

# THE DRAGON'S LEGACY

AN ADVENTURE FOR FOUR  
13TH-LEVEL CHARACTERS

## Introduction

The Rage of Dragons compels many strange events to occur across the breadth of Toril, and it does not spare Waterdeep. Yet while most assume the threat to this jewel of the Sword Coast will come from the sky, evil is instead afoot under the ground. The Cult of the Dragon scuttles through the darkened halls of Undermountain and rouses a dragon's legacy toward its own foul ends.

*The Dragon's Legacy* is a short D&D® adventure for four 13th-level PCs and it is adaptable to levels 11 to 15. It takes place in Undermountain, the grand dungeon beneath Waterdeep. This adventure assumes the PCs enter the first encounter from the west side of the large cavern on level 1 of Undermountain. If they do not, modify the encounters to suit your needs. Level 1 Cavern: Part 1 and Level 1 Cavern: Part 2 describe the rest of this cavern. See those articles and Room 21: Moving Day before running this adventure.

In some respects, this adventure is backward. Instead of slogging through a dragon's guardians to fight the dragon in its lair at the end of the adventure, the PCs battle dragons first and throughout

the adventure. The adventure features a dracolich, and that encounter is also in the beginning of the adventure, but another encounter with a dracolich can happen in the middle of the adventure, and one could occur at the end. The adventure derives this structure from the nature of dracoliches and from the Cult of the Dragon's relationship with them. Because a dracolich can arise again from the corpse of another dragon, the Cult of the Dragon has chosen to separate the dracolich and its phylactery, thus preventing both from being destroyed in one attack. The PCs have the choice of struggling through several encounters in one go, making each encounter more deadly as their resources diminish, or of using hit-and-run tactics at the risk of facing more dracoliches and more organized resistance.

## Preparation

As with earlier areas, the areas detailed here require the use of the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*, plus you should familiarize yourself with the introduction

## Additional credits

**Design:** Matthew Sernett

**Editing:** Miranda Horner

**Typesetting:** Nancy Walker

**Cartography:** Jen Page

**Web Production:** Bart Carroll

**Web Development:** Mark A. Jindra

**Graphic Design:** Robert Campell, Cynthia Fliege, Dee Barnett & Jen Page

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, FORGOTTEN REALMS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The RPGA and d20 logo are trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character

names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit [www.wizards.com/d20](http://www.wizards.com/d20).

©2006 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at [www.wizards.com/forgottenrealms](http://www.wizards.com/forgottenrealms)

to this series of articles on the website <<http://www.wizards.com/default.aspx?x=dnd/ru/20050309a>>. Having access to the *Draconomicon* would be useful for the dracolich, as well.

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major nonplayer characters (particularly their motivations). Some text is designated as player information that you can read aloud or paraphrase for the players at the proper times.

## Adventure Background

In 1373 DR, the Rage of Dragons once again makes its mark upon Faerûn, and as the inhabitants of Waterdeep look to the skies in fear, they blind themselves to a growing threat beneath their feet. For centuries Halaster has used *portals* and other magic to ensnare creatures and trap them in Undermountain, and long ago, he imprisoned Aragauthos, an old blue dragon, in a cavern on the third level of Undermountain. Aragauthos lived in the dungeon for decades, trapped in a cavern on level three and surviving off the "walking food handouts" brought to her cavern by Halaster's devious *teleport rings*. During Harvestide four years ago, citizens of Waterdeep watched in awe as Aragauthos burst from the sea caves and flew hurriedly south along the Sword Coast. Halaster's control of Undermountain had been broken while he was held captive elsewhere, and the blue dragon at last escaped. (For more information, download *Dungeon Crawl: Undermountain—Stardock* from the Previous Editions Downloads section of this website at the following URL: <[http://www.wizards.com/dnd/files/2/fr\\_downloads/tsr9538.zip](http://www.wizards.com/dnd/files/2/fr_downloads/tsr9538.zip)>.

Despite her countless thoughts and threats of revenge against the Mad Mage, Aragauthos has not returned. Yet the old blue left behind a legacy that continues to affect Undermountain. When Halaster captured her, she was on the verge of laying a clutch of eggs. Her children, which numbered an amazing six healthy blue wyrmlings, hatched into a life of imprisonment. Knowing she could not feed so many offspring, but unwilling to harm any of them, she starved herself, killing food only for the hatchlings and eating stones and earth to sate her own hunger. When at last she could no longer stand privation, she forced her young out into Undermountain and advised them to remain together for safety and to better their chances in hunting.

The five dragon siblings did as their mother bid. As they grew older and larger, they would periodically return to their mother's cave, bringing with them gifts of food. Unfortunately, greed eventually overtook awe of their mother, and the blue dragons thought to kill Aragauthos and take her trove of treasure. Aragauthos easily rebuffed their effort, slaying one of her children before forcing them to retreat. As she ranted at their treacherous nature, she warned them never to return lest she kill them all, and her children never did.

For nearly a hundred years, Aragauthos's five remaining children

### The Map

The map for these areas are available in two different sizes: One serves as a reference for the DM, and the other is a map with a grid

that works nicely with your miniatures.

**Room Location on the Poster Map:** This room is on pieces 7 and 8 of the poster map.

### BUT IT'S 1374!

The events of this adventure assume the year is 1373 DR and that the Rage of Dragons still takes its toll upon Toril. If you've already advanced your campaign beyond this year, you can still use this adventure as written. The Cult of the Dragon still uses the Rage as an intimidation tactic against the

dragons; because the dragons cannot know whether it has ended PCs who somehow learn that this is how the Cult has worked its will with the dragons might convince the blue dragons to turn against their "benefactors." Of course, the enemy of the PCs' enemy isn't necessarily their friend...

wandered Undermountain together. Although many times tempted to part company, their safety in numbers and an oath to cleave to each other has kept the siblings a tight-knit group. Changing lairs regularly and moving from level to level, the dragons have lived on the run, rarely allowing themselves the pleasures of building a hoard or enjoy long periods of sleep.

Many times they attempted to escape Undermountain, but Halaster's magic hung like a chain about their necks. When Halaster's Harvestide occurred four years ago, they had the opportunity to flee, but by this time, they had accepted that escape was impossible.

Thavok Drusuvius, Wearer of Purple for the Waterdeep cell of the Cult of the Dragon, had come to the city in the hopes of turning Aragauthos into a dracolich, but her flight from the city left him without guidance. Just as 1373 began, Thavok discovered the diary of a long-dead adventurer in a bookshop. It described an encounter with five juvenile blue dragons in the depths of Undermountain. The adventurer and her allies were already beleaguered by a group of trolls when the dragons appeared and attacked. The adventurer alone survived, but for no longer than a day or so, because her diary was discovered and retrieved from Undermountain by other adventurers. The diary's description of the close teamwork of the dragons intrigued Thavok greatly, and finding the book on the eve of the Rage of Dragons, a book that described what could only be the children of Aragauthos, seemed to Thavok a sign from Sammaster himself.

Thavok Drusuvius gathered his forces, and in small groups they entered Undermountain and began the search for Aragauthos's legacy. Spreading out from both Skullport and the entrance beneath the Yawning Portal, the search was remarkably brief and cost the cult only some coin and the lives of a couple dozen cultists. This culled the weak from their ranks, and experiences in Undermountain have made the remaining cultists exceptionally strong—another sign of the providence of their task. Having discovered the dragons, Thavok began wary negotiations, using news of the legendary Rage of Dragons to compel the Aragauthos's children to listen. Thavok told them that becoming a dracolich would free them from both Undermountain and the Rage, and learning of their ignorance of their mother's fate, he claimed that just such a transformation had freed Aragauthos. Thavok brought the dragons back to their mother's cavern and used her absence to support his claims. Pleased to at last have access to their mother's hoard and to have eager humanoid porters for her treasure, the dragons agreed to listen to more of the cultist's claims.

Since then, the Cult of the Dragon has worked its wiles upon the dragons, but it wasn't until recently that they finally achieved success in convincing any of the dragons to become a dracolich. With the Rage of Dragons in full swing on the surface and the siblings feeling its pull upon their souls, the Cult of the Dragon used the danger of the Rage to put doubt and fear in the dragon's minds. Being overtaken by the Rage on the surface would be dangerous

enough, but charging off into Undermountain alone is a thought none of them can bear. And so the dragons acquiesced to the Cult.

The Cult and these dragons now occupy a small portion of the first level of Undermountain. Thavok moved their operation there to facilitate contact with other cultists in the city above and to allow the dragons to burst up through the Yawning Portal once all become dracoliches. One dragon has already made the transformation, and Thavok currently prepares the elements necessary to transform another. Thavok isn't certain what exactly he and the dracoliches will do once escaped from Undermountain, but he's confident that providence will reveal the proper path when the time is right.

## Adventure Hooks and Tie-ins

The adventure begins when the PCs arrive in the cavern of the first encounter. Here are a few ways to get them to that point:

- The three previous Undermountain articles, Rooms 21–23, were designed to lead players to become involved in this quest. In essence, the activities of the Cult of the Dragon and the blue dragons lead a roper to flee the large cavern, which in turn resulted in the destruction of an encampment of kobolds. PCs who investigate the cavern come across another roper, this time dead, and some tracks that imply that whatever killed it came from the cavern of the first encounter in this adventure.
- The actions of the Cult of the Dragon haven't gone entirely unnoticed. Reports from a Skullport agent of Khelben Blackstaff and information from Durnan at the Yawning Portal have been collected and lead the Lords of Waterdeep to believe that something of import is happening in Undermountain. The discovery of an adventurer's diary in the quarters of Thavok Drusuvius, long suspected to have ties to the Cult of the Dragon, clinches it. Unfortunately, Halaster's wards prevent the use of spells to expedite finding the cultists before they execute their plans, and so the Lords of Waterdeep find themselves forced to hire bands of reputable adventurers to ferret out the Cult in Undermountain and put an end to their plot. The PCs might be such a band. Alternatively, they might encounter such adventurers while on their own foray under Waterdeep and be told the whereabouts of the cavern by these adventurers who found themselves unfit for the task of taking on five dragons and an uncounted number of cultists.

## Scaling the Adventure

"The Dragon's Legacy" is designed for a party of four 13th-level PCs, but with a little work it can be adapted for use by PCs of 11th- to 12th-level or PCs of 14th- to 15th-level. First, adjust all NPC character levels up or down as appropriate by a number equal to that which the average party level of your group deviates from 13. Don't forget to modify the amount of treasure found as well. Specific

changes to the adventure include the following:

**11th- to 12th-level PCs:** Remove Blitsenax from Area A and station her in Area F. Reduce Auriovos's hit points by 40 due to battle wounds he suffered testing his dracolich body. Remove the half-blue-dragon pyrohydra from Area I.

**14th- to 15th-level PCs:** Put three half-blue-dragon yrthaks in Area F.

- If the party attempts to teleport in Undermountain, the spells go awry due to the warped mythal of the place. The disoriented party lands right in the middle of the first encounter of this adventure. Should they retreat to the larger cavern, read Room 22 and Room 23 for encounters they might have there.

## Aragauthos's Children

Aragauthos laid six eggs shortly after her arrival in Undermountain. Laying six eggs is unusual for a dragon and having them all live to hatch is nothing short of miraculous, but Aragauthos's pleasure at this blessing from Tiamat soon soured as she realized that captivity would prevent her from providing for them and raising them properly. The truth of Aragauthos's fears is now evident in her offsprings' quirky personalities and reliance upon one another.

**Athanaxus:** Immediately recognizable due to her lack of half her tail, Athanaxus was second to hatch from her egg. Always scheming and greedy, she lost half her tail as punishment for stealing from her sister's hoard. Since then, Athanaxus has held her larcenous instincts in check, but this hasn't kept her from trying to get the best treatment from the Cult of the Dragon.

See Area K for more information about Athanaxus.

**Auriovos:** First to hatch among the siblings and always the strongest, it was Auriovos's right to be the first among them to be transformed into a dracolich. Always something of a bully among his brothers and sisters, Auriovos's agreement with the Cult of the Dragon led all the others to follow suit. Now an undead creature, Auriovos finds being a dracolich surprisingly agreeable. His fear of death transformed into an embrace of that state, and he revels in the powers at his command.

See Area B for more information about Auriovos.

**Blitsenax:** "Twin" to Dundrendon, Blitsenax rarely leaves his side. Nervous and fidgety, Blitsenax is usually the first of the siblings to warn the others of a threat, although she often waits to react to it until Dundrendon is ready. Blitsenax bears a grudge against her sister, Athanaxus, over a bit of treasure Athanaxus stole from her twenty years ago. Although both lost the treasure long ago, to Blitsenax the wound is still fresh because she found the punishment meted out to Athanaxus unsatisfactory.

See Area A for more information about Blitsenax.

**Dundrendon:** Dundrendon hatched almost simultaneously with his sister Blitsenax, and the two dragons are nearly indistinguishable from one another despite their different genders. Their sibling dragons have no difficulty telling them apart, but the human cultists often try to observe the two before addressing them to determine their proper names and thus avoid offense. Dundrendon has proved less intelligent than Blitsenax—indeed the least intelligent of all the siblings—and his slower mind results in much slower reactions than the nervous Blitsenax.

See Area A for more information about Dundrendon.

**Krakestros:** Krakestros speaks little, preferring instead to watch and wait. A hunter and stalker by nature, Krakestros often left his siblings so that he could wander on his own for short periods. Whereas Blitsenax acted as the siblings' guard, Krakestros often acted in the role of scout. Even so, Krakestros's penchant for solitude has had no effect on his loyalty to his siblings. In fact, he is the most loyal and protective of the group, and it is that conflicting sense of loyalty that always brings him back from his quiet wanderings.

See Area C for more information about Krakestros.

**Thantanaton:** Last to hatch and always the most foolish of the dragons, Thantanaton died in the jaws of his mother when the sibling dragons attempted to kill Aragauthos and steal her horde. His bones were devoured by Aragauthos when she had a long spell without food.

## Area A: Guard Cavern (EL 13)

When the PCs approach this area, read or paraphrase the following.

The cavern floor ahead shows clear signs of habitation by some creature. It bears clear claw marks of some large creature capable of scoring the stone.

Blitsenax and Dundrendon guard this cavern from intruders. Not long ago they harried a roper away from this end of the cave, eventually killing it. Finding its taste not to their liking, they cut out its gizzard and split the gems they found there among the two of them. Now Dundrendon naps upon the hoard provided to him by the splitting of his mother's treasures while Blitsenax quietly paces, not wanting the noise of her claws on the stone to awaken her brother.

If the PCs recently engaged in a battle or other loud noise in the cavern (Listen DC -10 modified by distance), the dragons have more time to prepare. Both cast *shield* on themselves and hide, waiting for the PCs to approach.

**Alarm Spell:** Blitsenax cast an *alarm* spell on the part of the cavern the PCs must use to approach. If any PC enters the area, Blitsenax immediately receives a mental alert, and she rouses her

### Area A Relevant Checks

**Listen DC Varies** The PCs might hear Blitsenax pacing if they have not already alerted her to their presence (whereupon she holds still). Blitsenax is trying to Move Silently as she paces because Dundrendon is sleeping. Remember to factor the PCs' distance into the DC.

**Survival DC 20.** A character with the Track feat can make a

survival check to determine that the claw marks on the ground were made on the previous day but that other marks were made several days or even weeks earlier. The marks seem to indicate circling or pacing rather than movement with any destination in mind. They look like the claw marks of a dragon.

### Area A Summary

**Creatures:** (2) See area descriptions and the Other Cavern Inhabitants sidebar.

**Traps:** (1) An *alarm* spell protects the cavern approaching the encounter.

**Terrain:** *Cavern Floor:* DC 10 Balance check to charge or run.

*Cavern Ceiling:* DC 25 Climb check and DC increases by +5 if surface is slippery.

*Cavern Wall:* Hit points vary based on thickness (hardness 8), Climb DC 20.

**Fungus Forest Squares** (see map): Costs 2 squares of movement to enter this difficult terrain.

Note that the dragons cannot burrow through the stone of the cavern or the dungeons.

**Lighting Conditions:** Darkness. **Magic:** Faint abjuration (the *alarm* spell) plus treasure.

**Detectable Alignments:** Moderate evil (both dragons).

**Secrets:** None.

**Treasure:** (14,500 gp) See below.

brother to help her investigate. They approach with as much stealth as they can muster. Informed that cultists will fall to their knees upon seeing them, they attack if any PC does not immediately show such behavior.

**Blitsenax:** Accustomed to action-filled life while wandering Undermountain, Blitsenax is eager for a fight, but she delays action until Dundrendon's initiative. When she attacks, she first flies over the PCs and then turns about to breathe lightning upon them. Blitsenax breathes lightning as often as possible and exhorts her slow-witted brother to do the same. To represent Blitsenax, you can use the Large Blue Dragon miniature (38/60) from *Deathknell*.

### Blitsenax

CR II

Female young adult blue dragon

LE Large dragon (earth)

**Init** +2; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses;

Listen +24, Spot +24

**Aura** frightful presence (DC 21, 150-ft. radius)

**Languages** Common, Draconic, Elven

**AC** 28, touch 11, flat-footed 26

**hp** 189 (18 HD); **DR** 5/magic

**Immune** electricity, paralysis, *sleep*

**SR** 19

**Fort** +15, **Ref** +13, **Will** +15

**Speed** 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (poor); **Flyby Attack**

**Melee** bite +23 (2d6+6) and

**Melee** 2 claws +22 (1d8+3) and

**Melee** 2 wings +21 (1d6+3) and

**Melee** tail +21 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft. (bite 10 ft.)

**Base Atk** +18; **Grp** +28

**Atk Options** Cleave, Power Attack

**Special Actions** breath weapon

**Sorcerer Spells Known** (CL 3rd):

1st (6/day)—*alarm*, *shield*, *Tenser's floating disc*

0 (6/day)—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *resistance*

**Spell-Like Abilities** (CL 5th):

3/day—*create/destroy water* (DC 21)

**Abilities** Str 23, Dex 14, Con 19, Int 14, Wis 19, Cha 14

**SQ** sound imitation (DC 21)

**Feats** Ability Focus (breath weapon), Cleave, Fly-By Attack, Hover, Multiattack, Power Attack, Weapon Focus (claw)

**Skills** Bluff +20, Concentration +13, Diplomacy +13, Hide +5, Intimidate +14, Knowledge (dungeoneering) +11, Listen +24, Search +22, Sense Motive +24, Spellcraft +22, Spot +24

**Breath Weapon** (Su) 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half

**Dundrendon:** Dundrendon naps on his share of his mother's hoard, relying on Blitsenax to alert him of any danger. In combat, the dim-witted Dundrendon simply moves toward the closest foe and attacks. Blitsenax screams orders at him in Draconic while he fights, and Dundrendon happily obeys them, although usually a round later than Blitsenax would like. To represent Dundrendon, you can use the Large Blue Dragon miniature (38/60) from *Deathknell*.

# Dundrendon

**CR II**

Male young adult blue dragon  
LE Large dragon (earth)

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses;  
**Listen** +12, **Spot** +12

**Aura** frightful presence (DC 21, 150-ft. radius)

**Languages** Draconic

**AC** 26, touch 9, flat-footed 26

**hp** 189 (18 HD); **DR** 5/magic

**Immune** electricity, paralysis, *sleep*

**SR** 19

**Fort** +15, **Ref** +11, **Will** +13

**Speed** 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (poor)

**Melee** bite +24 (2d6+6) and

**Melee** 2 claws +22 (1d8+3) and

**Melee** 2 wings +21 (1d6+3) and

**Melee** tail +22 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft. (bite 10 ft.)

**Base Atk** +18; **Grp** +28

**Atk Options** Cleave, Power Attack

**Special Actions** breath weapon

**Sorcerer Spells Known** (CL 3rd):

1st (6/day)—alarm, shield, Tenser's floating disc

0 (6/day)—dancing lights, detect magic, ghost sound (DC 12), mage hand, resistance

**Spell-Like Abilities** (CL 5th):

3/day—create/destroy water (DC 21)

**Abilities** Str 23, Dex 10, Con 19, Int 8, Wis 15, Cha 14

**SQ** sound imitation (DC 21)

**Feats** Ability Focus (breath weapon), Cleave, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (tail)

**Skills** Bluff +14, Concentration +14, Diplomacy +14, Intimidate +19, Knowledge (dungeoneering) +12, Listen +12, Search +12, Sense Motive +12, Spellcraft +12, Spot +12

**Breath Weapon (Su)** 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half

**Treasure:** Dundrendon and Blitsenax each have a small hoard of treasure to sleep upon, each a share of their mother's great wealth. The hoards contain 3,200 gp, 490 sp, 1,000 cp, 5 gore-covered gems worth 50 gp each (from the roper), a brooch of shielding, dust of dryness, periapt of health, pipes of the sewers, and 2 empty potion vials (the potions inside long since destroyed by a use of *destroy water*).

**Development:** Dundrendon and Blitsenax have no intention of fighting to the death, but they are also unwilling to surrender. If either is damaged to below 20 hit points, both flee toward Area F, roaring a warning to Auriovos as they go. However, if the PCs kill Dundrendon or Blitsenax, the living sibling flies into a murderous rage and throws itself upon the PCs, attacking the PC who landed the killing blow to the exclusion of all others. Only death of the dragon or the PCs ends this manic attack.

Unless the party employed *silence* spells for the duration of the

## Area B Relevant Checks

**Knowledge (arcana) DC 30:** A PC who succeeds at this check understands Auriovos's nature

as a dracolich and knows the fundamentals of how its invulnerability works.

battle, it's likely that both Auriovos in Area B and Krakestros in Area C heard the battle (DC 30 Listen). If so, Auriovos sends his undead to lure the PCs to him, hoping to draw whatever threatens the Cult's encampment away from the preparations for Krakestros's transformation. For his part, Krakestros calmly alerts the cultists in Area E to an attack and then prepares himself for battle by casting *shield* and hiding among the stalagmites in the cave.

**If the Party Rests:** If the party retreats to rest, the cultists from Area E move to guard Area A, and Auriovos and his undead move out into the larger cavern to find and attack the PCs.

## Area B: Auriovos's Lair (EL 14)

When the PCs approach this area, read or paraphrase the following. The following text assumes Auriovos heard the PCs' battle with his siblings and that the PCs did not flee to rest. If conditions are different, modify the read-aloud text and the encounter details to suit your needs.

The cave splits into two irregular passages here. One continues straight and the other runs to the left. Sudden movement in the tunnel straight ahead catches your eye. An enormous two-headed shape looms in the cavern hall and another two stand just behind it. Even as one of the ettin skeletons hefts a javelin to hurl at you, the other two behind it turn to run down the passage.

Have the players roll for initiative. The ettin skeletons are unintelligent despite their seemingly orchestrated behavior. Auriovos instructed the first ettin skeleton to attack any nondragons it found in the outer cavern, and it instructed the others to return to it once they had been spotted. In this way Auriovos hopes to draw the PCs away from the other cultists and force a confrontation in his lair.

**Ettin Skeletons (3):** The first ettin skeleton hurls javelins at the PCs and then wades into battle swinging its morningstars. The other two ettin skeletons try to flee. Roll initiative for each ettin skeleton separately and control them separately in the initiative order to give yourself the best chance of moving one into the tunnel and drawing the PCs toward Auriovos.

Use the statistics in the *Monster Manual* for ettin skeletons (page 227). To represent the ettin skeletons, you can use Ettin Skirmisher miniatures (5/2/60) from *Deathknell*.

**Auriovos:** Auriovos awaits the PCs in the far end of the cavern, having moved there since hearing the PCs battle with his siblings.

## Area B Summary

**Creatures:** (4) Three skeletal ettins and Auriovos.

**Traps:** None.

**Terrain:** *Cavern Floor:* DC 10 Balance check to charge or run.

*Cavern Ceiling:* DC 25 Climb check and DC increases by +5 if surface is slippery.

*Cavern Wall:* Hit points vary based on thickness (hardness 8), Climb DC 20.

Note that Auriovos cannot burrow through the stone of the cavern or the dungeons.

**Lighting Conditions:** Darkness.

**Magic:** See Treasure.

**Detectable Alignments:** Strong evil (the ettin skeletons and Auriovos).

**Secrets:** None.

**Treasure:** (7,250 gp) See below.

He stands still at the entrance to his hoard cave, relying on the darkness to hide him. With his 120-foot darkvision, he can silently watch the PCs enter without fear of them seeing him until one gets within 60 feet. As soon as it seems that all the PCs have entered his lair, Auriovos leaps into the air and flies toward the exit, hoping to block the PCs' retreat and then attack. If any of the ettin skeletons are still alive, he orders them to attack. Auriovos uses his breath weapon, but he prefers to make full attacks to paralyze as many foes as possible.

To represent Auriovos, you can use the Large Blue Dragon miniature (38/60) from *Deathknell*.

## AURIOVOS

**CR 14**

Male young adult blue dragon dracolich

LE Large undead (augmented dragon, earth)

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; **Listen** +22, **Spot** +22

**Aura** frightful presence (DC 22, 150-ft. radius), paralyzing gaze (DC 21, 40 ft.)

**Languages** Common, Draconic, Elven

**AC** 29, touch 9, flat-footed 29

**hp** 117 (18 HD); **DR** 5/magic, 5/bludgeoning

**Immune** cold, electricity, paralysis, polymorph, *sleep*, undead immunities (*MM* 317)

**SR** 21

**Fort** +11, **Ref** +11, **Will** +13

**Speed** 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (poor); **Flyby Attack**

**Melee** bite +25 (2d6+8 plus 1d6 cold and paralysis) and

**Melee** 2 claws +24 (1d8+4 plus 1d6 cold and paralysis) and

**Melee** 2 wings +23 (1d6+4 plus 1d6 cold and paralysis) and

**Melee** tail +23 (2d6+12 plus 1d6 cold and paralysis)

**Space** 10 ft.; **Reach** 5 ft. (bite 10 ft.)

**Base Atk** +18; **Grp** +30

**Atk Options** Power Attack

**Special Actions** breath weapon, paralyzing gaze (DC 21, 40 ft.)

**Sorcerer Spells Known** (CL 3rd):

1st (6/day)—alarm, bane (DC 14), shield

0 (6/day)—dancing lights, detect magic, ghost sound (DC 13), mage hand, resistance

**Spell-Like Abilities** (CL 5th):

3/day—create/destroy water (DC 21)

**Spell-Like Abilities** (CL 15th):

3/day—control undead

**Abilities** Str 27, Dex 10, Con —, Int 14, Wis 15, Cha 16

**SQ** sound imitation (DC 21)

**Feats** Ability Focus (breath weapon), Flyby Attack, Improved Natural Armor, Improved Natural Attack (tail sweep), Multiattack, Power Attack, Weapon Focus (claw)

**Skills** Bluff +22, Concentration +13, Diplomacy +15, Hide +5, Intimidate +16, Knowledge (dungeoneering) +11, Listen +22, Search +22, Sense Motive +22, Spellcraft +22, Spot +22

**Breath Weapon** (Su) 80-ft. line, once every 1d4 rounds, 10d8 electricity, **Reflex DC** 21 half

**Invulnerability** (Ex) If a dracolich is slain, its spirit immediately returns to its phylactery. If another Medium or larger dragon or reptilian corpse lies within 90 feet of the phylactery, the spirit infuses it, rising as a proto-dracolich. This proto-dracolich has some of the qualities of a dracolich, but it does not gain the full abilities of a dracolich for 2d4 days. If the phylactery is destroyed while the spirit is within or the dracolich is

destroyed after the phylactery, the dracolich is destroyed permanently.

**Paralyzing Gaze** (Su) 40 ft., paralysis 2d6 rounds, Fortitude DC 21 negates. A successful save renders a character forever immune to this dracolich's gaze.

**Paralyzing Touch** (Su) Any creature hit by a melee touch or a melee attack, paralysis 2d6 rounds, Fortitude DC 21 negates. A successful save doesn't render any special immunity.

**Treasure:** Auriovos's hoard contains 2,400 gp, 1,500 sp, a *bead of force*, a scroll of *stone to flesh*, and a scroll of *bless water*.

**Development:** If the ettin skeletons are killed and the PCs don't seem to be entering his cavern, Auriovos uses his mimicry ability to intone an ominous chant he has heard the cultists sing, hoping that the human sound draws the PCs. If he must, he moves out to attack them. Auriovos attacks without fear and until death because he knows that his spirit can be transferred to another body.

**If the Party Rests:** If the party rests, the Cult of the Dragon swiftly sets to work. Cultists take the corpse of any dead dragon to Auriovos's phylactery for Auriovos to possess. They also complete the process of turning Krakestros into a dracolich. They bring Krakestros's phylactery to rest with Auriovos's and position any wounded living dragon with Athanaxus to guard them. With two dracoliches to act as guards, the cultists then proceed in their efforts to create more phylacteries for the living dragons.

## Area C: The Transformation chamber (EL 14)

When the PCs approach this area, read or paraphrase the following. The text below assumes Krakestros heard the PCs' battle with his siblings and that the PCs did not flee to rest. If conditions are different, modify the read-aloud text and the encounter details to suit your needs.

This roughly circular cavern has two exits besides the passage by which you entered. Straight ahead, a darkened set of stairs rises up some distance. A natural cave opens to the west, and from far down that passage comes the glow of torches.

When the PCs reach the transformation room itself, read or paraphrase the following.

### Area C Summary

**Creatures:** (4) Three human 10th-level rogues and Krakestros.

**Traps:** None.

**Terrain:** *Cavern Floor:* DC 10 Balance check to charge or run.

*Cavern Ceiling:* DC 25 Climb check and DC increases by +5 if surface is slippery.

*Cavern Wall:* Hit points vary based on thickness (hardness 8), Climb DC 20.

Note that Krakestros cannot

burrow through the stone of the cavern or the dungeons.

**Lighting Conditions:** Bright (torches ensconced in the walls).

**Magic:** See Treasure.

**Detectable Alignments:** Faint evil (human rogues), moderate evil (Krakestros).

**Secrets:** None.

**Treasure:** 55,100 gp plus the gear carried by the human rogues; see Treasure.

The passage you traveled to get here curves to the right just as it opens into a torch-lit chamber on the left-hand side. This room, roughly 50 feet in diameter, holds a strange array of items. Atop a rough wooden table sits a chest carved of ivory and bejeweled with sapphires. Nearby, a tapestry, which appears to depict dragons and spellcasters, drapes over several stalagmites. Two six-foot long poles lean against the far wall over a heap of leather straps on the floor beneath them.

Make Spot checks for the PCs opposed by Hide checks by Krakestros and the human rogues. If the dragon and his allies are not spotted, they attack when a PC moves close enough for at least one of them to charge in the surprise round. Otherwise, they attack when a PC spots them.

**Human Rogues (3):** These three cultists are from Area E. They drink their potions before engaging the PCs. When the fight begins, they attempt to flank the PCs so that they can inflict the most damage. Fanatic and crazed, they fight to the death to delay the PCs.

To represent the human rogues, you can use the Slayer of Domiel miniature (12/60) from *Underdark* or any of a number of roguish-looking D&D miniatures.

## ROGUES CR 10

Human rogue 10

NE Medium humanoid

Init +9; Senses Listen +13, Spot +13

Languages Common, Halfling

AC 21, touch 14, flat-footed 21; improved uncanny dodge

hp 67 (10 HD)

Resist improved evasion

Fort +6, Ref +13, Will +4

Speed 30 ft. (6 squares)

Melee +1 short sword +14/+9 (1d6+2/19–20) or

Melee +1 short sword +12/+7 (1d6+2/19–20) and

Melee +1 short sword +12/+7 (1d6+2/19–20)

Ranged dagger +12 (1d4+1/19–20)

Base Atk +7; Grp +8

Atk Options sneak attack +5d6

Combat Gear potion of displacement, potion of shield of faith +4.

Abilities Str 12, Dex 20, Con 14, Int 13, Wis 10, Cha 8

SQ trap sense +3, trapfinding

Feats Improved Initiative, Improved Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +20, Disable Device +13, Escape Artist +6, Hide +19, Jump +16, Knowledge (dungeoneering) +7, Listen +13, Move Silently +18, Search +14, Spot +13, Survival +0 (+2 when underground and following tracks), Tumble +20

Possessions combat gear plus two +1 short swords, +2 mithral chain shirt, amulet of natural armor +1, cloak of resistance +1, gloves of dexterity +2

**Krakestros:** Krakestros attacks with quiet fury, flanking with the rogues when possible. Although adverse to catching the rogues in his breath weapon, Krakestros does breath on them if an advantageous line happens to put them in harm's way, trusting in their ability to dodge the lightning. To represent Krakestros, you can use the Large Blue Dragon miniature (38/60) from *Deathknell*.

## Area C Relevant Checks

**Knowledge (arcana) DC 30:** A PC who succeeds at this check can identify the jeweled false chest as a phylactery.

**Knowledge (arcana) DC 35:** A PC who succeeds at this check to this degree can recognize that because no light shines within

the phylactery no dragon's spirit resides within it.

**Spot DC Varies:** Krakestros and the human rogues are hiding when the PCs enter. A successful Spot check can reveal them depending on their Hide check results.

## Krakestros CR II

Male young adult blue dragon

LE Large dragon (earth)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +22, Spot +22

**Aura** frightful presence (DC 21, 150-ft. radius)

**Languages** Common, Draconic, Elven

**AC** 26, touch 9, flat-footed 26

**hp** 189 (18 HD); **DR** 5/magic

**Immune** electricity, paralysis, sleep

**SR** 19

**Fort** +15, **Ref** +11, **Will** +13

**Speed** 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (poor)

**Melee** bite +23 (2d6+6) and

**Melee** 2 claws +22 (1d8+3) and

**Melee** 2 wings +21 (1d6+3) and

**Melee** tail +21 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft. (bite 10 ft.)

**Base Atk** +18; **Grp** +28

**Atk Options** Cleave, Power Attack

**Special Actions** breath weapon

**Sorcerer Spells Known** (CL 3rd):

1st (6/day)—alarm, bane (DC 13), shield

0 (6/day)—dancing lights, detect magic, ghost sound (DC 12), mage hand, resistance

**Spell-Like Abilities** (CL 5th):

3/day—create/destroy water (DC 21)

**Abilities** Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14

**SQ** sound imitation (DC 21)

**Feats** Ability Focus (breath weapon), Cleave, Fly-By Attack, Multi-attack, Power Attack, Stealthy, Weapon Focus (claw)

**Skills** Bluff +18, Concentration +5, Diplomacy +16, Hide +17, Intimidate +12, Knowledge (dungeoneering) +11, Listen +22, Move Silently +13, Search +22, Sense Motive +12, Spellcraft +22, Spot +22

**Breath Weapon (Su)** 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half

**Treasure** The ivory chest is a false chest and does not open. In reality it is a phylactery worth 55,000 gp and intended for Krakestros's use. Ignoring its magic properties, the phylactery is worth 2,000 gp, and the sapphires inset in it are worth a total of 5,000 gp. It is a Small object with a hardness of 7 and 250 hp. It weighs 200 pounds.

The only other item of value in the room is the tapestry, which depicts dragons and wizards in battle and is worth 100 gp. The poles and leather straps were used to transport the phylactery, and the tapestry was to be laid over Krakestros as a ceremonial robe as he made the transformation.

**Development:** Krakestros is on the cusp of becoming a dracolich and does not want to die. If reduced to 30 hit points or fewer, he grabs the phylactery and flees to Area F, hoping to use the fog in that chamber to hide himself until he has more help facing the PCs.

While Krakestros and his allies battle the PCs, the other cultists from Area E circle around through the stairway passage to drag off the body of a dragon the PCs killed (Auriovos preferably, but also Blitsenax or Dundrendon). The cultists want to take it to Auriovos's phylactery so that his spirit has another body to possess. If the PCs avoid the encounter described above by going up the stairs from the first chamber, Krakestros and the rogues go to fetch the body instead, and the PCs encounter the fighters and barbarians in the hall as they near the top of the stairs.

A dragon body weighs roughly 2,500 pounds. This means that one of the dragons can drag a corpse at a speed of 5 feet per round, two dragons can move a corpse at a speed of 30 feet as a heavy load, and two of the cult's barbarians or fighters can drag the corpse at a speed of 5 feet. Having multiple cultists dragging a dragon corpse doesn't increase the speed, but two barbarians or fighters helping a single dragon can move it at a speed of 20 feet as a heavy load.

**If the Party Rests:** If the party rests after this encounter, the cultists will likely get some dragon's body to Auriovos's phylactery, and Thavok will complete the [RTF bookmark start: }OLE\_LINK\$dracolich brew [RTF bookmark end: }OLE\_LINK\$necessary to transform another living dragon. Then the PCs will face two dracoliches. Should the PCs have possession of the ivory phylactery when the dracolich brew is completed, Thavok, his apprentice Hurov, and any remaining cultists from Area E accompany one of the living dragons, who travels close enough to the PCs (within 90 feet) to complete the transformation. Such a group then attacks the PCs.

## Area D: Krakestros's Hoard (EL —)

When the PCs approach this area, read or paraphrase the following. This rough passage dead ends in a place where the floor is strewn with treasure.

The treasure covering the floor is Krakestros's hoard. Fond of portable goods, Krakestros's hoard has relatively few coins.

**Treasure:** Krakestros's hoard contains 240 gp, a ring of jumping, an adamantine battleaxe, a scroll of stinking cloud, and a scroll of wall of stone.

### Area D Summary

**Creatures:** None.

**Traps:** None.

**Terrain:** Cavern Floor: DC 10 Balance check to charge or run.

**Cavern Ceiling:** DC 25 Climb check and DC increases by +5 if surface is slippery.

**Cavern Wall:** Hit points vary based on thickness (hardness 8), Climb DC 20.

**Lighting Conditions:** Darkness.

**Magic:** See Treasure.

**Detectable Alignments:** None.

**Secrets:** None.

**Treasure:** (7,250 gp) See below.

## Area E: Cultist Camp (EL 14 or —)

### Area E Summary

**Creatures:** (4 or none) Two 10th-level half-orc barbarians and two 10th-level human fighters.

**Traps:** None.

**Terrain:** Normal.

**Lighting Conditions:** Bright (torches ensconced in the walls).

**Magic:** See Treasure.

**Detectable Alignments:** Faint evil (fighters and barbarians).

**Secrets:** None.

**Treasure:** About 10 gp; see below.

The text below assumes the cultists in this area have moved off to fight the PCs or move the corpse of a dragon. If conditions are different, modify the encounter details to suit your needs.

Four doors open into these two chambers conjoined by a hallway. The left-hand chamber on the map serves as sleeping quarters and kitchen for the cultists. The cultists use the right-hand chamber as a meditation and worship room. Neither room has much of value; the cultists are accustomed to traveling light in Undermountain. Bedrolls, prayer blankets, and furniture scrounged from around the dungeons make up most of the objects in the room. The only other features of note are two incense burners in the right-hand chamber and some cooking utensils in the left-hand room.

Normally, the three rogues from Area C are here along with four other cultists, two barbarians, and two fighters. Yet if Krakestros heard one of combats the PCs engaged in before reaching him, the cultists have moved out as described above. If the barbarians and fighters are encountered together (perhaps as they drag a dragon's corpse toward Auriovos's phylactery), they make an EL 14 encounter. Their primary goal is to drag the body of a dragon to Auriovos's phylactery, but they know they can't get it there while being attacked by the PCs. As soon as the PCs appear, they stop dragging the corpse, but they defend it with their lives.

**Human Fighters (2):** Like the barbarians, these fighters were recruited into the Cult of the Dragon with promises of great power when the dead dragons rule the world, a time sure to come soon with the Rage of Dragons in full swing. Since entering Undermountain, these fighters and their barbarian companions have survived many fell threats and now rely on one another and believe fully in their cause. They fight to the death so long as a dragon, Thavok, or Lucia is near, but they otherwise attempt to flee to Area F if things go poorly. They do not surrender but instead fight to the death if help cannot be had within the fog of Area F.

To represent the human fighters, you can use the Mercenary Sergeant miniature (27/60) from *Underdark* or any number of suitable fighter-looking D&D miniatures.

### Fighters

CR 10

Human fighter 10

NE Medium humanoid

Init +1; Senses Listen +5, Spot +5

Languages Common

AC 23, touch 11, flat-footed 22; Dodge, Mobility  
hp 109 (10 HD)

**Fort +12, Ref +7, Will +7****Speed** 20 ft. (4 squares)**Melee** +1 bane against humans bastard sword +18/+13 (1d10+8/17-20) or**Melee** +1 bane against humans bastard sword +20/+15 (1d10+8 plus 2d6/17-20; against humans)**Base Atk** +10, **Grp** +15**Atk Options** Power Attack**Combat Gear** potion of cure moderate wounds, potion of baste**Abilities** Str 21, Dex 13, Con 18, Int 8, Wis 12, Cha 8**Feats** Dodge, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Toughness (see *Complete Warrior*), Iron Will, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)**Skills** Climb +5, Jump +3, Listen +5, Spot +5**Possessions** combat gear plus +1 bane against humans bastard sword (glows as bright as a torch when wielded), +1 full plate, +1 heavy steel shield, cloak of resistance +1, gauntlets of ogre power**Half-Orc Barbarians** (2): Use the statistics for the 10th-level barbarian provided on page 112 of the *Dungeon Master's Guide*. Alternatively, you can simply replace the barbarians with two more human fighters.To represent the half-orc barbarians, you can use Half-Orc Barbarian miniatures (26/60) from *Archfiends*, Half-Orc Executioner miniatures (36/60) from *Underdark*, or any number of suitable barbarian-looking D&D miniatures.**Treasure:** The small incense burners on tall tripods are worth 5 gp each. Currently they're filled with a slow-burning incense that produces little smoke and a pungent woody odor.

## Area F: Fog of War (EL 13)

When the PCs approach this area, read or paraphrase the following.

An impenetrable fog fills this chamber and prevents you from seeing more than a few feet ahead of yourselves. Despite the hush of the cool fog, you get the sense that the room is immense.

This chamber and several beyond are filled with fog. These areas are covered with permanent *guards and wards* spells heightened to 9th level to make them more difficult to dispel and to increase the DCs of the attached effects. These spells were put in place by Trobriand, the Metal Mage, who has his secret school of magic in rooms to the north (see page 28 of *City of Splendors: Waterdeep* for more details). The spells are meant merely to discourage and confuse anything coming from the south toward his complex. More formidable spells

### Area F Summary

**Creatures:** Varies.**Traps:** None.**Terrain:** Normal.**Lighting Conditions:** Darkness and thick fog.**Magic:** Moderate abjuration

(guards and wards), moderate universal (permanency).

**Detectable Alignments:**

Varies.

**Secrets:** None.**Treasure:** None.

## Area F Relevant Checks

**Listen DC Varies:** If any dragons flap through the fog, a successful Listen check can reveal their direction depending on their Move Silently check results.

and guardians ward doorways and chambers closer to where he and his students do their work.

The spells cause all doors within or abutting their area to be *arcane locked*, and the fog reduces visibility to 5 feet. In addition, *stinking cloud* spells (DC 25 Fortitude save) blanket the areas noted on the map, several doors are "lost doors" as per the *guards and wards* spell (DC 25 Will save), and a few squares are covered with a *suggestion* spell (DC 25 Will save) that suggests that the creature flee whence it came as fast as possible for 2 hours and not return (the duration of the *suggestion* effect is 18 hours). The dragons and cultists are aware of these effects and their locations.**Development:** If any of the dragons fled here, they attack the PCs once the party enters the chamber. Using blindsense to know where the PCs are from a distance, the dragons breathe lightning and fly through the fog, hoping to bombard the PCs while staying out of sight and reach. If possible, the dragons try to lure PCs into the *stinking cloud* and *suggestion* areas by using their breath weapons from beyond them.

## Area G: Guardroom (EL 13)

The door into this chamber from Area F is locked via *arcane lock*. A cultist wizard named Lucia guards this area. The lover of Thavok, she possesses a *wand of knock* to open the door for cultists and dragons who say the pass phrase, "In the name of Sammaster." To help her guard this passage, Thavok has also provided Lucia with a stone golem and the aid of Thavok's apprentice, Hurov, a 5th-level wizard.

Whether the PCs knock down the door or trick their way in, the stone golem attempts to block their passage and attacks anyone Lucia indicates. From safety behind the stone golem, Lucia hurls area-affecting spells without fear of damaging the golem. Hurov aids her if the PCs did not have a fight in Area F. Otherwise the noise of the battle in the foggy room spurred Hurov to run off to warn Thavok of trouble brewing (a process that takes 7 rounds as Hurov runs through the halls, leaving the doors open behind him).

**Lucia:** Use the statistics for the 10th-level wizard provided on page 125 of the *Dungeon Master's Guide*. In addition to the equip-

### Area G Summary

**Creatures:** (3 or 2) A stone golem, a 10th-level elf wizard (Lucia), and a 6th-level human necromancer (Hurov).

(torches ensconced in the walls).

**Magic:** See Treasure.**Detectable Alignments:** Faint evil (wizards).**Traps:** None.**Terrain:** Normal.**Lighting Conditions:**

Bright

**Secrets:** None.**Treasure:** See below.

ment listed there, Lucia carries a *wand of knock* with 32 charges remaining.

To represent Lucia, you can use the Evermeet Wizard miniature (15/60) from *Archfiends*. Alternatively, you can use any of a number of female spellcaster D&D miniatures.

**Hurov:** Use the statistics for the typical cult wizard provided on page 272 of the *FORGOTTEN REALMS® Campaign Setting*. Alternatively, you can use the statistics presented on the card for the [RTF bookmark start: }OLE\_LINK4Cultist of the Dragon [RTF bookmark end: }OLE\_LINK4miniature (48/60) from *Archfiends*. (Although that spellcaster is only 4th level, Hurov is not expected to be a major factor in the encounter even at 6th level.)

To represent Hurov, you can use the Cultist of the Dragon or any of a number of male arcane spellcaster D&D miniatures.

**Stone Golem:** Use the statistics for the Stone Golem (4/72) from the *Giants of Legend* miniatures set. If you don't have that miniature, use the statistics from the *Monster Manual*.

**Treasure:** The only treasure in the area is what Lucia and Hurov carry.

**Development:** Lucia fights to the death, determined not to fail her lover. Hurov, on the other hand, is the least committed to the Cult of the Dragon cause, and he flees to warn Thavok if things look bad. If captured, Hurov is willing to tell the PCs about everything, but only if he can be absolutely certain they won't harm him and will help him out of Undermountain.

**If the Party Rests:** If the party retreats and finds a place to rest, Thavok finishes the dracolich brew he is working on and gives it to Athanaxus. If the ivory phylactery is available to him, this transforms her into a dracolich. If it isn't available, this kills her, and Auriovos's spirit can possess her body to rise as a dracolich. Once he has a dracolich ally, Thavok takes the creatures from Area I, the dracolich, and seeks the PCs, hoping to destroy them once and for all.

## Area H: Thavok's den (EL 15)

Thavok Drusuvius has taken this distant chamber as his room to provide himself and Lucia privacy and to give him some peace while he works on the *dracolich brew*. When the adventure begins, the *dracolich brew* requires another 10 hours of Thavok's work until it is complete, and Thavok has bent his will to this task and demanded that he not be disturbed. Since he is so far away from areas of combat and is also distracted by his work (-5 to Listen checks), it is unlikely that Thavok knows about the PCs' intrusion unless someone comes to warn him. He receives such a warning if the PCs retreat to rest or if Hurov escapes the battle in Area G. If warned that the PCs are near, he casts spells on himself in preparation for battle. Otherwise, Thavok completes the *dracolich brew* and gives it to one of the

### Area H Summary

**Creatures:** (1) A 15th-level necromancer.

**Traps:** None.

**Terrain:** Normal.

**Lighting Conditions:** Bright (*continual flame* spells on the iron spikes in the wall).

**Magic:** Faint evocation (*continual flame* spells) and treasure (see Treasure).

**Detectable Alignments:** Moderate evil (Thavok Drusuvius).

**Secrets:** None.

**Treasure:** See below.

living dragons before seeking out the PCs. If he's not warned, Thavok might be caught by surprise by canny PCs.

Thavok's den is as comfortable as he can manage to make it. Tattered tapestries hang from iron spikes driven into the walls, rugs cover the floor to soak up the damp, and he has even had his men set up a hammock in one corner so that he and Lucia can sleep without lying on the cold stone. *Continual flame* spells cast on some of the iron spikes brighten the room but add no warmth. In a small side room to the north, Thavok has set up his workshop, cloistering it from the rest of the room through the use of some more tapestries raided from the dungeon as curtains. On these tables, he has spread out his spellbook and the materials necessary to make *dracolich brew*.

When the PCs approach the area indicated on the map, read or paraphrase the following.

This room's walls bear tattered tapestries attached with iron spikes. Each iron spike glows with a white flame that doesn't seem to burn the fabric of the tapestries. Moldering rugs cover the floor, and a hammock made of rope and big enough to hold two people hangs in one corner. At the far end of the room, two large tapestries drape across an opening in the wall and create another, smaller chamber.

If Thavok is in the chamber and unaware of the PCs' approach, read or paraphrase the following.

Behind those tapestries you see the dirty fringe of someone's purple robes brushing on the floor as the person moves. A moment later, you hear what sounds like absent-minded mumbling.

**Thavok Drusuvius:** Unless alerted to a threat, Thavok remains concentrated on the task of creating the *dracolich brew*. If surprised, he uses a *wall of force* spell to seclude himself so that he can prepare himself for battle. If he can prepare without using this tactic, he uses *wall of force* to separate one or more PCs from him in battle. Thavok makes wise use of his spells, casting quickened spells to finish off foes who seem close to death or using them to maintain the offensive on rounds when he needs to cast a defensive spell. He casts *summon monster VIII* early in the fight, and he even uses *vampiric touch* on it if it seems more helpful to have hit points than an ally in the fight.

Thavok is a wan and greasy man with a slight hunch in his shoulders. He wears the purple robes that are the sign of authority in the Cult of the Dragon. In combat he is boastful and dramatic. For example, when he drinks his potions he tosses the liquid into his mouth and hurls the potion bottle away to shatter against the wall.

To represent the Thavok, you can use the Grim Necromancer miniature (36/60) from *Deathknell* or any of a number of evil spellcaster D&D miniatures.

### Thavok Drusuvius CR 15

Human necromancer 15

NE Medium humanoid

Init +1; Senses Listen +3, Spot +3

Languages Chondathan, Common, Draconic, Dwarven, Elven, Illuskan, Undercommon

AC 15, touch 15, flat-footed 13

hp 114 (15 HD); regenerates 1 point of damage/hour

Fort +13, Ref +11, Will +13

Speed 30 ft. (6 squares)

Melee mwk dagger +9/+4 (1d4+1/19-20) or

Melee touch +8 (spell)

Ranged mwk dagger +10 (1d4+1) or

Ranged touch +9 (spell)

Base Atk +7; Grp +8

Special Actions Sudden Silent Spell, Sudden Still Spell

**Combat Gear** potion of barkskin +3, potion of displacement

**Spells Prepared** (CL 15th; prohibited schools: enchantment, illusion):

8th—*horrid wilting* (DC 26, +2d6 damage against humans and elves), *summon monster VIII*

7th—*finger of death* [RTF bookmark start: {OLE\_LINK14(2)} (DC 25)[RTF bookmark start: {OLE\_LINK13, +2d6 damage against humans}[RTF bookmark end: {OLE\_LINK13 and elves}][RTF bookmark end: {OLE\_LINK14, quickened lightning bolt} (DC 19, +2d6 damage against humans and elves)

6th—*disintegrate* (+9 ranged touch, DC 22, +2d6 damage against humans and elves), maximized *fireball* (DC 19, +2d6 damage against humans and elves), *greater dispel magic, repulsion* (DC 22), maximized *vampiric touch* (+8 melee touch; +2d6 damage against humans and elves).

5th—*cone of cold* (2) (DC 21, +2d6 damage against humans and elves), quickened *magic missile* (2) (5 missiles, +2d6 damage against humans and elves), *wall of force, waves of fatigue*

4th—*enervation* (2) (+9 ranged touch), *fire shield* (+2d6 damage against humans and elves), *lesser globe of invulnerability*, maximized *ray of enfeeblement* (+9 ranged touch), *stoneskin*

3rd—*fireball* (DC 19, +2d6 damage against humans and elves), *lightning bolt* (DC 19, +2d6 damage against humans and elves), *slow* (DC 19), *stinking cloud* (DC 19), *vampiric touch* (2) (+8 melee touch; +2d6 damage against humans and elves)

2nd—*blindness/deafness* (2) (DC 20), *cat's grace, false life, glitterdust* (DC 18), *knock* (2)

1st—*grease, mage armor, magic missile* (2) (5 missiles, +2d6 damage against humans and elves), *protection from good, ray of enfeeblement* (+9 ranged touch), *shield*

0—*detect magic, ray of frost* (2) (+9 ranged touch, +2d6 humans and elves), *touch of fatigue* [RTF bookmark start: {OLE\_LINK16(2}[RTF bookmark end: {OLE\_LINK16)] [RTF bookmark start: {OLE\_LINK15(+8 melee touch; [RTF bookmark end: {OLE\_LINK15DC 18)}

**Abilities** Str 12, Dex 14, Con 18, Int 22, Wis 10, Cha 13

**Feats** Bane Magic (elves)\*, Bane Magic (humans)\*, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Toughness\*\*, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (necromancy), Sudden Silent Spell\*\*\*, Sudden Still Spell\*\*\*

\* *Heroes of Horror*

\*\* *Complete Adventurer*

\*\*\* *Complete Arcane*

**Skills** Bluff +6, Concentration +22, Diplomacy +10, Disguise +1 (+3 acting), Intimidate +8, Knowledge (arcana) +18, Knowledge (dungeoneering) +11, Knowledge (geography) +13, Knowledge (history) +11, Knowledge (religion) +15, Knowledge (the planes) +15, Listen +3, Sense Motive +6, Spellcraft +25 (+27 necromancy), Spot +3, Survival +0 (+2 on other planes, +2 underground)

**Possessions** combat gear plus masterwork dagger, *ring of protection* +2, *cloak of resistance* +4, *ring of mind shielding*, pink rhomboid ioun stone, scarlet and blue sphere ioun stone, pearly white spindle ioun stone

**Spellbook** spells prepared plus 0—*acid splash, arcane mark, dancing lights, detect poison, disrupt undead, light, mending, message, open/close, prestidigitation, read magic, resistance*; 1st—*alarm, comprehend languages, identify, shocking grasp, Tenser's floating disc*; 2nd—*arcane lock, continual flame, flaming sphere, fox's cunning, gust of wind, rope trick*; 3rd—*arcane sight, daylight, dispel magic, Leonund's tiny hut, tongues, wind wall*; 4th—*dimension door, ice storm, Otiluke's resilient sphere, shout, wall of ice*; 5th—*lesser planar binding, sending, telekinesis*; 6th—*chain lightning, flesh to stone, symbol of persuasion*; 7th—*control undead, delayed blast fireball, power word blind*; 8th—*dimensional lock, polar ray, symbol of death*.

**Treasure:** In addition to Thavok's equipment, the room contains a small chest containing 550 gp (the cell's pay box) and the *dracolich brew*, which if complete is worth 5,000 gp. *Dracolich brew* is an

ingested poison that deals 2d6 points of Constitution damage on each failed save. It automatically slays the dragon for which it is prepared. At the beginning of the adventure, Thavok is preparing it for Krakestros. Should Krakestros be killed before the *dracolich brew* is complete, he instead prepares it for Athanaxus.

**Development:** Thavok fights to the death, but if he believes that other members of his cult cell are alive, he makes an effort to move toward them as he fights the PCs. If he and Lucia are slain, this Cult of the Dragon cell disintegrates without its leadership. The dragons bully the cultists for a while, but they eventually tire of it and attack them. This battle causes the dragons and cultists to separate, both of them wandering off into the Undermountain to unknown fates. If Lucia somehow survives Thavok, the PCs have earned an eternal enemy. Lucia will do all in her power to thwart the PCs without directly confronting them until she thinks she has amassed enough power (and dracoliches) to do away with them permanently.

**If the Party Rests:** If the party rests after fighting Thavok in his lair, very little changes. Any living foes in Areas I and J remain hunkered down unless someone comes and alerts them to the threat.

## Area I: The caves (EL 14)

The text below assumes the PCs did not retreat to rest after their encounter in Area G. If conditions are different, modify the read-aloud text and the encounter details to suit your needs.

In their many years of wandering Undermountain, the blue dragon siblings never once succumbed to the temptation of incest. Even so, each made a few attempts at mating. In most cases, this occurred with a dragonlike creature the group encountered. Such couplings rarely resulted in living offspring, and the dragons never took the half-children with them as they traveled once they grew large enough to take care of themselves. Only Athanaxus took much interest in those to whom she gave birth, and she would often split off from the others to seek out her offspring if she spotted signs of their passage through the tunnels.

When Thavok learned of these half-dragon orphans, he encouraged the blue dragon siblings to make peaceable contact with them so that they might aid the Cult of the Dragon cause. None of the dragons are particularly interested in the Cults' goals beyond how it can benefit them, but Athanaxus delighted at the thought of bringing her children and nieces and nephews together. Her efforts gathered three of these creatures: Two are her own children and one is the child of Auriovos.

### Area I Summary

**Creatures:** (3) A half-blue-dragon eight-headed pyrohydra, a half-blue-dragon dark naga, and a half-blue-dragon yrthak

**Traps:** None.

**Terrain:** Cavern Floor: DC 10 Balance check to charge or run.

**Cavern Ceiling:** DC 25 Climb check and DC increases by +5 if surface is slippery.

**Cavern Wall:** Hit points

vary based on thickness (hardness 8), Climb DC 20.

**Lighting Conditions:** Darkness.

**Magic:** See Treasure.

**Detectable Alignments:** Faint evil (half-blue-dragon eight-headed pyrohydra and half-blue-dragon dark naga), moderate evil (half-blue-dragon yrthak)

**Secrets:** None.

**Treasure:** 17,000 gp; see below.

The three half-dragons live in these caves, each claiming one spur of the caverns as its own. They share an uneasy truce with each other and obey the dragons only so long as food is made readily available. The three share the task of guarding Athanaxus's lair from intrusion by any but the blue dragons or the cultists, whom they have learned to recognize by sight and voice.

[RTF bookmark start: }OLE\_LINK11 When the PCs approach the area indicated on the map, read or paraphrase the following[RTF bookmark end: }OLE\_LINK11

The narrow passage you have been moving through opens into a larger cavern that branches off in a few directions. Around the corner of one passage, you see what appears to be the edge of a door set in the stone.

The half-dragons are awake and alert after having heard the commotion of battle in the halls to the north. When the PCs move down any of their tunnels or approach the door to Athanaxus's lair, two of them attack. They open combat with their breath weapons, hoping to take down the PCs in one fell swoop. The half-blue-dragon dark naga stays out of the fight for the first 2 rounds to cast *shield* and *displacement*.

**Half-Blue-Dragon Eight-Headed Pyrohydra:** This purplish-blue monstrosity bounds out of its cave to unleash its lightning attack. On the following round, it breathes fire and attempts to catch as many of the party members as possible. Least intelligent of the half-dragons, it tries not to hit its allies with its fiery breath, but sometimes it fails to properly judge their distance. To represent the half-blue-dragon eight-headed pyrohydra, you can use the [RTF bookmark start: }OLE\_LINK17Behir miniature (66/72) from *Giants of Legend*.[RTF bookmark end: }OLE\_LINK17

## half-blue-dragon eight-headed pyrohydra CR II

Male blue dragon

LE Huge dragon (earth) (augmented magical beast)

Init +1; Senses darkvision 60 ft, low-light vision, scent; Listen +13, Spot +13

Languages Draconic

AC 22, touch 9, flat-footed 21

hp 103 (8 HD); fast healing 18

Immune electricity, fire, paralysis, *sleep*

Fort +12, Ref +7, Will +4

Speed 20 ft. (4 squares), swim 20 ft, fly 40 ft. (average)

Melee 8 bites +15 (2d6+8) and

Melee 2 claws +9 (1d8+4)

Space 15 ft; Reach 10 ft.

Base Atk +8; Grp +24

Atk Options Combat Reflexes

Special Actions breath weapons

Abilities Str 27, Dex 12, Con 22, Int 4, Wis 10, Cha 11

Feats Combat Reflexes[B], Iron Will, Toughness, Weapon Focus (bite)

Skills Listen +13, Spot +13, Swim +27

**Breath Weapon (Su)** 60-ft. line, once every day, 6d8 electricity, Reflex DC 20 half

**Breath Weapon (Su)** 10 ft. high, 10 ft. wide, 20 ft. long, all heads once every 1d4 rounds, 3d6 fire per head, Reflex DC 20 half

**Half-Blue-Dragon Yrthak:** The close confines of the cavern force

this blue-green creature to walk as it battles foes, a prospect it detests but suffers to appease its mother, Athanaxus. It uses its sonic lance as often as possible against foes. To represent the half-blue-dragon yrthak, you can use the Behir miniature (66/72) from *Giants of Legend*.

## half-blue-dragon yrthak

CR II

LE Huge blue dragon (earth) (augmented magical beast)

Init +2; Senses blindsight 120 ft; Listen +20, Spot +1

Languages Draconic

AC 22, touch 10, flat-footed 20

hp 126 (12 HD)

Immune electricity, gaze attacks, illusions, paralysis, *sleep*, visual effects

Fort +12, Ref +10, Will +5

Weakness sonic

Speed 20 ft. (4 squares), fly 60 ft. (average); Flyby Attack

Melee bite +19 (2d8+9) and

Melee 2 claws +7 (1d8+4)

Ranged sonic lance +12 ranged touch (6d6 sonic)

Space 15 ft; Reach 10 ft.

Base Atk +12; Grp +29

Atk Options Snatch

Special Actions breath weapon, explosion

Abilities Str 28, Dex 14, Con 19, Int 9, Wis 13, Cha 13

Feats Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch

Skills Hide +1, Listen +20, Move Silently +17, Sense Motive +8, Tumble +9

**Breath Weapon (Su)** 60-ft. line, once every day, 6d8 electricity, Reflex DC 20 half

**Explosion (Su)** 60-ft. range, 10-ft. radius, once every 2 rounds (counts as use of sonic lance), 2d6 piercing

**Sonic Lance (Su)** 60-ft ray, once every 2 rounds, 6d6 sonic

**Half-Blue-Dragon Dark Naga:** The most intelligent by far of the half-dragons, this creature is the daughter of Auriovos. She has no particular loyalty to the Cult or to the dragons, but when Athanaxus approached her with an alliance proposal, she decided to entertain the idea. To represent the half-blue-dragon dark naga, you can use the Dark Naga miniature (33/60) from *Underdark* or the Bright Naga miniature (45/60) from *Dragoneye*.

## half-blue-dragon dark naga

CR IO

LE Large blue dragon (earth) (augmented aberration)

Init +2; Senses darkvision 60 ft; Listen +16, Spot +16

Languages Common, Draconic, Elven

AC 18, touch 11, flat-footed 16; Dodge

hp 76 (9 HD)

Immune electricity, mind-reading, paralysis, poison, *sleep*

Fort +6, Ref +7, Will +8; +2 against *charm* effects

Speed 40 ft. (8 squares), fly 80 ft. (average)

Melee sting +11 (2d4+6 plus poison) and

Melee bite +6 (1d8+3) and

Melee 2 claws +6 (1d6+3)

**Space** 10 ft; **Reach** 5 ft**Base Atk** +6; **Grp** +16**Atk Options** poison (DC 17, 2d4 minutes of sleep, initial only)**Special Actions** breath weapon, poison, spells**Sorcerer Spells Known** (CL 7th):3rd (5/day)—*displacement, lightning bolt* (DC 17)2nd (7/day)—*cat's grace, invisibility, scorching ray* (+8 ranged touch)1st (7/day)—*expeditious retreat, magic missile, ray of enfeeblement* (+8 ranged touch), *shield, silent image* (DC 15)0 (6/day)—*daze* (DC 14), *detect magic, light, mage hand, open/close, ray of frost* (+8 ranged touch), *read magic***Abilities** Str 22, Dex 15, Con 16, Int 18, Wis 15, Cha 19**SQ** detect thoughts**Feats** Alertness, Combat Casting, Dodge, Eschew Materials[B], Lightning Reflexes**Skills** Bluff +16, Concentration +15, Diplomacy +18, Hide +4, Intimidate +18, Knowledge (dungeoneering) +10, Listen +16, Sense Motive +14, Spellcraft +16, Spot +16**Breath Weapon** (Su) 60-ft. line, once every day, 6d8 electricity, Reflex DC 17 half**Detect Thoughts** (Su) continuous as *detect thoughts* spell, CL 15th, Will DC 16 negates**Treasure:** The three half dragons each have a separate hoard worth about 5,600 gp. In total, the hoards contain 3,645 gp, 5,000 sp, 5500 cp, a *javelin of lightning*, +1 *mitral shirt*, *ring of feather falling*, *rope of climbing*, *silver raven figurine of wondrous power*, and *scroll of tree stride*.**Development:** Frustrated that the humans seem to be running things and that she has been relegated to guard duty, the half-blue-dragon dark naga casts *invisibility* and flees if reduced to half her hit points. The half-blue-dragon eight-headed pyrohydra and half-blue-dragon yrthak, on the other hand, are Athanaxus's children, and they flee to her lair if reduced to 20 hit points or fewer.**If the Party Rests:** If the party retreats to some safe place for rest after coming this far, any surviving cultists deliver the news of the death of her siblings to Athanaxus, and carrying the Auriovos's phylactery with them, they seek a final battle with the PCs. If no one is around to inform Athanaxus of the fate of her sister and brothers and the rest of the Cult, she waits for several hours before calling out to her children. When she receives no answer, she retrieves Auriovos's phylactery and investigates. If the PCs have not returned by then, Athanaxus puts thoughts of revenge out of her mind and flees.

## Area J: Athanaxus's Lair (EL 11 to 15)

This chamber serves as Athanaxus's lair. She never strays far from it because Thavok told her that if Auriovos should die, the phylactery will make her a dracolich so long as she remains close. As the least favored of the five dragons, her transformation to dracolich-dom will come last, and she's eager to take advantage of Auriovos's death. Of course Thavok didn't tell Athanaxus that she needs to be dead first, or that should Auriovos be killed and turn her body into a dracolich, her soul will not be in control. For her part, Athanaxus is pleased to remain near her children and await Auriovos's death or her turn.

The chamber Athanaxus uses as a lair is the most elaborately decorated of the rooms in this part of Undermountain. Once a holy

## Area J SUMMARY

**Creatures:** (1 or more) Athanaxus and perhaps one or more proto-dracoliches

**Traps:** None.

**Terrain:** Normal.

**Lighting Conditions:** Darkness.

**Magic:** Faint necromancy (desecrate) moderate universal

(permanency), and see Treasure.

**Detectable Alignments:** Faint evil (desecrate), moderate evil (Athanaxus).

**Secrets:** None.

**Treasure:** (7,250 gp) See below.

place dedicated to Lolth, its walls bear intricate web carvings and spider designs. Athanaxus remains in this room atop her pile of treasure and attacks any PCs who enter.

When the PCs approach the area indicated on the map, read or paraphrase the following.

Spiders and webs of carved stone cling to the walls and ceiling of this chamber in an artful arrangement. Marring this grandeur are a few cracks and holes in the bas-relief. Atop a pile of coins that spills out to the edges of the room stands a large blue dragon. The grandeur of this creature is marred only by the ugly scar on the stump of its tail.

**Permanent Desecrate:** A *desecrate* spell affects this room, the hall leading to Area K, and Area K. Because an altar to Lolth stands in the center of Area K, the spell causes a -6 penalty on turning checks, and the area grants undead a +2 profane bonus on attack rolls, plus it gives them +2 Hit Dice and +2 hit points per Hit Die. Remember this when Auriovos's spirit animates a dragon's body as a proto-dracolich.

**Proto-Dracolich:** If any creature of the dragon type dies within the room that constitutes Athanaxus's lair, Area K, or the hallway leading up to Area K, Auriovos's spirit can possess it. If possessed, the body rises as a proto-dracolich on the following round. If it is destroyed, Auriovos's spirit returns to his phylactery and is thus capable of possessing the body of another creature of the dragon type. If the proto-dracolich is not destroyed, it turns into Auriovos, wholly in body and mind, in 2d4 days.

Use the template in the appendix to determine the statistics of the proto-dracolich.

**Athanaxus:** Athanaxus attacks in a fury, but she refuses to leave the chamber unless it is to move closer to the phylactery. If one of her children turns into a dracolich, Athanaxus does nothing but defend herself for a round while she considers the event. If any character moves past her toward the phylactery, Athanaxus follows, but she waits for the symbol of death in Area K to do its work before entering that chamber.

To represent Athanaxus, you can use the Large Blue Dragon miniature (38/60) from *Deathknell*.

## Athanaxus

CR II

Female young adult blue dragon  
LE Large dragon (earth)

Init +0; Senses blindsense 60 ft, darkvision 120 ft, keen senses; Listen +22, Spot +22

**Aura** frightful presence (DC 21, 150-ft. radius)

**Languages** Common, Draconic, Elven

**AC** 26, touch 9, flat-footed 26

**hp** 189 (18 HD); **DR** 5/magic

**Immune** electricity, paralysis, *sleep*

**SR 19****Fort +15, Ref +11, Will +13****Speed 40 ft. (8 squares), burrow 20 ft, fly 150 ft. (poor)**

**Melee** bite +23 (3d6+6) and  
**Melee** 2 claws +22 (2d6+3) and  
**Melee** 2 wings +21 (1d8+3) and  
**Melee** tail +21 (1d8+9)

Space 10 ft; **Reach** 5 ft. (bite 10 ft.)**Base Atk** +18, **Grp** +28**Atk Options** Power Attack**Special Actions** breath weapon**Sorcerer Spells Known (CL 3rd):**

1st (6/day)—alarm, bane (DC 13), shield

0 (6/day)—dancing lights, detect magic, ghost sound (DC 12), mage hand, resistance

**Spell-Like Abilities (CL 5th):**

3/day—create/destroy water (DC 21)

**Abilities** Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14.**SQ** sound imitation (DC 21)**Feats** Ability Focus (breath weapon), Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Natural Attack (wing), Multiattack, Power Attack, Weapon Focus (claw)**Skills** Bluff +22, Concentration +13, Diplomacy +15, Hide +5, Intimidate +16, Knowledge (dungeoneering) +11, Listen +22, Search +22, Sense Motive +22, Spellcraft +22, Spot +22**Breath Weapon (Su)** 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half**Treasure:** Athanaxus stands atop a pile of treasure made up wholly of coins: 100 pp, 3,000 gp, 30,000 sp, and 25,000 cp.**Development:** The PCs aren't likely to end this encounter until someone destroys the phylactery in Area K. Of course, doing so presents its own threat (see Area K for details).**If the Party Rests:** If the party retreats to some safe place for rest without destroying Auriovos's phylactery, a dracolich can likely arise to face the PCs again. If any of the cultists or other dragons are alive, they and the dracolich seek out the PCs.

## Area K: Auriovos's phylactery (EL 8)

Auriovos's phylactery rests in the chamber atop an altar to Lolth that stands in the center of the room. The room is decorated similarly to Area J.

When the PCs approach the area indicated on the map, read or paraphrase the following. The text assumes that Auriovos has been destroyed and that a PC is within 30 feet. If this is not the case, change the description as necessary.

### Area K Summary

**Creatures:** None.**Traps:** Symbol of death.**Terrain:** Normal.**Lighting Conditions:** Shady illumination (from the glow of Auriovos's phylactery).**Magic:** Strong necromancy

(Auriovos's phylactery) strong necromancy (symbol of death).

**Detectable Alignments:** Faint evil (fighters and barbarians).**Secrets:** None.**Treasure:** See Treasure.

Spiders and webs of carved stone continue through the hall and into the chamber ahead. Within that room you see a wide altar of black stone, and atop it rests a coffin made of obsidian. You note a dark red glow within that pulses slowly just before a glowing yellow symbol flashes into being on its side!

**Symbol of Death:** Thavok has placed a symbol of death upon the side of the phylactery facing the hall. It is set to trigger if any nondragon and noncultist within 30 feet looks at it (which can happen in the hall leading up to the phylactery). The Fortitude save to negate the effect has a DC of 29. The symbol is considered a CR 8 trap.

**Permanent Desecrate:** A desecrate spell affects this room, the hall leading to Area J, and Area J. Because an altar to Lolth stands in the center of this room, the spell causes a -6 penalty on turning checks, and the area grants undead a +2 profane bonus on attacks, plus they gain +2 Hit Dice and +2 hit points per Hit Die. Remember this when Auriovos's spirit animates a dragon's body as a proto-dracolich.

**Proto-Dracolich:** If any creature of the dragon type dies within the room that constitutes Athanaxus's lair, Area K, or the hallway leading up to Area K, Auriovos's spirit can possess it. If possessed, the body rises as a proto-dracolich on the following round. If it is destroyed, Auriovos's spirit returns to his phylactery and is thus capable of possessing the body of another creature of the dragon type. If the proto-dracolich is not destroyed, it turns into Auriovos, wholly in body and mind, in 2d4 days.

Use the template in the appendix to determine the statistics of the proto-dracolich.

**Treasure:** The obsidian coffin is a false chest and does not open. In reality it is Auriovos's phylactery and is worth 55,000 gp. Ignoring its magic properties, the phylactery is worth 2,000 gp, and the onyx gems inset in it are worth a total of 5,000 gp. It is a Small object with a hardness of 8 and 400 hp. It weighs 100 pounds.

## Appendix: proto-dracolich creature

A proto-dracolich results when a dracolich is killed and its spirit possesses the dead body of a reptilian creature or creature of the dragon type. The dead body must be largely intact and of Medium or larger size; most importantly, it must retain its head. The dracolich's original body is ideal because the dracolich can possess it automatically. With any other body, the dracolich must make a Charisma check (DC 10 for a true dragon, DC 15 for any other creature of the dragon type, DC 20 for any other kind of reptilian creature such as a giant snake or lizardfolk). If the check fails, the dracolich can never possess that body. If the body is that of the original dracolich, it arises with all its original powers. If it is a new body, it becomes a proto-dracolich.

A proto-dracolich retains the form of the host body for 2d4 days while it acclimates itself to the body. While in proto-dracolich form, it retains the memories and personality of the original dracolich, but it derives its abilities from the body it inhabits. At the end of the acclimation period, the body transforms in a burst of dark power, wholly becoming the original undead body of the dracolich that possessed the dead dragon, granting all the normal dracolich powers and traits.

## sample proto-dracolich

This example uses Athanaxus as the base creature.

### proto-dracolich auriovos (formerly a thanaxus) CRI 2

Female young adult blue dragon (proto-dracolich)  
LE Large undead (augmented undead, earth)  
Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses;  
Listen +22, Spot +22  
Languages Common, Draconic, Elven; can't speak

---

**AC** 26, touch 9, flat-footed 26  
**hp** 117 (18 HD); **DR** 5/magic, 5/bludgeoning  
**Immune** cold, electricity, paralysis, polymorph, sleep, undead immunities (*MM* 317)  
**SR** 22  
**Fort** +11, **Ref** +11, **Will** +13  
**Speed** 40 ft. (8 squares), burrow 20 ft., fly 150 ft. (poor)

---

**Melee** bite +23 (3d6+6 plus paralysis) and  
**Melee** 2 claws +22 (2d6+3 plus paralysis) and  
**Melee** 2 wings +21 (1d8+3 plus paralysis) and  
**Melee** tail +21 (1d8+9 plus paralysis)  
**Space** 10 ft.; **Reach** 5 ft. (bite 10 ft.)  
**Base Atk** +18; **Grp** +28  
**Atk Options** Power Attack  
**Special Actions** paralyzing gaze

---

**Abilities** Str 23, Dex 10, Con —, Int 14, Wis 15, Cha 16  
**Feats** Ability Focus (breath weapon), Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Natural Attack (wing), Multiattack, Power Attack, Weapon Focus (claw)  
**Skills** Bluff +22, Concentration +13, Diplomacy +15, Hide +5, Intimidate +16, Knowledge (dungeoneering) +11, Listen +22, Search +22, Sense Motive +22, Spellcraft +22, Spot +22

**Invulnerability (Ex)** If a proto-dracolich is slain, its spirit immediately returns to its phylactery. If another Medium or larger dragon or reptilian corpse lies within 90 feet of the phylactery, the spirit infuses it, rising as a proto-dracolich. This proto-dracolich has some of the qualities of a dracolich, but it does not gain the full abilities of a dracolich for 2d4 days. If the phylactery is destroyed while the spirit is within or the dracolich is destroyed after the phylactery, the dracolich is destroyed permanently.

**Paralyzing Gaze (Su)** 40 ft., paralysis 2d6 rounds, Fortitude DC 21 negates. If the saving throw is successful, the victim is forever immune to the proto-dracolich's paralyzing gaze (but not that of its true dracolich form). If it fails, the victim is paralyzed for 2d6 rounds.

**Paralyzing Touch (Su)** Any creature hit by a melee touch or a melee attack, paralysis 2d6 rounds, Fortitude DC 21 negates. A successful save doesn't render any special immunity.

### Creating a proto-dracolich

"Proto-dracolich" is an acquired template that can be applied to any Medium or larger reptilian creature or dragon (hereafter referred to as the base creature). A proto-dracolich uses all of the base creature's statistics and special abilities except as noted here.

**Size and Type:** The creature's type becomes undead. Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.

**Attacks:** A proto-dracolich cannot make crush attacks even if it was capable of doing so when the base creature was alive.

**Damage:** A successful melee attack might paralyze the victim (see below).

**Special Attacks:** A proto-dracolich loses any frightful presence, breath weapon, and crush special attacks of the base creature. It cannot cast spells or use spell-like abilities, nor can it even speak.

**Paralyzing Gaze (Su):** The gaze of a proto-dracolich's glowing eyes can paralyze victims within 40 feet if each victim fails a Fortitude save (DC 10 + 1/2 proto-dracolich's HD + proto-dracolich's Cha modifier). If the saving throw is successful, the creature is forever immune to the proto-dracolich's paralyzing gaze (but not that of its true dracolich form). If it fails, the victim is paralyzed for 2d6 rounds.

**Paralyzing Touch (Su):** A creature struck by any of a proto-dracolich's melee attacks with its natural weapons must make a Fortitude save (DC 10 + 1/2 proto-dracolich's HD + proto-dracolich's Cha modifier) or be paralyzed for 2d6 rounds. A successful saving throw against this effect does not confer any special immunity to later paralyzing touch attacks.

**Special Qualities:** A proto-dracolich retains all the special qualities of the base creature and gains those described below.

**Damage Reduction (Ex):** A proto-dracolich has damage reduction 5/bludgeoning.

**Immunities:** In addition to the standard undead immunities, a proto-dracolich is immune to polymorph, cold, and electricity effects.

**Invulnerability (Ex):** If a proto-dracolich is slain, the dracolich's spirit instantly returns to its phylactery. From there it can attempt to possess the dead body of another Medium or larger dragon or reptilian creature within 90 feet, perhaps even the body it just left if it remains largely intact.

**Spell Resistance (Ex):** Becoming a proto-dracolich increases the base creature's spell resistance by +3. A proto-dracolich always has a spell resistance of at least 16.

**Undead Traits:** A proto-dracolich possesses all the traits of undead described in the *Monster Manual* glossary.

**Abilities:** Being undead, a proto-dracolich has no Constitution score (use its Charisma score to determine the saving throw of special attacks that previously relied upon Constitution). In addition, the base creature's Charisma score increases by 2. Otherwise, the proto-dracolich's abilities scores remain the same as the base creature.

**Organization:** Solitary.

**Challenge Rating:** Same as the base creature +1.

**Alignment:** Same as the possessing dracolich.

**Advancement:** —

**Level Adjustment:** —

### About the Author

Once Editor-in-Chief of *Dragon* magazine and now a game designer at Wizards of the Coast, **Matthew Sernett** wrote in a *Dragon* editorial that there's nothing in D&D he likes better than when the adventurers flee through the dungeon, running pell-mell through traps and past monsters because what chases them is worse. When he wrote that, Matthew was thinking about Undermountain.