaking the connection). The weapon possession lasts until the creature is dropped to 0 hit points, Thorovar ends it as a bonus action, or Thorovar is turned or forced out by an effect such as *dispel evil and good* spell. When the effect ends, Thorovar appears in an unoccupied space within 5 feet of the weapon. That weapon can't be the target of another possession for 24 hours.

A shimmering transparent dwarf forlornly gazes on your band with hollow eyes. His face is wrinkled, behind a proud beard and a crooked nose, although the right half of his face is horribly disfigured as if from acid. Tattered bits of flesh dangle over bare bone and an exposed eye socket. Adorned in a leather jerkin, his left arm is missing at the elbow, replaced with an ornate smithy's hammer.

DEVELOPMENTS

If Thorovar becomes friendly, he becomes quite chatty. He spins a yarn about the glory days of Clan Ironshaper's fabulous smithy and ironworks, located hundreds of miles to the north. If the characters agree to transport the anvil back to his clan's descendants, Thorovar can finally be at peace, ending his undead curse. To aid the characters against the dragon, he agrees to possess one of their weapons (as described above).

Quest: Return the Anvil to Clan Ironshaper. Although beyond the scope of this adventure, the returning of an enchanted anvil to a long-lost dwarven clan hundreds of miles away can be a detailed quest, or it can be summed up in a few short words, as the GM sees fit. If the characters succeed, Thorovar's spirit can finally rest in peace. Divide 10,000 XP between the characters, and develop a suitable reward bestowed upon them by Clan Ironshaper's leader.

FEATHERED SERPENT UNDER GLASS

The feathered serpent under the glass dome is Xitlalcotl, a majestic couatl that was once disguised as a wise, blind

Xulmec shaman. The couatl saw the destruction of the green dragon, but 99 years in the future. Understanding his mortality, and the dire consequences the continual sacrifices would have on his tribe (and others), Xitlalcotl confronted the green wyrm, and offered his life for 100 years of peace and no sacrifices. Fearing the immortal couatl, Chlorothra agreed, as a century is but a blink of an eye for a dragon. Chlorothra agreed to make Xitlalcotl his most prized possession, adorning the under temple as a reminder to the tribes that the dragon is all-powerful. Little did the proud dragon realize he played directly into the couatl's plan.

Although the feathered serpent appears dead, he is not. If the glass dome is removed or shattered, the couatl will awaken. Although disorientated for a few minutes, the wise creature will interact with the characters, starting off as friendly, if a bit befuddled. He can inform them of much of the background story, and explain the reason for his self-inflicted "defeat."

DEVELOPMENTS

Xitlalcotl fully intends to aid the characters in their confrontation. Although his blindness limits his combat abilities, it does not affect his ability to cast defensive spells. He uses his *change shape* ability to assume the form of an ancient, blind Xulmec shaman that needs to be led around. He will not hesitate to use his spells (such as *cure wounds*, *enhance ability*, *protection from poison*) before the confrontation and during the battle with the dragon. Xitlalcotl fully expects to die while fighting the dragon, and this can be used as a plot device to save one or more of the characters with an act of sacrifice.

XITLALCOTL, THE BLINDED COUATL

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Con +5, Wis +7, Cha +7

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded

Senses blindsight 30 ft., passive Perception 15

Languages All, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. Xitlalcotl's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*

3/day each: *bless*, *create food and water*, *cure wounds*, *detect poison and disease*, *lesser restoration*, *protection from poison*, *sanctuary*

1/day each: *enhance ability*, *greater restoration*, *heal*

Magic Weapons. Xitlalcotl's weapon attacks are magical.

Shielded Mind. Xitlalcotl is immune to scrying and to any effect that would sense his emotions, read his thoughts, or detect his location.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Any creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and Xitlalcotl can't constrict another target.

Change Shape. Xitlalcotl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than his own, or back into his true form. His preferred shapes are a blinded Xulmec shaman, or a large ocelot (use statistics for a panther). He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (his choice).

In a new form, Xitlalcotl retains his game statistics and ability to speak, but his AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and he gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that he lacks. If the new form has a bite attack, Xitlalcotl can use his bite in that form.

A majestic feathered serpent is coiled around the gnarled branches of a severed tree limb, sealed under a glass dome. Its plumage is fiery red at its tail, but softens to brilliant iridescent blues and greens on its folded wings.

AWARDING EXPERIENCE

Divide 4,200 XP among the characters if they defeat the six green dragon wyrmlings. Divide 2,000 XP among the characters if they agree to aid Thorovar and he possesses one of their weapons. Divide 1,100 XP among the characters if they free Xitlalcotl, and he aids them against Chlorothra.

AREA 1-2 – THE STONE GARDEN: When the characters arrive at this cavern, proceed with the following text:

The treacherous footpath climbs steadily into the darkness. Although the path continues, the right-hand side of the cavern wall opens into another large chamber. This terraced chamber extends at least a few hundred feet to the south and is approximately 70 feet wide. Wide, rough-hewn stairs provide access to the four terraced levels. Four massive pillars, each about 10 feet in diameter, one on each terraced level, sport concave faces adorned with flickering fires that cast a myriad of shadows. The shadowy illumination reveals numerous stone statues situated in gallery-like formations. The statues are exquisitely detailed and most depict typical humanoid in a variety of poses and engaging in varied actions. Most

have twisted expressions of dread or fear chiseled on their visages. Even a few nonhuman creatures are present, and the centerpiece on the third level appears to be a dragon.

This side cavern is the lair of Dracusa, a **half-green dragon medusa**, and daughter to Chlorothra. Due to her curse, she lairs here alone, using her petrifying gaze to craft “living” works of art that the dragon comes to visit in solitude. The cavern is organized like a gallery, displaying the statues with an artistic flair on different terraces. Each terrace is about 10 feet higher than the previous one. The ceiling here is about 40 feet high at the south end and 60 feet high at the north end (near area 1-1). The pillars each hold a *continual flame*, but its flickering illumination shrouds most of the chamber in dim light, granting disadvantage on all Wisdom (Perception) checks.

Hidden Ledge. Situated along the east wall about 25 feet above the floor is a balcony complete with a low wall. The balcony is difficult to see, requiring a DC 22 Wisdom (Perception) check from the floor due to the shadowy illumination. The balcony can be accessed by a sloping passage concealed behind one of the pillars,

THE EĪACATĻ

When Xitlalcotl arrived at the lair to surrender, he hid three enchanted arrows—an *arrow of dragon slaying*, an *arrow of returning*, and a *threefold arrow*—in a cavity behind the altar. When revived, he feels compelled to search behind the altar but can’t recall why. The arrows have since been discovered and removed. The *threefold arrow* is in the bone den (area 1-1), and the other two are in the Stone Garden (area 1-2). They would be very useful when confronting the dragon.

A LITTLE HISTORY

Chlorothra has sired many offspring in the centuries he has traveled the land. One of them was from a forbidden tryst with an elven maiden with a talent for sculpture. The result was Dracusa, a half-dragon elf, an equally talented sculptress, but with a jealous streak larger than Chlorothra’s hoard.

Dracusa spent many years seeking her “father,” but when she finally arrived at the Dragon’s Maw, Chlorothra had already settled down with a matron dragon, who recently gave birth to a fine clutch of wyrmlings. Dracusa was displeased that she was not the focus of Chlorothra’s attention, after all the effort she went through to find him. It led to a confrontation with the matron dragon. Dracusa was able to slip her an *elixir of petrification*, and took great satisfaction watching the matron slowly embrace a stony fate. But in the moments during the transformation, the matron dragon was able to utter a curse on Dracusa. During her many centuries the matron had made powerful infernal allies, and one happened to grant her wish. Dracusa was transformed into a mockery of herself. Gone was the last shred of elven beauty, replaced with the horrid form and visage of a medusa. In a fit of rage, she destroyed the petrified matron dragon.

Chlorothra took pity on his daughter and, despite her act of hatred, granted her solace in his lair. Although he is unable to gaze upon her face, instead he sees her beauty and admiration through the sculptures that adorn her stone garden.

or by climbing the wall. A small cask is located near the low wall, containing 68 arrows. One has a green wood shaft, black fletching, and a serrated bone arrowhead. This is one of the Eiacatl, an *arrow of dragon slaying*. Dracusa is aware of its magic, and is saving it in case another one of Chlorothra's mates shows up. A DC 17 Strength (Athletics) check is required to climb to the balcony, since it's not as damp or covered with algae as most walls in the lair. A creature standing on the balcony gains the benefits of half cover due to the low wall.

Statues. The stone garden is home to 48 different stone "sculptures." These sculptures are actually petrified victims, and as such can be revived with a *greater restoration* spell. Most (31) are Xulmec tribesmen, but many others are humanoids or other creatures. If revived, some of the more powerful NPCs could ally with the characters and assist with confronting the dragon. If the GM is not using the pre-generated characters available on the Goodman Games website (www.goodman-games.com), then those six could be potential NPCs. The GM is encouraged to create more to suit his campaign, but following is a list of potential allies:

- A young gold dragon
- A powerful elven wizard
- A minotaur wielding a greataxe
- A trio of bumbling orcs
- A dashing human pirate with a drawn scimitar
- A troll wearing ill-fitted armor
- An elven archer (see below)
- Two ogre twins still in an argument
- A human rogue with an alluring smile

One of the statues is an archer in the process of launching an arrow. The stone projectile has carefully been removed by Dracusa and replaced with a real arrow with an iridescent shaft and wildly colored fletching. This is one of the Eiacatl, an *arrow of returning*.

Dracusa spends most of her time tending to her statues, always moving them about the gallery, and creating new exhibits for Chlorothra. When the characters arrive, grant her a passive Perception check to detect them. She uses an action to conceal herself in the shadows, and if possible slowly moves to the south end and higher ground. She attempts to assess the characters for a few



rounds, and when she determines they are a threat, she quaffs her *potion of fire breath* and launches her longbow attacks from behind a cluster of statues.

Dracusa is a cunning opponent whose skill lies in ranged attacks with her bow. She should always be moving about to avoid melee. Her legendary action can be used for this, as can her magic breastplate. After a few rounds on the floor, she uses the armor's ability to *blink* up to the ledge. There, she unleashes her arrows with fury, using her Sharpshooter trait to full effect. She expends her magic arrows first (taking the -5 penalty to hit for +10 damage) before switching to regular attacks. When finally cornered in melee she tries to use her petrifying gaze, poison breath weapon, and bonus actions to breathe fire (from the potion). Due to the shadowy illumination in the chamber, her petrifying gaze range is reduced to 15 feet. Likewise if the characters try to reflect her gaze back onto her (using the shield in area 1-1, for example), they need to be within 15 feet, or provide bright illumination.

DRACUSA, FEMALE HALF-GREEN

DRAGON MEDUSA

Large monstrosity, lawful evil

Armor Class 19 (breastplate)

Hit Points 170 (20d10 + 60)

Speed 40 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +8, Con +7

Skills Deception +6, Insight +5, Perception +5, Stealth +8

Damage Resistances poison

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic

Challenge 10 (5,900 XP)

Special Equipment. +2 longbow, +2 arrows (20), breastplate of blinking, potion of fire breath, potion of superior healing.

Petrifying Gaze. When a creature that can see Dracusa's eyes starts its turn within 30 feet of her, Dracusa can force it to make a DC 15 Constitution saving throw if she is not incapacitated and she can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Dracusa until the start of its next turn, when it can avert its eyes again. If the creature looks at Dracusa in the meantime, it must immediately make the save.

If Dracusa sees herself reflected on a polished surface within 30 feet of her and in an area of bright light, Dracusa is, due to her curse, affected by her own gaze.

Sharpshooter. Dracusa has mastered the longbow. When she attacks with her longbow at long range, she doesn't suffer disadvantage to the attack roll. Her ranged attacks with the bow ignore half cover and three-quarters cover. Before she makes an attack with her bow, she can choose to take a -5 penalty to the attack roll. If the attack hits, she adds +10 to the attack's damage.

ACTIONS

Multiattack. Dracusa makes either three melee attacks—one with her snake hair and two with her dagger—or two ranged attacks with her longbow.

Snake Hair. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 18 (4d8) poison damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 9 (2d8) poison damage. With +2 arrows: +12 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage plus 9 (2d8) poison damage. With Sharpshooter trait: +5 to hit, range 150/600 ft., one target. *Hit:* 20 (1d8 + 16) piercing damage plus 9 (2d8) poison damage. With Sharpshooter trait and +2 arrow: +7 to hit, range 150/600 ft., one target. *Hit:* 22 (1d8 + 18) piercing damage plus 9 (2d8) poison damage.

Poison Breath (Recharge 5-6). Dracusa exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Dracusa 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. Dracusa regains spent legendary actions at the start of her turn.

Detect. Dracusa makes a Wisdom (Perception) check.

Longbow Attack. Dracusa makes a single longbow attack.

Move. Dracusa can move up to her speed without provoking opportunity attacks.

The monstrosity in front of you is a twisted mockery of a dragon and a great serpent. Its lower quarters are that of a green-black snake clad in fine, smooth scales. Its upper body is that of a curvaceous female humanoid covered with thicker bright green scales. She wears a bright metal breastplate. Her muscled face sports bony protrusions on the chin and cheeks. Her hair is a writhing mass of snakes, parted with a fin-like sail that slides down her neck and back. In her arms she cradles an oak longbow.

Southwest Alcove. A recessed area, about 30 feet by 40 feet, is located in the southwest corner of the chamber.

The area is about 10 feet below the floor level, and a thin stone stairway provides easy access. This is Dracusa's resting place. Simply furnished, it contains a massive pile of furs (most are worthless, but four of them are valuable, worth 1d6 x 100 gp each). The furs are piled on top of seven flat stones, each bearing a minor enchantment to radiate warmth. Pushed against the back wall is a wooden chest with iron bands. A bronze brazier enchanted with a *continual flame* spell (worth 55 gp), and a silk changing screen (with three panels, all depicting a fanciful fey scene, worth 575 gp but easily damaged) round out the furnishings.

Chest. The chest is locked and trapped with a needle envenomed with Dracusa's poison. The key is hidden on a ledge, about 7 feet high, along the south wall. It requires a DC 25 Wisdom (Perception) check to locate. Otherwise, the lock can be picked with a DC 25 Dexterity check using thieves' tools. A successful DC 22 Intelligence (Investigation) check reveals the trap. A successful DC 27 Dexterity check is required to remove the trap. Triggering the trap causes 1 piercing damage plus 14 poison damage, and the target must succeed a DC 15 Constitution saving throw or become poisoned for 1 hour.

The chest is lined with red velvet and contains the following items: a pouch of 10 matching diamonds (each worth 2,000 gp), a silver-headed mace set with rubies on its ironwood handle (worth 3,750 gp), and a wooden box carved with an infernal theme (worth 285 gp). The box holds three vials of *oil of sharpness*, three vials of *elixir of petrification*, a *necklace of elemental might*, and a crystal flask that appears to contain smoke. The latter item is actually an *efreeti bottle* (see Developments, below).

DEVELOPMENTS

If the characters open the *efreeti bottle*, it's up to the GM to decide how the **noble efreeti** trapped inside responds. She could attack on sight (10%), agree to serve the characters for 1 hour (80%), or even grant the opener three *wishes* (10%). Assuming that she has to serve the characters (she would be a valuable ally against the dragon), she attempts to bluff them into paying her for her services. The payment type should be determined by the GM, but keep in mind she is evil, and thus should place the characters in a moral dilemma to secure her aid.

SULTANA SULPHURA, NOBLE EFREETI

Large elemental, lawful evil

Armor Class 19 (blackened chain shirt, natural armor)

Hit Points 184 (16d10 + 96)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Int +7, Wis +7, Cha +8

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 13

Languages Ignan

Challenge 11 (7,200 XP)

Special Equipment. blackened chain shirt, +2 *great scimitar*.

Elemental Demise. If Sulphura dies, her body disintegrates in a flash of fire and a column of smoke, leaving behind her scimitar and chain shirt.

Innate Spellcasting. Sulphura's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *detect magic*

3/day each: *enlarge/reduce, tongues*

1/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*

ACTIONS

Multiattack. Sulphura makes two great scimitar attacks or can use Hurl Flame twice.

+2 Great Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage plus 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Standing a full 12 feet tall, the Sultana has bright red skin adorned with black rune-like tattoos on her arms and back. She is clad in a blackened, low-cut chain shirt with her muscled midriff exposed. Below her waist is a trailing cloud of black smoke. Her black hair whips about like an uncontrolled flame, and her facial features are angular. She hefts a two-handed, black iron great scimitar with flame dancing along its blade.

AWARDING EXPERIENCE

Divide 5,900 XP among the characters if they defeat Dracusa. Divide 1,000 XP among the characters for each petrified NPC they restore. Divide 7,200 XP among the characters if they secure Sultana Sulphura's aid in confronting the dragon or if they defeat her.

AREA 1-3 – THE DRAGON'S LAIR: When the characters reach this chamber, continue with the following text:

The winding path deposits your band in an upper chamber at least 100 feet wide and extending to the east at least that distance, likely more. Several columns of water drop from the ceiling that wind their way toward your location. They plunge over the west side, which is apparently open to the main chamber below. Numerous stalagmites, many at least 10 feet high—and some two to three times that height—are scattered about the chamber.

This is the dragon's lair. There is no illumination here, except what the characters bring with them. The ceiling height averages between 60 and 75 feet overhead, adorned with many stalactites. The stalagmites are suitable to provide cover for Large or smaller creatures. The flowing water varies in width from 5 to 10 feet, averaging 3 to 4 feet deep. Entering the water is considered difficult terrain.

Water Pillars. Three of these waterfalls are present throughout the chamber as indicated on the map. They originate from the river above, and due to the lesser distance falling, they are less violent than those present in area 1-1. If a character enters one of the pillars, he takes 11 (2d10) bludgeoning damage and is pushed 5 feet away in a random direction. A successful DC 15 Dexterity saving throw reduces the damage by half, but the creature is still pushed.

When the characters bring a light source to the east end of the chamber, continue:

Stretching from the wall and spilling into a pair of converging streams, a mass of coins covers the entire east end of the chamber. At least several feet deep, the pile winks in gold and silver, and numerous jewel-encrusted objects poke out of the jumbled mess. Comfortably nestled in the pile of treasure is the massive scaled form of a dragon. Its emerald-olive-scaled body is at least 30 feet long, and its tail is wrapped around its body with plenty to spare. Its angular head sports bony ridges and protrusions. Its curved jaw is closed and its nostrils gently flare as its haunches gradually rise and fall. Its eyes are gently closed, and a sail-like fin originates at its head and travels down its back and along its whip-like tail.

The treasure hoard is real (as detailed, below). It covers most of the floor east and between the two river branches. The hoard is mostly coins averaging a depth of 1 foot near the edges to 3 to 4 feet further east. Moving through the hoard is considered difficult terrain.

The sleeping dragon is a *programmed illusion*, cast many years ago by a captive wizard. He now can now be found in the Stone Garden's statuary. Chlorothra has been waiting for the heroes to arrive, tipped off by his animal sentries in the surrounding jungle. His attunement to his lair warns him of their approach, and grants him plenty of time to activate the *programmed illusion* with the command word. The *programmed illusion* lasts for 5 minutes before fading away. Chlorothra hopes to lure the heroes into a false sense of security while wasting tactics and resources on the illusion. Meanwhile, Chlorothra, an **adult green dragon**, hides on the ledge in the northeast corner of the room, behind a *hallucinatory terrain* (appearing like the rock wall). The ledge is 40 feet above the floor of the cavern, and requires a DC 20 Strength (Athletics) check to climb.

Chlorothra waits for the characters to interact with the illusion before attacking. First he uses *cloudkill*, attempting to affect several characters. Note that the origin of this cloud should not be obvious, since it can appear within 120 feet of Chlorothra. Next, he casts *dispel magic*

LEAVING ENEMIES BEHIND YOU

It's never a good idea to leave an enemy behind the party while exploring a dungeon. But it's possible that once the characters get a quick glance into area 1-2, they will decide to pass by its potential dangers and head straight for the dragon. Unless the characters are using Dexterity (Stealth) and all succeed on contested Wisdom (Perception) checks, and none is using a light source, Dracusa becomes alerted to their presence—but she doesn't act quite yet. She waits for Chlorothra to attack with his Frightful Presence (always accompanied by a bellowing roar). She arrives 2 rounds later (quaffing her potion while she moves) and joins the battle, preferring to hang back and pepper the characters with arrows. The characters will be hard-pressed to fight against two deadly foes simultaneously.

on a character who is flying, or obviously enhanced with a magic effect. If the characters are still confused as to his location, he hurls the whole *necklace of fireballs* causing 42 (12d6) points of fire damage when detonated. Then he uses his poison breath weapon, again attempting to get several characters in its area of effect. At this point, start granting Wisdom (Perception) checks (DC 20) to determine the source of these attacks. Consult the sidebar for the various lair actions that Chlorothra can also employ. When he reveals himself for the first time, he uses his Frightful Presence with a thunderous roar. He continues to use this action until it appears the targets are immune to its effects.

Chlorothra attempts to stay on his ledge, employing his breath weapon as soon as it recharges, and focusing his lair actions on keeping the heroes down on the main floor of the chamber. Each round, he also gets legendary actions, preferring to use tail attacks (with 15-foot range). He focuses his melee attacks on those climbing or using magic to get to the ledge. If confronted by a powerful warrior, he casts *contagion* to augment one of his attacks with filth fever. If several targets access his ledge, he uses his wing attack to “hop” down to the floor, forcing them to follow. Don’t forget Chlorothra has a *ring of spell turning* that grants him advantage on all saving throws on spells that target him (not area of effect) with a chance to reflect the spell back to the caster.

If reduced to 50 hit points or less, following a use of his breath weapon, Chlorothra attempts to parley with the characters. He offers a portion of his hoard if they spare his life. Turn this interruption into a roleplaying encounter. However, this is but a ruse. A contested Wisdom (Insight) check vs. Chlorothra’s Charisma (Deception) reveals the ploy. If discovered or when his breath weapon recharges, Chlorothra renews the attack. Chlorothra fights to the death to protect his hoard and his lair.

LAIR ACTIONS

On initiative count 20 (losing ties), Chlorothra can take one of the following lair actions. The same effect can’t be used two rounds in a row.

- Vines and roots erupt from a point on the floor Chlorothra can see within 120 feet of him, creating a 20-foot-radius tangle. The area becomes difficult terrain, and each creature in the radius must make a DC 15 Strength saving throw or become restrained (escape DC 15). These roots and vines wilt away when this action is used again or when Chlorothra dies.



- Chlorothra animates a 10-foot section of his treasure pile to frustrate targets. A creature in this area of effect must make a DC 15 Dexterity saving throw each turn or suffer 12 (2d8 + 3) points of bludgeoning damage and fall prone. The creature can stand up next round, but must expend half its movement.
- Magical fog billows around one creature within 120 feet of Chlorothra. The creature becomes heavily obscured, and must make a DC 15 Constitution check or suffer 10 (3d6) poison damage on each of its turns. The cloud stays with the target, even if it moves, until a successful save is made.

ASSISTANCE

This is a difficult battle for 12th-level characters that without sound tactics could result in significant casualties, or even the dreaded TPK! However, the lair presents several allies for the characters to interact with and possibly enlist in their direct aid. These include:

- Xitlalcotl, the couatl destined to aid the characters against the dragon.

- Thorovar Ironhand, the ghostly dwarven weapon-smith, could possess one of the characters' weapons.
- The petrified NPCs in the Stone Garden. The *scrolls of greater restoration* in area 1-1 would be very useful to release them from their current state—and many have good reason to join the characters against the dragon!
- Sultana Sulphura, the efreeti trapped in a bottle in area 1-2, could be persuaded to aid the characters (for a price).
- The *necklace of elemental might* in area 1-2 could be used to summon one or more elementals to battle the dragon.
- The Eiacatl, the trio of enchanted arrows that Xitlacoatl brought to the lair to bestow upon the heroes. One is in area 1-1, and the other two are in area 1-2.

CHLOROTHTRA, MALE ADULT GREEN DRAGON

Huge dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +7, Con +12, Wis +8, Cha +10

Skills Deception +10, Insight +8, Perception +14, Persuasion +10, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Special Equipment. *ring of spell turning*, *ioun stone (Leadership)* (+2 Charisma increase factored in stat block), *necklace of fireballs* (five beads).

Amphibious. Chlorothra can breathe air and water.

Innate Spellcasting. Chlorothra's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring only verbal components:

1/day each: *cloudkill*, *contagion (filth fever)*, *dispel magic*, *hallucinatory terrain*.

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

ACTIONS

Multiattack. Chlorothra can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of Chlorothra's choice that is within 120 feet of him and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Chlorothra's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). Chlorothra exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Chlorothra 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. Chlorothra regains spent legendary actions at the start of his turn

Detect. Chlorothra makes a Wisdom (Perception) check.

Tail Attack. Chlorothra makes a tail attack.

Wing Attack (Costs 2 Actions). Chlorothra beats his wings. Each creature within 10 feet of him must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Chlorothra can then fly up to half his flying speed.

The great nyrm has dark olive green, almost black, thick scales that clad its draconic form in armor. Its head is adorned with bony

protrusions, set upon a slender serpentine neck crowned with a sail originating at the crest of its head, and trailing down over its back and along its tail. Its wings are sickly pale green underneath, but darken to the edges and on the outer sides. Its sword-like talons are shiny black as if composed of pure obsidian.

The Treasure Hoard: Chlorothra's hoard is huge, and the characters managing the hoard could be an adventure itself. Below is an itemized list of all the loot. Following select items is an approximate weight for some of the bulkier items, which the GM should strictly enforce. Also keep in mind it will take hours to find some of the smaller items (such as loose gems, especially complete sets) in the massive pile of coins.

- **Coins.** The following coins are in a mass on the floor:
 - 885,388 cp
 - 487,655 sp
 - 170,801 ep
 - 299,696 gp
 - 34,821 pp
- **Gems.** The following gemstones are scattered about the coin pile:
 - A huge black pearl with green streaks (worth 15,000 gp) inside a clam-shaped chest with a mother-of-pearl interior (worth 4,225 gp).
 - 27 emeralds of various sizes and shapes (total value 22,950 gp).
 - A small locked (DC 20 Dexterity check) iron box containing 22 pieces of amber each holding an insect (total value 1,100 gp).
 - 1 blue-hued diamond (worth 3,500 gp).
 - 11 moss agates (total value 550 gp).
- 9 pieces of purple amethyst (total value 900 gp).
- 12 rough chunks of jade (total value 1,200 gp).
- 43 pearls of various colors such as white, cream, pink, and dusky (total value 4,300 gp).
- A wooden chest (unlocked) holding 234 obsidian shards (total value 2,340 gp). Weight: 55 lbs.
- 1 fire opal (worth 1,500 gp).
- **Art Objects.** The following art objects are scattered throughout the mass of coins:
 - 12 mithral bars (total value 60,000 gp). Weight: 15 lbs. each.
 - A wooden throne set with rubies, emeralds, and garnets and etched with gold designs (worth 8,875 gp). Weight: 110 lbs.
 - 2 mammoth tusks, each nearly 10 feet long (total value 3,200 gp). Weight: 30 lbs. each.
 - 14 medium-sized white marble statues (total value 17,500 gp). Weight: about 300 lbs. each.
 - An emerald idol shaped like a crouching sphinx (worth 15,000 gp).
 - A silver tiara set with six matching emeralds (worth 4,250 gp).
 - A gold-plated sarcophagus adorned with tiny precious gemstones (worth 12,800 gp). Weight: 250 lbs. (or more depending on contents). The lid is *arcane locked*, and opening it releases a *bestow curse* spell. The contents are up to the GM, but could include another 10,000 gp of golden items, a mummy lord, or nothing.
 - A platinum scepter set with red and blue spinels (worth 6,550 gp).
 - A teak wood, velvet-lined locked box (DC 25 Dexterity check) holding rare perfumes in 10

THAT'S TOO MUCH TREASURE!

Chlorothra's treasure pile is huge, equivalent to three CR 17 treasure hoards, with a value of just over one million gold pieces plus several choice magic items. It is the responsibility of the GM to decide just how much of the hoard the characters can haul away. Several of the items in the hoard are large and/or bulky (weights listed as needed). Keep in mind that the lair is located many miles away from the nearest major settlement, through trackless jungle paths. Most of this hoard is coins, and 50 coins weigh about 1 pound. Therefore all of the coins in the hoard weigh approximately 37,566 pounds (or 18.8 tons), so make sure the characters are detailed on how they plan to transport these items.

Going through the hoard could take days. As the GM, don't just sit idle while this occurs. Another dragon could show up to claim what remains of the hoard (perhaps alerted by a draconic deity that sensed Chlorothra's demise), or a rival band of adventures also seeking the lair could arrive to complicate matters. When the characters arrive at the nearest settlement with that much treasure, it gains the attention of all manner of unsavory types. This includes the local government, which levies a tax (15%). If given a short notice, a local leader could even pass a new tax law, increasing this levy to 25%!

- crystal vials (total value 1,100 gp).
- A silver coffer (worth 1,775 gp) holding three *potions of climbing*.
- A sack holding 55 teeth from various beasts and monstrosities (total value 55 gp).
- 5 coral statuettes (total value 1,250 gp).
- A gold necklace set with bloodstones (worth 1,275 gp).
- A platinum comb set with tiny diamonds (worth 885 gp).
- An ironwood, 5-foot-tall harp, carved with elven runes etched with silver, and unicorn hair strings (worth 2,550 gp). Weight: 85 lbs.
- A malachite chess board (worth 1,750 gp) and 32 moss agate chess pieces (total value 1,600 gp). As a set, this item is worth 5,500 gp.
- 55 copper ingots (total value 825 gp). Weight: 25 lbs. each.
- A silver mirror with a bronze frame (worth 175 gp).
- A longsword scabbard with silver accents, set with rubies (worth 950 gp).
- An unassembled gold-gilded suit of ceremonial plate armor (worth 4,750 gp if complete).
- A gold ring set with a single sapphire (worth 2,600 gp).
- 34 assorted bronze trinkets (total value 340 gp).
- A greatsword set with a jacinth on its pommel (worth 1,175 gp).
- 9 fur pelts wrapped in an oiled cloth (total value 2,250 gp).
- A silver maple snuff box (worth 155 gp).
- An electrum chalice set with diamonds (worth

2,225 gp).

- **Magic Items.** The following magic items are scattered about the hoard:
 - The following potions can be found: *fire breath* (2), *hill giant strength*, and *speed*.
 - The following *spell scrolls* can be found, each inside a simple scroll tube: *commune* (5th level), *greater invisibility* (4th level), and *trap the soul* (8th level).
 - A *vorpal longsword* with an ornate leaf hilt and a blade shaped like an elongated leaf blade.
 - A *dwarven thrower*.
 - A black leather *belt of fire giant strength*.
 - A quiver of nine +3 *arrows* with an *arrow of giant slaying* mixed in.
 - A *decanter of endless water* shaped like a frog.
 - A pair of *sending stones*.
 - A clay *alchemy jug* depicting 17 trolls.
 - A *helm of comprehending languages* that activates when the visor is down.
 - An *immovable rod*.
 - A suit of *mithral chain mail* sized for a human.
 - A brass *lantern of revealing* depicting a forest scene with hidden animals.
 - A *bag of beans* (11 beans).
 - A *manticore shield*.
 - A silver *ring of spell storing* (empty).
 - An azure coral *ring of water walking*.
 - A *figurine of wondrous power* (silver raven).

AWARDING EXPERIENCE

Divide 18,000 XP among the characters if they defeat Chlorothra.

CONCLUDING THE ADVENTURE

Consult the sidebar for tips on how the characters can manage the treasure hoard, and any possible ramifications of their actions.

If the characters released Xitlalcotl and he survives the final battle, he can finally rest in peace and pass on. Before he does, he grants the characters a boon. This boon should not be treasure-related (they have a whole dragon's hoard), but it could be information (as per the adventure hook), knowledge, or perhaps even a supernatural gift (blessing) to the character that helped him the most.

If the characters agreed to return the anvil to the Ironshaper clan, divide 10,000 XP among the characters that undertake the journey, assuming they succeed. If they do, the ghost fades away in an eternal slumber.

At the GM's whim, they also might owe the Sultana Sulphura a favor in return for her assistance.

APPENDIX A: NEW MAGIC ITEMS

ANVIL OF WROUGHT

Wondrous item, legendary

This enchanted black iron anvil is inscribed with angular mithral runes that pulse and glow softly when any weapon is placed on its surface. If used by a master smith, with arcane magic and suitable high-quality materials, the anvil can be used to create enchanted weapons. It weighs over 500 pounds and is worth 25,000 gp—double that to dwarven smiths, and priceless to the descendants of the Ironshaper clan. The anvil is a prized possession of Chlorothra, who centuries ago despoiled the Ironshaper Smithies far to the north, carrying off the anvil as his prize.

ARROW OF RETURNING

Weapon (arrow), very rare (requires attunement)

An *arrow of returning* has a flexible iridescent shaft with wildly colored fletching and an electrum arrowhead. It grants a +5 bonus to hit and damage. If used before attuned to you, the arrow loses its magic once it deals damage to a target. If attuned to you before use, the arrow disappears after inflicting its damage and then reappears in your quiver following a long rest.

BREASTPLATE OF BLINKING

Armor (breastplate), rare (requires attunement)

This chest piece consists of bright metal overlaying scales adorned with curved spikes. While attuned to this breastplate, once per day you can cast *blink*.

ELIXIR OF PETRIFICATION

Potion, rare

This gray, viscid liquid has a chalky taste. If consumed, this cursed potion turns you to stone. You must make a DC 15 Constitution saving throw. If you fail the save by 5 or more, you instantly are petrified. Otherwise, you begin to slowly turn to stone and are restrained. You must repeat the saving throw at the end of your next turn, becoming petrified on a failure, or ending the effect on a success. The petrification lasts until you are freed by the *greater restoration* spell or other magic.

MANTICORE SHIELD

Armor (shield), very rare

This gold metal shield is surprisingly light. Three wooden-like spikes are affixed to its outer surface. The *manticore shield* grants you an additional +1 bonus to AC. Furthermore, if any spikes are still attached to the outer surface, the shield is considered a light weapon and can be used as an off-hand attack, causing 5 (1d8 + 1) piercing damage on a hit. As a bonus action, one of the spikes can be launched as a ranged attack using your ranged attack bonus; it has a normal range of 50 feet and a maximum range of 100 feet, and causes 5 (1d8 + 1) piercing damage. All used spikes are regenerated following a long rest.

NECKLACE OF ELEMENTAL MIGHT

Wondrous item, very rare

This fine platinum strand is adorned with a blue sapphire, a yellow diamond, a red corundum, and an emerald. You can use an action to remove a break a gem; this summons an elemental (appropriate to the gem selected) as if you had cast the *conjure elemental* spell. Once used, the magic of a gem is lost. If all four gems are removed and broken at the same time, no elementals are summoned, but the sudden release of elemental magic causes 20 points of fire damage, 20 points of cold damage, 20 points of lightning damage, and 20 points of bludgeoning damage in a 20-foot-diameter sphere. A successful DC 20 Dexterity saving throw reduces the damage to half.

THREEFOLD ARROW

Weapon (arrow), rare

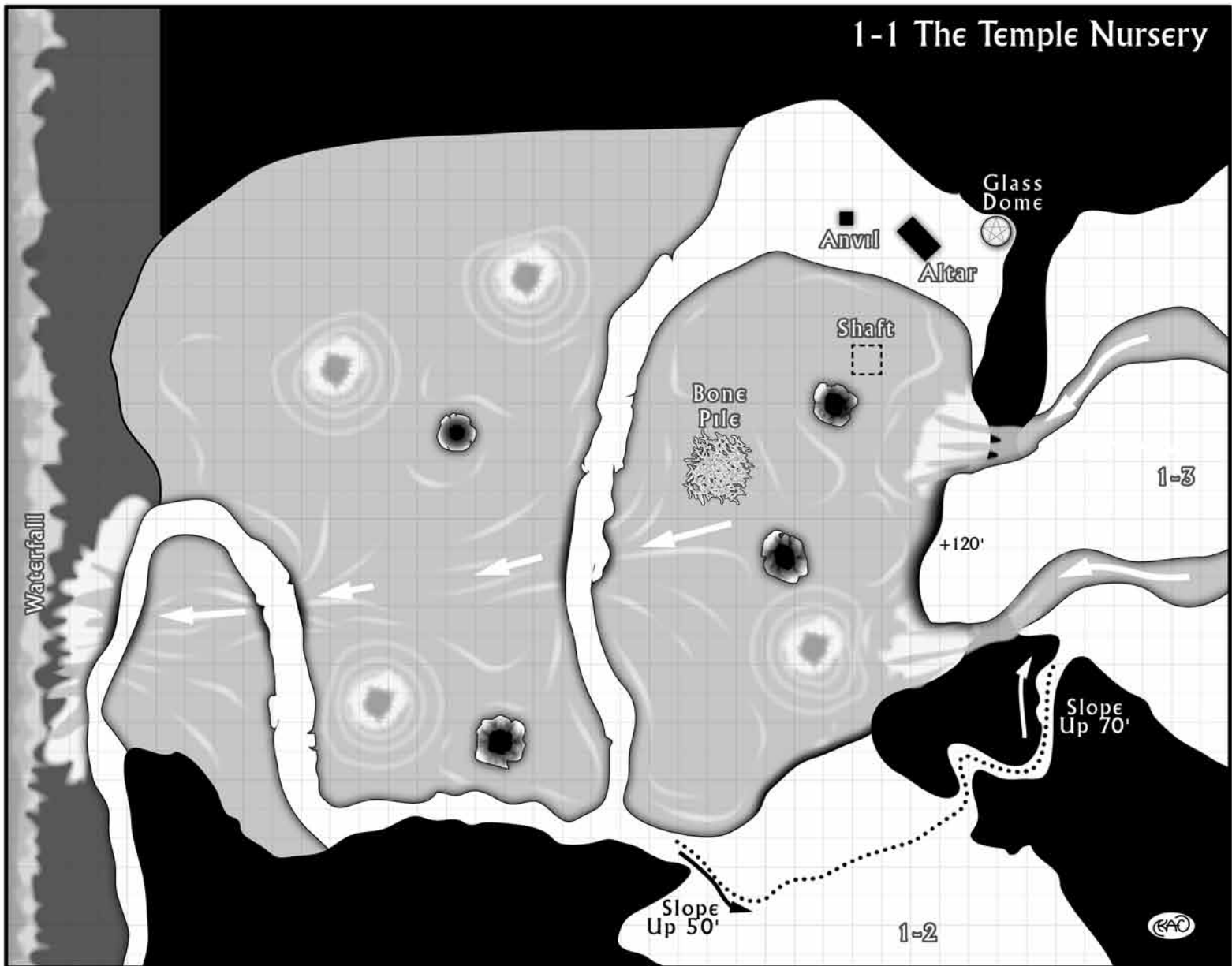
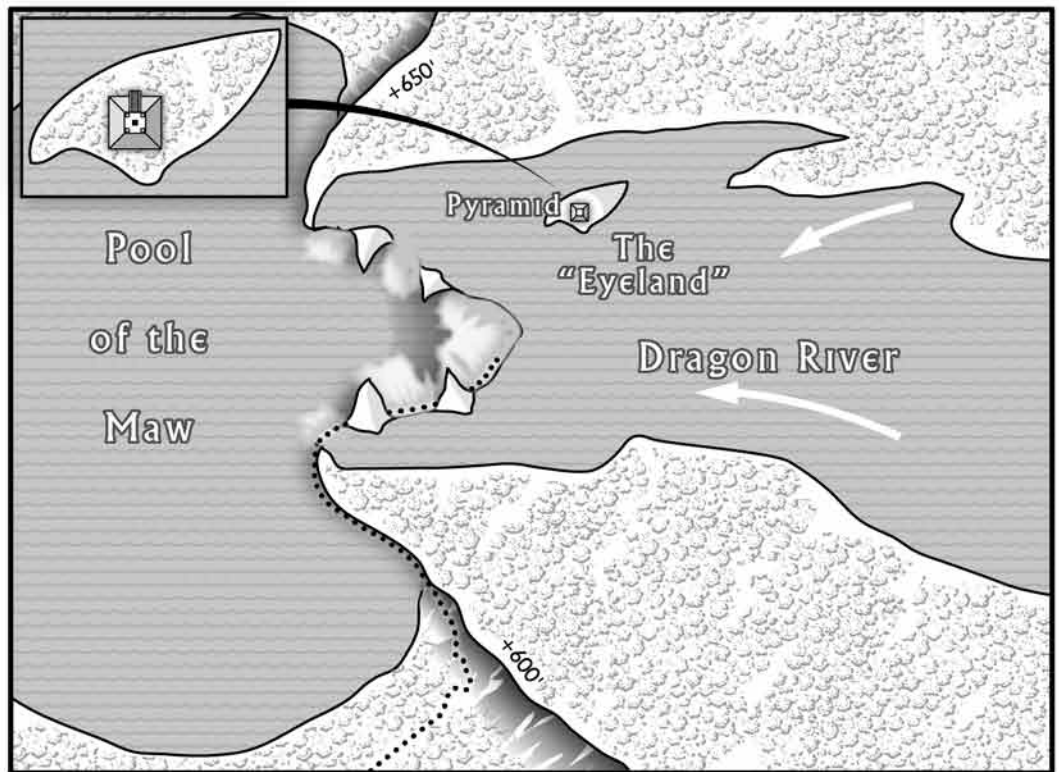
This arrow has a thick brown shaft with blue and green feathers. Its shaft splits into three separate arrowheads, each tipped with a black metal head. You gain a +1 bonus to attack and damage rolls with this magic arrow. When launched, it splits into three separate arrows that target the same creature; you make a separate attack roll for each arrow. Once the arrow splits, it loses its enchantment.

The Dragon's Maw



KEY

		Stalagmite
		Current Flow
		5 feet



The Dragon's Maw

KEY

- Water Column
- Current Flow
- Path of Passage
- Pillar
- Stalagmite
- Statue (48)
- 5 feet

1-2 The Stone Garden

to 1-1

to 1-3

N

+10'

+10'

+10'

+10'

Ledge +25'

Screen

Furs Chest

Brazier

1-3 The Dragon's Lair

Ledge +40'

Hallucinatory Terrain

Illusory Dragon

Coin Pile

Open to Area 1-1
120 ft below

to 1-2

N

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