

MASTER OF DEATH

5TH EDITION

Fight your way through a treacherous valley
in an original adventure
for the world's greatest roleplaying game





MASTER OF DEATH

A 5 HOUR ADVENTURE FOR LEVEL 7 PLAYERS

BY SETH TOMLINSON

CREDITS & ACKNOWLEDGEMENTS

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INTRODUCTION

Skeletons and dinosaurs and necromancers, oh my! Welcome to **Master of Death**, a 5-hour adventure designed for Level 7 players. Fight your way through the dangers of **Achnasheen Valley**; through dinosaurs and skeletons, twists and

traps to find the treasure that awaits you.

I've played through many dungeon crawls that have been not much more than; enter room A, fight monster; enter room B, fight monster; etc. With this adventure, I was determined to create something much more fun.

RUNNING THE ADVENTURE

To play Dungeons & Dragons, follow the rules laid out in the **Players Handbook** and the **Dungeon Master's Guide**.

Conversely, new players can access the basic rules for Dungeons & Dragons 5th Edition for free by downloading them at:

http://dnd.wizards.com/articles/features/basic_rules

Text that appears in these boxes is meant to be read aloud. You may read it out exactly as written or use it as a template to build your own descriptions.

Nothing in this document is set in stone. Use your imagination and be as creative as you'd like!

This adventure is basically a dungeon crawl. The given main map of Achnasheen Valley is all you will need to figure out the locations. The suggested hook is the only part of the adventure that has no specific location or map associated with it. I'll leave that up to the DM.

Achnasheen Valley can easily be placed in any location making it a simple side adventure for any campaign. Some descriptions imply a hot desert climate, but this can easily be altered.

This booklet is broken into two main sections: the adventure and an appendix. In the appendix, you will find random encounter tables as well as enemy stat blocks.

Some enemies are original or have been scaled down for Level 7 while others come straight out of the *Monster Manual*. Monsters with new stats will appear in the appendix; otherwise, a page reference to the *Monster Manual* will be given.

ADVENTURE BACKGROUND

Chenath, The Master of Death is a wicked Black Dragon. Her greed goes beyond that of an average dragon; she doesn't just seek gold and treasure. Chenath wants power. She has mastered the art of necromancy and plans to use her powers to unleash an army of undead monsters on the world.

She lives in Achnasheen Valley, where she found the fossils of ancient creatures. Chenath believes that raising a horde of undead dinosaur servants will make her unstoppable.

In order to keep her presence shrouded in mystery, Chenath controls the body of a woman, a necromancer. This is the face she presents to unfortunate travelers who enter the valley.

The locals are beginning to notice the activity in Achnasheen Valley. Many parties of bounty hunters, mercenaries and adventurers have entered the valley to defeat the monster and collect the treasure, but none have been successful. Chenath's dinosaurs are beginning to wreak havoc on the countryside

HOOK

The party comes across a travelling merchant. He's selling weapons, armor and potions. He tells the party about the monsters that have been seen around Achnasheen Valley. These are ancient creatures that no living man has seen except on withered old tapestries.

If the PCs need incentive to investigate the valley, the merchant will tell them this:

"People are dying. Entire villages are living in fear. Will you not do this out of the goodness of your hearts? Oh of course, all adventurers are the same. You have no interest in protecting the lives of others. You only work for reward. Well, let me tell you this, whatever is living in the valley and causing these problems must be powerful. Have you ever encountered anything of great power that wasn't accompanied by great wealth?"

The merchant is stationed one mile to the south of the entrance to Achnasheen Valley.

INFORMATION & PLOT TRIGGERS

He can tell the players where to go and may warn them that there might be other interested parties in the valley. In the past few weeks he has seen several bands of unsavory characters enter Achnasheen, but few have returned.

The merchant has many basic weapons and supplies to sell at the DMs discretion. He will be a very pushy salesman because he knows how dangerous the valley is. However, he isn't just looking to make a profit; his concern for the party is earnest.



ACHNASHEEN VALLEY

As players approach the entrance to the valley, the terrain becomes more desert-like. Sand, rock and dust are abundant while plant life is scarce. The earth slopes gradually down into the valley as the rock walls rise higher and closes in until the PCs are forced into a narrow passage.

SECTIONS OF THE VALLEY

All passages of the valley that connect the marked sections are subject to random encounters as determined by the **Dinosaur Random Encounter** table (appendix).

- 1 Entrance
- 2 Sleep Trap
- 3 The Pedestal
- 4 Arena
- 5 The Dragon's Den



1 - ENTRANCE

Right at the entrance to the valley (where the path begins to narrow, before the "1" marker on the map), players will come across the fresh corpse of a dinosaur.

You scale the sloping ground into the valley. The oppressive stone walls close in around you. Right at the entrance to the narrow passage of the valley you see a mass of torn flesh and bone resting in a pool of thick, drying blood. The flies buzz around this fresh kill.

Whatever it was must have been very large. The small scraps of skin that remain intact are scaled. A crow lands on top of the beast's exposed rib cage and plucks at the dangling flesh.

Since the corpse has been brutalized beyond recognition, players won't easily identify the species.

PCs will have to succeed on a DC 20 Intelligence (Investigation) check in order to see that the corpse was once an **Allosaurus**. Otherwise, they can tell it was a large, reptilian monster, but not much else.

A DC 10 Wisdom (Perception) check will tell the players that this creature was the guard of the valley. But it's been killed. Why? And by whom?

PCs can follow a trail of blood and footprints into the valley until they find a group of bounty hunters. There are three in the party.

You come upon a group of three bounty hunters walking through the valley. Their arms are drawn, but they are not at the ready. The blood drips off of their dangling weapons as the walk further along the path. There is an Orc, a Man and a Dragonborn.

Players may have an opportunity to take this party by surprise, but only by succeeding on a DC 18 Dexterity (Stealth) check.



These **Bounty Hunters** (appendix) were hired by a nearby king to investigate the valley. Their reward: 500 GP each plus whatever treasure they might find. It will be incredibly difficult to persuade them to back down from their mission, only a DC 25 Charisma (Persuasion) check will cause them to stand down and leave the valley. That is, unless the PCs can greatly surpass the promised payment.

If the players are unable to convince this party to leave, they will have to fight. The bounty hunters don't want any competition in the valley and they certainly don't want to split the prize.

Once two are dead, roll a d20. On a 15 or higher the final bounty hunter will stand his ground. Rolling less than 15 will result in the bounty hunter attempting to flee or offer his surrender. The latter will occur if he is flanked.

If players search the Dragonborn bounty hunter, they will find a hand-drawn partial map with Draconic runes scribbled on it.

THE BOUNTY HUNTER'S MAP

A print-out version of this map is included as a separate download.

A A quickly drawn, slightly inaccurate of the valley leading from the entrance to just before section 2.

B Draconic ruins which read: "The map is incomplete, the last party only made it so far. Search the valley, find the treasure. Your reward will be great on your return. Beware the necromancer. She is more than she seems."

C Draconic ruins which read: "Entrance" with an arrow pointing into the valley.

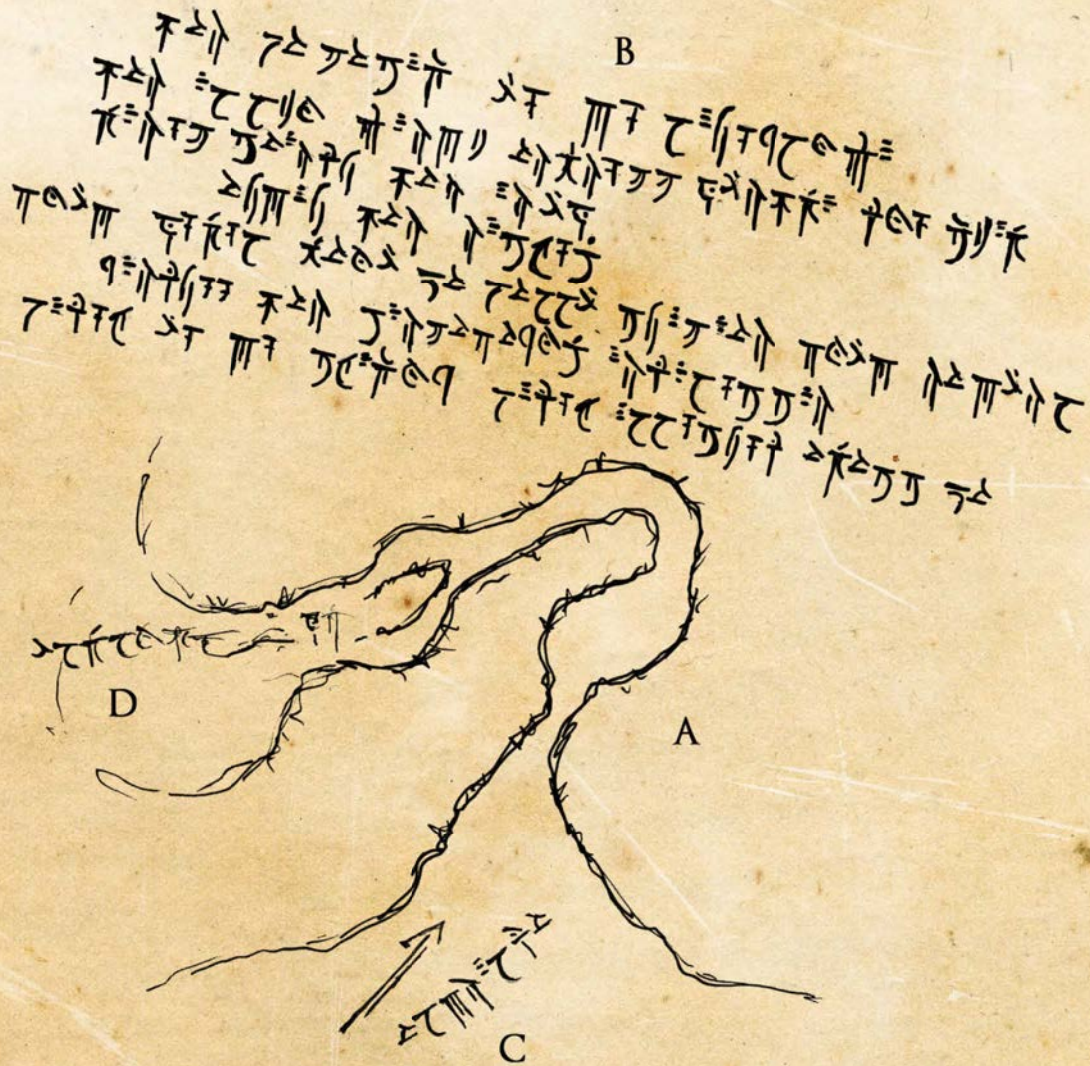
D Draconic ruins which read: "Unknown". The letters get messier toward the end of the word suggesting that it was written in haste.

Once the PCs have defeated the bounty hunters, they may notice a small chest sitting by the cliff wall. Inside this chest, they will find a large red gemstone with a Draconic marking. If any PC understands Draconic, they will recognize the marking as the number "3". See the appendix for illustrations of the gemstones.

The PCs can then move along the passage toward **section 2**.

THE FORKED PASSAGE

As the PCs move between sections 1 and 2, remember to roll for a **Dinosaur Random Encounter**.



Along the narrow path, players will see something strange.

Large chunks of the cliffside look like they've been gouged out. The smallest holes are as large as a man, some are almost five times that size.

There is broken rock and rubble beside each of these holes.

If PCs Investigate (Intelligence), there are several things they could learn:

INVESTIGATION

DC	DETAIL
10	These holes are recent. The erosion on the Cliffside is evident, but the rubble looks new and unweathered.
15	The holes were not gouged out from an external force, something broke out from inside.
20	Against the back of the hole there is a subtle pattern of indentations. These marks look a lot like the shape of a monstrous skeleton.

You reach a fork in the valley, the two paths look identical. From what you can see, both maintain a general easterly direction while one veers slightly to the north and the other slightly to the south.

Of course, looking at the map, you can see that the forked passage doesn't last long. Each pathway is identical and will lead to section 2.

2 - SLEEP TRAP

The passage on which you are travelling merges with another. Evidently, the forked paths have met at this spot.

The walls of the canyon open up and you find yourselves in a large open space. There is a large chest against the western wall of the valley. A long, thick wooden beam juts out from the cliff about 20 feet above the chest.

As the PCs approach the chest, they will see a green gemstone on the ground beside it. It's

similar in size to the red stone found earlier and it bears a Draconic marking. If any PC understands Draconic, they will recognize the marking as the number "1".

The chest is booby-trapped. For a PC to notice the trap, they must succeed on a DC 20 Intelligence (Investigation) check. On a success, the PCs will notice a spring-loaded device clearly designed to trigger something if the chest is opened.

The players will not notice anything suspicious about the wooden beam. It clearly isn't natural, but it's just a beam.

If any player opens the chest, a flurry of poison darts will shoot out in a 20 foot cone from the chest. The darts will put the players to sleep unless they succeed on a DC 20 Constitution saving throw.

If all of the PCs are put to sleep, they will wake up to this text:

You awaken to find your arms and legs bound together. Each of you is suspended about 10 feet off of the ground from a wooden beam sticking out of the cliff.

High above you, to the east you see a woman in a black cloak standing at the precipice. Her powerful voice echoes into the valley.

"Fools that you are to trespass in my valley. If it's death you wished for, there are certainly simpler ways to accomplish that, but it makes no difference to me. Your deaths will be slow and painful."

She walks away from the edge until you can no longer see her.

You feel the vibration of heavy footsteps approaching.

The woman is Chenath's **False Humanoid Form** (appendix). She is standing at **The Pedestal** (3).

Dinosaurs approach your location as per the **Dinosaur Random Encounter** table (appendix). If the resulting roll is "nothing", roll again.

To break free of the bonds, PCs must succeed on a DC 15 Strength check. Once their arms are free, they can untie their legs. It's a ten foot drop. Players must succeed on a DC 10 Dexterity saving throw or fall prone.

During the fight against the dinosaurs, the woman will reappear at the edge of the cliff and watch. And the end of the fight, she will speak again.

"It appears I underestimated your party, but that doesn't mean you can have any hope of surviving Achnasheen. Leave now while you still have a chance."

The woman won't stay for a chat. She'll immediately walk away again.

There is another chest against the north wall of section 2. This one is not booby-trapped, but it is locked. The DC to unlock the chest is 15. Inside is a large yellow gemstone. It's marked with a Draconic symbol. If any PC understands Draconic, they will recognize the marking as the number "2".

THE CHOICE

At this point, players will come upon another fork in the road, this time, it's a real fork. There are two options, the stairwell up to **section 3** and the valley road to **section 4**.

You reach a hard fork in the valley. One path looks like leads west and then turns north, out of sight. The second path is a stairwell, carved into the valley wall, circling a high pinnacle. It looks like it leads to the place where the woman was standing. There's a mysterious glowing light coming from the top.

If players take the valley road to the west, they will skip section 3 and the trap and heading straight to section 4. However, they will have to face a **Dinosaur Random Encounter**.

The stairwell leads direction to **The Pedestal**.

3 - THE PEDESTAL

You walk the uneven stairs, winding around the pinnacle. Eventually, you find yourselves above the walls of the valley.

The top is almost a perfect circle. In the center is a roughly hewn stone pedestal. A magical glow is emanating from the top of the pedestal; it fades from one color to another. The ground beside it is a blue gemstone engraved with a draconic ruin. The top of the pedestal is a flat, elaborately engraved surface. It contains four deep grooves that look like they could fit the gemstones.

If any PC understands Draconic, they will recognize the marking on the blue gemstone as the number "4".

The enchantment that set the trap is very powerful. In order for a player to detect the trap, they must succeed on a DC 25 Intelligence (Investigation) check or a DC 20 Wisdom (Perception) check.

If the players take the bait and place the gemstones in the pedestal, the trap will be triggered.

As soon as the fourth stone is set in place, the magical light from the pedestal blasts out so bright it's almost blinding. The engravings burn into fiery embers, welding the gemstones in place.

The ground shakes beneath your feet. Six explosions of smoke and dust burst at equidistant points around the cliff edge. Trap doors beneath your feet drop as fast as lightning. You fall into the deep, black abyss

Everything happens too quickly for anyone to avoid it once the gemstones are placed. No one standing around the pedestal can escape the trap. When players hit the ground, they must succeed on a DC 15 Dexterity saving throw or take 3d12 fall damage. A success will halve the damage. With a natural 20, they will take no damage.

Almost as soon as you hit the ground, the trap doors above you slam shut.

The pit is dark and the air is heavy with the rusty smell of blood. As your eyes adjust to the darkness, you see scattered bones and several fresh, partially devoured carcasses. Some belonged to beasts, others to men. There is one exit: A large iron door. It must be 25 feet high and twice as wide. It looks thick and heavy like a castle gate.

Now let's give them a break. Players will have time now for a short rest before the Necromancer returns. Whether or not they take the rest is up to them!

You hear the voice of the woman outside. "There is no bait for adventurers quite as strong as a mystery. I warned you to leave; now I'm afraid you've lost your chance."

She cries out an incantation, a gust of wind spirals through the darkness and the bones come to life.

The enemies will be determined according to the **Undead Random Encounters** table (appendix). Roll twice.

Once half of the enemies have been killed, read this text:

Heavy footsteps shake the ground. They get closer and closer. The iron door slowly opens and outside stands a Tyrannosaurus Rex. Its loud roar shakes the bones of the walking skeletons.

The Tyrannosaurus Rex enters the pit. Players can take this chance to escape. They can either kill their enemies and leave, or they can try to close the door, trapping their enemies inside.

Closing the door from the outside will require success on a DC 20 Strength check. If players successfully trap their assailants, reward them with 2,500 in bonus XP.

4 - ARENA

Whether the players have taken the long path or have just exited the pit, they will now find themselves in the Arena.

Here the valley is open and wide, stretching out hundreds of feet in each direction. In the center stands the cloaked woman, but there don't seem to be any bones that she can summon. She draws a greatsword and charges at your party.

If players bypass section three, add a line describing the closed iron door that leads to the pit.

The battle against Chenath's **False Humanoid Form** (appendix) will happen in two phases.

PHASE 1

All players fight against the necromancer on her own, there are no other undead assailants.

PHASE 2

When Chenath's False Humanoid Form reaches half health (26 HP), she will raise the bones of dinosaurs for the party to fight.

The woman stretches out her arms and cries out in Draconic. The cliff walls crack. The bones of dinosaurs burst forth leaving giant holes in their wake.

The dry, fossilized bones are clothed in flesh, blood and scaly skin. The monsters close in on your party.

The attention of the party must now be divided between the necromancer and a group of dinosaurs as determined by the **Dinosaur Random Encounter**.

When the necromancer is killed, read this text:

Under the force of that final blow, the woman collapses into a pile of dust and shattered bone.



If the woman is killed before the dinosaurs, they will not die. The spell isn't broken because she isn't the true necromancer.

5 - THE DRAGON'S DEN

The fight is far from over.

At the north end of the arena is something like an oasis. There is water, plant life and a cave. A group of armed skeletons march south from the cave.

A deep noise, something between a roar and a cackle echoes from the cave. A gust of wind rushes toward you and a black dragon flies out of the cave. She pounds her heavy wings, blasting the air against you. The skeletons collapse and their bones scatter.

The dragon is **Chenath, Master of Death** (appendix).

If there are any dinosaurs still in the arena at this point, read this text:

The fresh skin is ripped off of the newly undead dinosaurs. The bones lose their shape under the force of the dragon's whirlwind and they too collapse. The wind knocks you off your feet.

Players must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage and be knocked prone.

The dragon speaks. You recognize her voice as what once came from the cloaked woman, but now it has a depth and a power that could never be matched by any humanoid.

"You really believed you could defeat the master of this valley so easily? You've made it farther than I expected, farther than anyone else. But it's over.

"Because you refused to heed my warning and leave, you will join me.

"I am Chenath, Master of Death and I will kill you all. I will raise you up as my soldiers. Together with my army of monsters, you will help me conquer the world."

After speaking, Chenath will swoop down to begin her attack. The battle against will take place in three phases.

PHASE 1

Chenath flies overhead, attacking the players from above.

PHASE 2

When Chenath reaches 80 HP, she will land and attack the players from the ground.

PHASE 3

At 40 HP, Chenath takes flight and tries to escape, beginning a chase sequence.

She flies toward the entrance of the valley. If the players can stop her (maybe shoot her out of the sky) they will be in a favorable position. If the PCs succeed in stopping Chenath, award them an extra 1000 XP at the end of the fight.

If she makes it to the entrance, she will be able to regain her composure (and some of her health) safely behind an ambush of dinosaurs. Her health will increase back to 60 HP.

Choose the dinosaurs by using the **Dinosaur Random Encounters** table in the Appendix.

TREASURE

Inside the dragon's cave there is one dragon egg that will soon hatch. These could be taken by a skilled animal handler and turned into a familiar.

There's also a large iron chest which can hold whatever gold and special items the DM sees fit.

APPENDIX

TABLES

DINOSAUR RANDOM ENCOUNTERS

D8	ENCOUNTER
1	Nothing
2	2 Allosaurus (p79)
3	1 Allosaurus and 1 Ankylosaurus (p79)
4	Nothing
5	1 Ankylosaurus
6	2d6 Pteranodons (p80)
7	Nothing
8	1d4 Pteranodons and 1 Allosaurus

All creature stats from this table can be found in the *Monster Manual*. Page references are given above.

UNDEAD RANDOM ENCOUNTERS

D8	ENCOUNTER
1	1d6+2 Skeletons (p272)
2	1d4+2 Aberration Skeletons
3	Nothing
4	1d4 Warhorse Skeletons (p273)
5	1d6+2 Zombies (p316)
6	Nothing
7	1d4 Aberration Skeletons and 1d4 Zombies
8	1d4 Aberration Skeletons and 1d4 Skeletons

All creature stats from this table can be found in the *Monster Manual*, with the exception of the **Aberration Skeleton** whose stats are listed on p41. *Monster Manual* page references are given above.

STATS

ABERRATION SKELETON

Large guy, neutral annoying

Armor Class 13 (armor scraps)
Hit Points 16 (2d8 + 6)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	4 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP)

Aberration Nature. The aberration skeleton is a collection of random bones cobbled together by the will of a necromancer. It carries no weapons but can use its own bones as weapons. Upon seeing the aberration, PCs must succeed on a 10 DC Wisdom saving throw or become afraid and be at a disadvantage for one turn.

Actions

Bone. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage.

DRAGONBORN BOUNTY HUNTER

Medium humanoid, chaotic evil

Armor Class 18
Hit Points 30(5d10 + 5)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages Common, Draconic
Challenge 2 (500 XP)

Brave. The bounty hunter has advantage on saving throws against being frightened.

Actions

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit* 5 (1d10) piercing damage.

HUMAN BOUNTY HUNTER

Medium humanoid, lawful evil

Armor Class 14
Hit Points 25(3d10 + 5)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	10 (+)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 2 (500 XP)

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3)

ORC BOUNTY HUNTER

Medium humanoid, chaotic neutral

Armor Class 15
Hit Points 27(5d8 + 5)
Speed 30ft.

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

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages Common, Daraktan
Challenge 2 (500 XP)

Brave. The bounty hunter has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the bounty hunter hits with it (included in the attack).

Actions

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5ft. or range 20/60, one target. *Hit* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The bounty hunter adds 3 to its AC against one melee attack per round that would hit it. To do so, the bounty hunter must see the attacker and be wielding a melee weapon.



FALSE HUMANOID FORM

Medium humanoid, chaotic evil

Armor Class 18 (plate)
Hit Points 52(8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +5, Wis +3, Cha +5

Skills Perception +6

Damage Immunities necrotic, fire

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (2,900 XP)

Grim Harvest. The ability to reap life energy from creatures killed by her spells. Once per turn when she kills one or more creatures with a spell, she regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. She doesn't gain this benefit for killing constructs or undead.

Inured to Undeath. She has resistance to necrotic damage, and her hit point maximum can't be reduced. She has spent so much time dealing with undead and the forces that animate them that she has become inured to some of their worst effects.

Command Undead. She can use magic to bring undead under her control, even those created by other wizards. As an action, she can choose one undead within 60 feet of you. The creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent undead are harder to control this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Fire Resistance. When attacked with fire, she will take no damage. But her black cloak will be burned away revealing her skeletal form. Each creature of within 60 feet of the false humanoid and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

Actions

Multiattack. The humanoid makes two attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3)

Acid Splash. *Spellcasting attack:* +4 to hit, reach 60ft., one target. *Hit* target must succeed on a DC 16 Dexterity saving throw or take 2d6 acid damage.



CHENATH, MASTER OF DEATH

Gargantuan dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities necrotic, acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (1/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Grim Harvest. The ability to reap life energy from creatures killed by her spells. Once per turn when she kills one or more creatures with a spell, she regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. She doesn't gain this benefit for killing constructs or undead.

Inured to Undeath. She has resistance to necrotic damage, and her hit point maximum can't be reduced. She has spent so much time dealing with undead and the forces that animate them that she has become inured to some of their worst effects.

Command Undead. She can use magic to bring undead under her control, even those created by other wizards. As an action, she can choose one undead within 60 feet of you. The creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent undead are harder to control this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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 itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 25 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 2 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 15 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ILLUSTRATIONS

