

MZA7

DRAGONGLASS

A Maztican Adventure for the Highest Tier
(Lvls 17-20)



DRAGONGLASS



We are ignorant of the meaning of the dragon in the same way that we are ignorant of the meaning of the universe; but there is something in the dragon's image that fits man's imagination, and this accounts for the dragon's appearance in different places and periods.

Jorge Luis Borges

ABOUT

Dragonglass is an adventure designed for the highest tier of play (levels 17-20). It is a challenging adventure where the main antagonist is a dragon of tremendous power and even greater ambition.

The first act of the adventure begins in Waterdeep and quickly shifts to the Maztican desert city of Tukan. With only minor adjustment, the characters can begin anywhere, including Tukan itself for Maztican characters.

Note that many of the locations referenced in this book are detailed in [MZC1 The Maztica Campaign Guide](#) and most of its creatures are found either in [MZS1 Monsters of Maztica](#), in [Fizban's Treasury of Dragons](#), or are found in the appendix.

BACKGROUND

Few other than the gem dragons themselves know much about Sardior the Ruby Dragon or his five thanes - one greatwyrms for each of the five best known gem dragon types.

Even fewer however, know about the sixth thane whose name was Seradess. Seradess was the greatest of the obsidian dragons, and she was destroyed by Sardior while her black scaled brethren were banished and scattered to the winds.

According to the *Elegy for the First World*, this all occurred before Sardior was presumed destroyed and his consciousness scattered. The dragon myth is so ancient that its veracity cannot be proven, but certainly Seradess was real. We know this because she is back.

Reborn on an unknown world, Seradess has spent nearly a millennium merging with her echoes across the Prime plane. She has not yet ascended to greatwyrms and believes that Sardior's remaining consciousness is somehow preventing her from obtaining her goal.

In her travels through the many worlds, Seradess has discovered what she believes to be a way to work around Sardior's block.

On the world of Toril and the continent of Maztica, there is a substance known as plumastone. This substance is in fact obsidian, but through some miracle of divine tampering it has gained the strength of cold hard steel. It appears naturally throughout the True World continent of Maztica but it is found at its purest near the ancient temple of Tewahca - the Temple of the Gods where Qotal and Zaltec fought their greatest battles.

Seradess believes that if she could harness the power behind the creation of plumastone, she can finally ascend to greatwyrms. Then she can take her revenge on Sardior by destroying the thanes who wish to bring the dragon god back. She utterly despises Sardior and her quest for power is only matched by her desire to make sure the Ruby Dragon remains dead.

Unfortunately Sardior's thanes are not on Toril and cannot personally stop the powerful ancient dragon. They do however, have agents on Toril and those agents are now seeking heroes to defeat the obsidian dragon before she becomes unstoppable.

INVOLVING THE CHARACTERS

This adventure is designed for either Faerûnian or Maztican characters. If the characters are from Maztica, you can skip the first encounter or simply set it in a Maztican city or town other than Tukan. Ulatos or Tulom-Itzi would work best in such a circumstance.

ENCOUNTER 1 - THE DRAGONBORN

The adventure is designed to begin in the Yawning Portal, perhaps just as the characters plan their latest foray into Undermountain or even if they are just relaxing after a recent adventure.

Read the following to one of your players, who may quickly communicate the message to the others.

As you throw back your most recent pint of ale you feel an unfamiliar tickle in the back of your mind. While at first you are alarmed, you detect no hostility or attack and only an attempt at communication. The "voice" that follows is soothing.

"Hail mighty hero, might I briefly speak to you and your companions? It is I, the purple scaled one in the rear."

If the character looks over to the furthest table in the tavern he notices a regal looking dragonborn with amethyst scales who waves the characters over. If they approach he waves to them to sit and continues. He is an amethyst scaled **dragonborn of Sardior**.

"Friends, my name is Trioros and as you might have surmised I am dragonborn. My people are from far away in the land of Tymanther, from which I have traveled quite a distance to find heroes such as yourselves."

Trioros answers any questions the players may have about Tymanther, dragonborn or anything else about him which they are unaware of.

He claims to have a patron named Aleithilithos who has contacted him from a world beyond Faerûn and Toril itself. Aleithilithos is a greatwyrms who brings dire news that only the greatest of heroes could prevent.

“My lord Aleithilithos serves another whom you might not know - the Ruby Dragon Sardior, Prince of the Gem Dragons. Sardior has five thanes who serve him even though it is widely believed that Sardior no longer exists in material form.

Sardior, however, once had six thanes. The sixth, whose name was Seradess, was the mighty great wyrm of a breed known as obsidian dragons. These dragons grew cruel and their queen ambitious. In time, Sardior was forced to destroy Seradess.

Well, she is reborn, and my lord has told me that she is here on Toril, though in a distant land. It is unknown exactly what she is doing there but it is certain that she seeks to regain her power. This cannot be good for anyone.”

Trorios knows more and will answer questions to the best of his ability. He knows the following additional information if asked.

Tell us more about obsidian dragons. They are the shame of gem dragons and have a cruel streak much more in line with the rapacious red or black dragons of the chromatics and they breathe fire much like a red dragon. Obsidian dragons luckily tend to remain reclusive, at least until recent months.

Sardior is dead? Who is Sardior exactly? Like Bahamut or Tiamat, Sardior is the patron of the gem dragons but some say he was destroyed long ago, existing only as a consciousness that infused the material plane. Others believe he still floats across the sky in a great ruby citadel. None know for certain.

Where is Seradess headed? What are her intentions? Her presence has been felt in the distant land of Maztica far to the west. What she wants there, we have yet to determine.

Who is we? I am not alone in the knowledge of Seradess' arrival and was in fact informed by other dragonborn who live in a city called Tukan in Maztica. I do have a way to get you there immediately if you cannot travel through your own means.

What do you want us to do? To stop Seradess no matter what her plan. Whether this means destroying her once again or simply banishing her from the face of Toril is irrelevant.

Rewards? Though he groans at obnoxious demands, Trorios knows that heroes of the PCs caliber do not come cheap. He is prepared to offer 10,000 gp and “a few items of magic” they might be interested in, but only upon completion of the task. Trorios will seek them out when the deed is done.

When the PCs know what they need to know, Trorios guides them through the streets of Waterdeep to a nondescript house which he claims to own. Inside, the building is decorated with dozens of amethyst geodes and he leads them through to a hidden trapdoor to the basement.

In the basement, Trorios guides them to a teleportation circle and he tells them that it will bring them to a safe house in Tukan. There, the PCs are to find another dragonborn named Vobandrix who will inform them of their next step.

ENCOUNTER 2 - “SAFEHOUSE”

You feel the queasiness and disorientation normally associated with teleportation, but once you arrive you feel another sensation. Intense heat surrounds you.

The PCs have arrived at a safe house south of Tukan but they have arrived in the aftermath of a great battle.

Not long after her arrival on Toril, Seradess' fiery presence was detected by the god Tezca who has made a bargain with the mighty ancient dragon. In return for unknown demands, Tezca has gifted the services of a dozen **xiuhcoatl** to destroy any who might stand in Seradess' way. The xiuhcoatl attacked this safe house and killed the three dragonborn who were expecting the PCs, burning their bodies and the building around them. The dragonborn killed four of the flame serpents but the eight who remain will attack the PCs upon their arrival.

There is nothing of value remaining in the safe house and the PCs will not be able to locate any bodies. They have been turned to ash by the xiuhcoatl and the ashes were scattered, specifically to make resurrection challenging.



However, Vobandrix kept a diary of which a few pages survive (though it is smoldering). There is little useful information within except for two names that seem to be of some importance. One name is "Blithen" and the other "Tepeticpac."

ENCOUNTER 3 - TUKAN

Stepping outside, you see Tukan just to the north. You would marvel at the beauty of the city had you not just arrived under such dire circumstances. Massive ziggurats dot the skyline and houses are arranged in a series of squares with central courtyards being shared by multiple families. There are also garden beds being worked by farmers near a river which runs through the center of it all. It is obvious that the people are content and children play in the roads and courtyards everywhere.

Four men and two women dressed in armor bedecked in many feathers approach you from the north. They are all human.

The attack on the safe house has found the attention of the eagle knight authorities who have come to determine where the smoke has come from. The home itself was far enough away from the city proper to prevent more immediate attention.

The eagle knights are shocked to see someone emerge from the ruins and at first they think the PCs are the culprits. It is best for the players to avoid an incident here and a DC 12 Charisma (Persuasion) check will be enough to calm the eagle knights so that the PCs may tell their tale.

Showing them the bodies of dead xihcoatl will also put them at ease and earn their respect. If the PCs attack, one female eagle knight will blow a whistle while the other five attack. From that point forward a new batch of knights arrives every minute, and eventually their ranks will be bolstered by plumacasters and possibly even some plumazotl guards.

Once the knights are calm, they will ask the PCs to tell their story, in detail. The knights know nothing about obsidian dragons or a being known as Seradess but they did know the dragonborn that resided here. Tukan is likely the most cosmopolitan city in all of Maztica and dragonborn are not all that uncommon.

The knights also know nothing of the name Blithen but they can tell the PCs that Tepeticpac is the name of a mountain to the southwest. If the PCs ask for any more information or advice, the knights will suggest they head towards the mountain. Strange lights have appeared atop that peak for years now.

ENCOUNTER 3 - DRAGONS OF THE DESERT

Note that if the PCs skip travel by teleporting to Tepeticpac, this event can still occur immediately as they arrive. The dragons are patrolling a large swath of the desert and are often found right at the mountain's base, often dueling with the sand elder who resides nearby (see Encounter 4)

Otherwise, Tepeticpac is four days travel but it remains clear in the desert sky. On the first night, the PCs will observe red flashing lights just like the eagle knights described. On the second, the lights come much closer.

This is because two **adult obsidian dragons**, Uldreorix and his mate Chelizzar, have been tasked with guarding the portal on the mountain peak and they have detected the PCs.

The dragons attack in the name of their queen without allowing for opportunity to parlay. If one is slain and the other below 50% of its hit points, it will attempt to flee in the direction of Tewahca to warn Seradess of the powerful enemies. In this case, the dragon will also be present at the final battle.

ENCOUNTER 4 - SAND ELDER AND DWARVES

Tepeticpac is the tallest mountain between Mount Mixhuacan in the south and Mount Zatal in the north. It can be seen in the House of Tezca from nearly 90 miles away.

Avoided by the inhabitants of Tukan for the rumors of powerful spirits found here, its guardian has been left alone for centuries.

A **sand elder** named Kereberus has lived here for millennia, far from his kind in the northerly Sands of Itzcala. In ancient times, the sand elder discovered a portal here atop the mountain and it believes that the portal can somehow be attuned to the sand elder's home plane which it desperately wishes to return to.

The sand elder has been harassed by the obsidian dragon duo for days and it is on edge. Usually such beings keep their presence secret, but Kereberus will make itself known by speaking to the PCs first in Terran and then in Common. It asks somewhat angrily who they are and their purpose.

Give the PCs an opportunity to respond and make a DC 20 Charisma (Persuasion) check immediately afterward with the following modifiers.

- PCs mention they killed an obsidian dragon or both dragons (+3)
- PCs mention the name of the amethyst greatwyrms Aleithilithos (+1)
- PCs threatened the sand elder initially (-1)

If the PCs fail the skill check by 5 or more, Kereberus attacks and there will be no way to stop his wrath except by fleeing. Should the sand elder be killed, a great wail will be heard across the desert. This is a magical effect resulting from the mourning all sand elders feel when one of their kind is lost to violence. Mazticans see this as a bad omen. The PCs may proceed up the mountain to the portal, but they will not encounter the aleithian dwarves and will need to gain information from another source.

If the PCs simply fail the check, the sand elder tells them nothing and insists on being left alone. If they persist, eventually Kereberus might attack as above. The aleithian dwarves will eventually introduce themselves but the PCs won't be given *Xachoket*, the sentient psi-crystal.

If the PCs succeed in the check, the sand elder's countenance changes for the better and requests that the PCs hold momentarily. He then puts his face to the mountainside and hums into the wall. The entire mountainside reverberates with his voice as he turns to you to speak once again.

"You have come as enemies of the enemies of my friends. This makes you friends as well. Prepare for the short ones, for they will arrive soon."

The PCs should have no idea what Kereberus is talking about but once they start asking questions he motions for their silence as a doorway outlined in purplish light begins to glow on the side of the mountain.

The large double doors swing outward slowly while six lean, pale gray dwarves emerge. The PCs might think them duergar at first but describe their skin as having a purplish hue and their hair is most certainly a dark purple, almost black in coloration.

These are the aleithian dwarves whose history goes back many generations of dwarf and dragon alike. Once simple mountain dwarves from another world, they were tasked by the dragon Aleithilithos and Sardior (with the blessings of Dumathoin) to guard an otherworldly realm known as the Demiplane of Ectoplasm.

Though they no longer inhabit that realm, the dwarves have maintained a good relationship with the gem dragons, particularly amethysts. The clan has also befriended the sand elder.

One of the dwarves, a male whose beard is dyed or naturally colored bright purple steps forward and addresses the PCs in an unrecognizably accented Common (or Maztican if the characters are Maztican).

"Hail and well met heroes. Are you here at the call of Vobandrix and his ilk?"

If the PCs respond in the affirmative he smiles and asks how the dragonborn fares these days. The news of his demise will remove the dwarf's smile, but he continues regardless.

"Seradess is a pox on all worlds and she must be stopped. My name is Dergrul and we, the aleithian dwarves, will guide you as Vobandrix had meant to do. What do you know of your task?"

Let the PCs ask questions and answer whatever the PCs want to know. Dergrul will even go into the history of the aleithian dwarves or the Demiplane of Ectoplasm if asked (see sidebar).

In the conversation, make sure Dergrul explains the following information.

- There is a portal at the top of the mountain that is large enough for dragons to pass through. This is where Seradess entered Toril.
- The portal leads to an otherworldly and strange realm known as the Demiplane of Ectoplasm, specifically an underground region known as the Rokehold. This is the former home of the aleithian dwarves.



- At the far end of the Rokehold there is an entrance to the astral home of the three headed dragon Blithenpaxantadravos of Many Names.
- Blithen will know what Seradess is up to if any do. He must be contacted but there is danger in the Rokehold now - a beast that the dwarves cannot defeat known as an onyx worm.

Once their questions are answered, the sand elder departs and the dwarves escort the PCs to the mountaintop and the portal. The circular portal is nearly 50 feet in diameter and the edges burn with blue, green, purple and orange fire. The circle's center is black like a void.

Before departing, Dergrul hands the most intelligent PC a small cluster of purple crystal. This is a magical psi-crystal but it is sentient and has the name Xachoket. Xachoket the Sentient Psi-Crystal communicates using telepathy and says it will guide the PCs through the Rokehold. It promises to keep them on the right path.

XACHOKET THE SENTIENT PSI-CRYSTAL

Wondrous item, very rare (requires attunement by a creature with an intelligence score of 3 or higher)

Xachoket has all the normal abilities of a psi-crystal as described in **Rime of the Frostmaiden** on page 315. Its ability to allow telepathy and shine light has been repeated here for convenience.

Intelligence Range of Score Telepathy Light Intensity

3-7	15 feet	Dim light out to a range of 5 feet
8-11	30 feet	Bright light in a 5-foot radius and dim light for an additional 5 feet
12-15	60 feet	Bright light in a 10-foot radius and dim light for an additional 10 feet
16 or higher	120 feet	Bright light in a 15-foot radius and dim light for an additional 15 feet

In addition to its normal powers, Xachoket also orbits like an Ioun stone if you desire it to do so. When you use an action to toss it into the air, Xachoket orbits your head at a distance of 2 feet. Another creature must use an action to grasp or net Xachoket to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow Xachoket, but this does not end its effects.

DEMIPLANE OF ECTOPLASM

Floating in the Astral Plane, the Demiplane of Ectoplasm is a small pocket dimension with a dome shape. It is a dimly lit plane, with vision much like starlight on a Prime world. The dome which covers the entire plane is gently lit with small flames that range in a variety of colors, but never burn too brightly. A substance known as ectoplasm, as the name would suggest, permeates the plane. This substance can appear liquid or solid (or somewhere in between) and generally has a milkish white coloration. Ectoplasm is known for its ability to be manipulated by telepathic beings and it is a valuable substance to many.

Note that the Demiplane of Ectoplasm is set to be fully realized in an upcoming product.

ALEITHIAN DWARF HISTORY

Aleithian dwarves were once known as the Rokehold clan, a name they eventually gave to their home in the Demiplane of Ectoplasm. Originally shield dwarves, the Rokehold mined their way into a cavern where Aleithilithos slumbered. Amused by the dwarves, Aleithilithos, with the blessing of the gods Dumathoin and Sardior himself, employed them to mine and guard the Demiplane of Ectoplasm. In time, they completed their task, but their extended time on the demiplane changed the dwarves in subtle ways. The aleithian dwarves have since returned to the Prime, abandoning their old mines and halls in the Rokehold. The clan has split to many worlds, assisted by Aleithilithos and other amethyst dragons.

Xachoket can serve as a spell focus, even while orbiting your head, and it gives you the same benefit as if you were wearing a *ring of protection*.

As a sentient item, Xachoket has Intelligence 19, Wisdom 14 and Charisma 15. It can "speak" to its attuned owner telepathically or speak Common aloud, hear and see all at a range of 60 feet. Its alignment is lawful neutral and its special purpose is to protect the aleithian dwarves. If freely given, it will not initiate conflict with its owner, unless the owner wantonly attacks aleithian dwarves without provocation.

Xachoket has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

ENCOUNTER 5 - THE ROKEHOLD

Passing through the black portal was wholly unlike your recent teleportation or any other form of magical travel you have experienced for that matter. Certainly there was the expected unease but it was quickly drowned out by the thousands of whispered voices.

You could not determine if they were audible or simply imagined, but they hurt regardless. The moment the darkness enveloped you the only reaction you could have was to cry out. Then, as quickly as the sensation came, it was over.

Now you stand in a grand hall of massive pillars and fine craftsmanship illuminated by continuously flaming torches. No doubt this is the handiwork of the strange amethyst dwarves. The sentient crystal speaks aloud and says, "welcome to Rokehold."

The PCs have arrived in the Demiplane of Ectoplasm, but deep underground and far from the inhabitants of the surface. As stated by Xachoket, the PCs have arrived in Rokehold, the former halls of the aleithian dwarves which they have abandoned completely.

The halls themselves consist of both worked and natural chambers and tunnels. The dwarves lived here for centuries and worked ceaselessly so the entire complex is massive and mostly beyond the scope of this adventure. Xachoket will lead the PCs directly to the portal to the three headed dragon Blithen of Many Names in section 5F. Tunnels south of that area eventually lead to the surface, not far from a githyanki fortress known as Ginden Bali.

CONDITIONS IN ROKEHOLD

Rokehold's walls, floors and ceiling are all made of a solidified form of the substance that is the demiplane's namesake, interspersed with pockets of metal and some crystal growth. Normally, ectoplasm can be shaped by creatures who have telepathic powers, but the solidified ectoplasm is inert.

The milky white coloration has been polished to a shine in the worked chambers of the hall, which reflects the light of the *continual flames* found throughout. Consider all of the worked chambers as brightly lit, and the unworked tunnels and chambers as if they are in dim light.

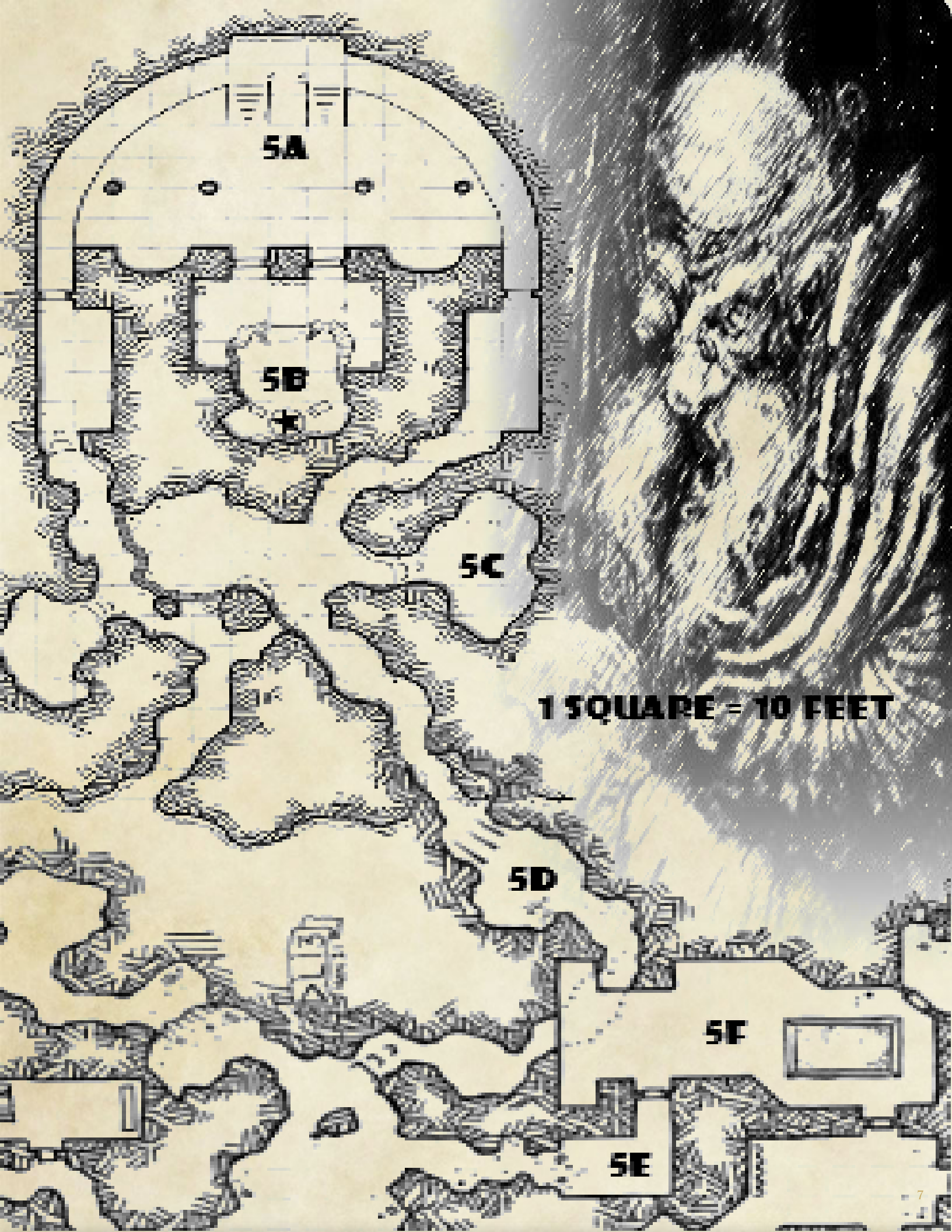
Fresh air flows throughout the hall because of the engineering skills of the aleithians. They are dwarves after all.

5A - PORTAL DESTINATION

The aleithian dwarves gained great knowledge with the help of Aleithilithos and in a great feat of psionic power and engineering, they created numerous portals in and out of Rokehold. Traveling through these portals to other planes is known to be jarring, but this is simply the nature of the demiplane itself, and ultimately harmless.

Given enough time, the dwarves can change the destination when exiting the demiplane, but in that one direction only. This limitation has prevented them from helping their friend Kereberus return home (he most certainly does not fit within these halls), but the good natured dwarves continue to try regardless.

The chamber in which the portal deposits the PCs is a beautifully designed semicircle, accentuated with four pillars that reach up to the 100 foot high ceiling. There is a platform with a glowing ruby statue of a dragon to the south and doorways at both edges of the semicircle to the southwest and southeast. Xachoket immediately points the party to the southeast.



5A

5B

5C

5D

5E

5E

1 SQUARE = 10 FEET

5B - STATUE OF SARDIOR

Atop a platform to the south of the portal there is a ten foot tall statue of a red, crystalline dragon. At its base there are brass trays littered with tiny rubies and other brightly shining gemstones. Xachoket says out loud, "behold the Ruby Dragon."

This was a shrine that the aleithian dwarves held to Sardior. Despite their continued worship of the dwarven god Dumathoin, they also respected Sardior as both a friend and ally to the dwarven pantheon. The 128 tiny gems at the base of the statue are all tributes given as a sign of respect to the god of gem dragons and Xachoket will claim that they are not to be touched. The gems are mostly rubies, with some amethysts, diamonds and other small gems thrown in, but they average about 50 gp each.

If Xachoket's warning is not heeded, the statue awakens and attacks immediately with its breath weapon. The statue is a **sardorian golem**. Even if destroyed, aleithian dwarves who find out the PCs have looted this shrine will become hostile.

On the other hand, should PCs make an offering of their own (one gem per character worth at least 50 gp), they are blessed with the *Charm of the Ruby Dragon* one time only.

CHARM OF THE RUBY DRAGON

This charm gives you a bonus to all Charisma based skill checks when dealing with gem dragons or gem dragonborn. You may also exhale a burst of fire from your mouth that does 40 (9d8) fire damage in a 60 foot cone unless creatures within its area make a DC 17 Dexterity saving throw in which case they take half damage. You may use the breath weapon three times before the charm fades from you, along with all of its benefits.

5C - ONYX WORM CAVE

Not long after Rokehold was abandoned by the aleithian dwarves, numerous creatures found their way into its halls, though none of any particular intelligence or purpose as of yet. The **onyx worm** that lairs here is perhaps the most destructive and powerful of them and it has prevented the dwarves from returning.

The onyx worm incidentally consumes much of the metal ore as it burrows through the solid ectoplasm of the demiplane. If the PCs search its gullet (a disgusting process), they find gold, silver and less valuable metals that have solidified into perfectly round balls that aid the worm in digestion known as *pearls*.

There are six gold pearls worth 500 gp each and twelve silver pearls worth 50 gp each. The pearls weigh 1/10th their weight in coinage.

5D - CLEANUP CREW

The chamber before you is crowded with a bizarre sight you have few words to explain. A pool of quicksilver lashes out at five amethyst encrusted tauric creatures of unknown origin.

The aleithian dwarves left behind creatures who were intended to keep the place tidy should the dwarves ever intend to return. These beings, known as **gem stalkers** (of the amethyst variety) do not typically attack intruders but they will ward off mindless invaders such as the **living ferroplasm** that has recently seeped through the ectoplasm walls.

This creature looks like a 12 foot diameter pool of quicksilver, but it lashes out with pseudopods at the gem stalkers. Unfortunately, interference in the fight causes a three way battle as the gem stalkers do not recognize the PCs as allies regardless of their actions. There are five gem stalkers in this crowded chamber, two of which will remain focused on the living ferroplasm which has spilled over into the southeast tunnel. By the time the PCs finish off the three stalkers that have their attention, the living ferroplasm will have finished off the other two, turning to the PCs next. It has lost a paltry 12 hit points to the stalkers.

5E - LEGEND OF BLITHENPAXANTADRAVOS

An unlocked door of solid iron engraved with a beautiful engraving of a three headed dragon bars your way. Below the engraving are runes in an unknown tongue. Xachoket claims it can read the runes for you, if you wish. It is the Legend of Blithenpaxantadravos.





LEGEND OF BLITHENPAXANTADRAVOS

Not long after the dawn of the First World, the young dragon god Sardior sought the wisdom of the mighty Tiamat and Bahamut. While they desired to curry the Ruby Dragon's favor, neither had answers to Sardior's liking and the Ruby Dragon moved on.

In the infinite possibilities of the Astral, Sardior instead found a friend and advisor in the dragon Blithenpaxantadravos. For centuries, Blithenpaxantadravos had the ear of the god who sought his wisdom in all things and the three headed wyrm could always be found at the side of his lord. In time, however, the Lord of Gem Dragons turned instead to the greatest of his children - six thanes who represented the best of his progeny. These were the greatwyrms Aleithilithos, Hrodel, Smargad, Charisma, Tithonnas, and Seradess.

Having grown used to his position of prominence and power, Blithenpaxantadravos grew jealous of the thanes and sought to turn Sardior against them. He began with one of Sardior's favorites - the obsidian greatwyrms Seradess. Seradess has always been the most ambitious of the thanes and all it took of Blithen was to play to her nature. She turned on Sardior, and he destroyed her. Blithenpaxantadravos' betrayal however, was also discovered and the great Ruby Dragon cast him out of the court. Blithenpaxantadravos would now be known as Blithen the Outcast.

The iron doors are not trapped or locked but are remarkably heavy, requiring a Strength (Athletics) DC 16 check to open.

5F - BLITHEN'S PORTAL PAD

A raised dais occupies the floor of this chamber and it has the same three-headed dragon engraving found on the door outside. Xachoket tells you that this is the portal pad to Blithen's lair in the Astral and that the command word is simply his full name. He also warns you that Blithen was no enemy to the aleithian dwarves, but he can be very unpredictable and you should not know what to expect in any case.

Xachoket speaks the truth, and the portal will activate once a PC standing on it calls out "Blithenpaxantadravos." This time, the black void forms at their feet and stays open for a minute. They need to all go through together because it can only be opened once per 24 hour period from this end. Xachoket will not mention this limitation unless asked.

The same uneasy mental screams assail the PCs while they pass through and this time, when it is over they find themselves in another cavern. This cavern, however, is at the center of a giant rock on the Astral Plane - the PCs have entered Blithen's lair.

ENCOUNTER 6 - BLITHEN'S ASTRAL LAIR

Blithenpaxantdravos's lair is deep within a massive rock on the Astral plane. The rock is large enough that entire societies have formed on its surface, and most of them are blissfully unaware of the powerful dragon that lives below their homes. Gravity is normal here, but all other conditions are the same as they are elsewhere on the Astral (see the **Dungeon Master's Guide** for details). There is no lighting within the lair except where noted.

Like the halls of Rokehold, Blithen's lair is far larger than the scope of this adventure. Though Xachoket does not know the direct route to Blithen's main cavern, events will most likely lead the PCs there. If the PCs decide to explore elsewhere, there are all sorts of creatures found within the lair and it eventually leads to a surface occupied by githyanki and strange worm-like creatures known as garmorm. The ectoplasmic dragons guard every major route directly to Blithen however, and the outcast dragon likes to be left alone.



6A - CORRUPTED PORTAL

Your arrival this time was just as unpleasant as the last, but at least you knew what to expect. The pad you have arrived on looks identical to the one from which you came, except there is a foul, greenish fungal growth about its edges.

As you begin to adjust to the Astral plane, you notice the fungal growth begin to move and the portal pad seems to be activating again!

This portal has not been used since the early days of the Rokehold and its somnolence has allowed a demonic **alkilith** to corrupt it. Every so often, the alkilith has been able to open and redirect the portal directly to the Abyss, summoning demons to Blithen's lair.

When the portal opens, two **armanites** race through from the blasted plains of the Abyss and the moment they get their bearings, they join the alkilith in attacking the PCs.

6B - THANE OF BLITHENPAXANTADRAVOS

A dragon unlike any you have ever seen before turns your way. Its smooth skin and mirror like sheen reflect the lights you carry and the glowing crystals that dot the ceiling.

The dragon snarls at you, but seems to be giving you an opportunity to speak before unleashing whatever fiery death it hides within.

The ectoplasmic dragon is a new breed of dragon whose oldest members are just now entering the ancient phase of their lives. They have emerged from a hatchery somewhere on the Demiplane of Ectoplasm, and none but the dragons and Blithen himself know their origins.

Blithen has taken a particular interest in these dragons despite the fact that he has nothing to do with their creation (originally). His drive to lord over such creatures has been the main reason for his recent reawakening after ages of sleep. In a strange duplication of Sardior's court, Blithen has taken on thanes of his own pulled from the eldest of the ectoplasmic dragons. These dragons are loyal to Blithen and five of them stand guard in different sections of Blithen's lair.

The **ancient ectoplasmic dragon** that lairs here is perhaps Blithen's closest confidant. A female named Caskidis. "Cask" takes her duty guarding the primary lair in 6D quite seriously but realizes the PCs must've come through the aleithian dwarf gate and are likely not enemies. She is also aware of the alkilith which has aggravatingly sent many demons into the tunnels through the corrupted gate. The alkilith avoids the dragon by squeezing itself into cracks in the wall when she comes to destroy it.

If the PCs attempt to speak with the dragon, they need not worry that she will attack, but they should still make a DC 15 Charisma (Persuasion) check. If they succeed, the dragon will escort them to Blithen's chamber and accompany them in the battle with the astral dreadnought in 5C.



Otherwise the PCs are on their own. Either way, she will warn them against heading to the southwest without talking to Blithen first. By name, she tells them of the entrapped astral dreadnought.

6C - TRAPPED DREADNOUGHT

The cavern here harbors a terrible beast of legend that Blithen has had to hold captive for the last decade. The last time Blithen harvested a nest of ectoplasmic dragon eggs, he was attacked by an astral dreadnought. The dreadnought nearly fell to him, but it had consumed the clutch and nearly escaped. Exhausted, but still at an advantage, Blithen managed to use whatever psionic strength he had left to drag the astral dreadnought back to his lair. The dreadnought is trapped and angry, its tail but Blithen cannot release his hold it long enough to combat the creature once again for fears that it might escape, losing him a generation of ectoplasmic dragon wyrmlings.

If the PCs enter the chamber by chance or under the direction of Blithen, read them the following description.

The creature before you nearly fills the chamber with its titanic bulk and it is a terrifying thing to behold. A singular eye stares at you as two gigantic pincer-like claws swipe in your direction.

The **astral dreadnought** is terribly confined within the cavern, but is smart enough to keep its eye focused on casters, preventing them from using magic. This is a very difficult encounter for the PCs unless they realize just how trapped the dreadnought is. It cannot fit through the tunnels to south or northern end of the cavern, making it easy to snipe the titan, but only if they realize their advantage. It will fight back with intelligent tactics however, and will attempt to get out of range when possible.

If the astral dreadnought is killed, all of the contents of its extradimensional stomach spill out into the cavern. This includes a lot of trash and detritus, but after three hours of searching and collecting, the PCs can come up with 8,000 gp worth of gems, gold, and other assorted objects, only 10% of which will be in coin. There are also a few magic items including a *robe of stars*, a *belt of fire giant strength* and a *spellguard shield*. The spellguard shield is held by a skeletal eagle knight who still wears his magical *eagle knight armor*, but it is damaged beyond repair. The shield is a *chīmalli shield* unique to the lands of Maztica (see the **Maztica Campaign Guide**).

Of course, the most important loot is the five silvered dragon eggs, none of which have been damaged in any way.

6D - THE THREE HEADED DRAGON

Blithenpaxantadravos the Outcast, the Forgotten and the Nihilist; these are the three names used for a mighty three headed dragon of incalculable age who sits atop a raised mound in his lair and waits to regard the PCs.

Before you sits a massive dragon, and possibly one of the most beautiful creatures you have ever seen. The dragon's scales intermix a crystalline white, emerald green and the blackest of black, but all reflect the lights of the floating globes that decorate its lair.

As if its size and beauty were not enough to amaze, it turns to look at you with the three heads you have seen depicted in so many motifs recently. He speaks to you through his central, emerald colored head.

Blithen is an ancient being, nearly as old as Sardior, Bahamut, and Tiamat; yet even he does not know his origins. The dragon is a CR 26 **gem greatwyr**m who can use any of three breath weapons - the scintillating breath of a crystal dragon, the disorienting breath of the emerald dragon, or the fiery breath of the obsidian dragon. He can call on his five **ancient ectoplasmic dragon** thanes as a bonus action, one arriving every minute as he fights intruders.

But the PCs should not behave as if they are intruders, and Blithen will listen to them, knowing well that they have come from the aleithian dwarf portal. If they are accompanied by Caskidis, the crystal dragon head will even appear to smile at them.

WHAT DOES BLITHEN KNOW?

Blithen is *indifferent* to the PCs until they destroy the astral dreadnought and return the ectoplasmic dragon eggs to him, in which case he will be *friendly*. Even an indifferent Blithen has had few other than his thanes to converse with for many years, and he will answer almost anything about himself. He is haughty and proud to speak of his accomplishments, particularly his time spent as advisor to Sardior.

Seradess is a sore spot, however, and though he knows of her return and plans, he will not share this information until made friendly. If they have yet to do so, Blithen will demand they defeat the dreadnought in return for such important information. If they return the eggs, he will motion for them to follow to the treasure chamber turned nursery in 6E.

Blithen promises to give them all they need to know momentarily, but first they must "witness a miracle."

6E- THE NURSERY

Blithen has many treasuries throughout his vast lair, and his overall wealth is believed to rival the value of entire kingdoms.

Though this was once where he kept his favorite works of art, magic and priceless curiosities, he has since moved them elsewhere in order to keep the nursery close to himself. Blithen is the most content that he has been since his time with Sardior after having discovered the ectoplasmic dragons.



Five indentations in the ground indicate space for the anticipated five dragon eggs in the nursery. Blithen does not change his shape to enter the chamber and cannot fit through the entrance at his current size. Instead he instructs the PCs to place the eggs in their proper positions and then come back behind him to watch in safety.

Describe the scene in the following way once the PCs comply.

The mighty greatwyrms three heads all rear backward, inhaling a great breath of air. The air in the chamber charges with scintillating lights, a powerful thrum and almost uncomfortable heat.

Simultaneously, each head breathes into the nursery with all the might the greatwyrms can muster. The show of raw power is overwhelming as brilliant light, waves of thunderous power and scorching dragonfire inundate the nursery.

Shocked by the blast, you fear for the safety of the dragon eggs and you think there is no way they could survive such elemental fury.

The eggs do survive the blast, however. In fact, the breath of Blithen's three heads is exactly the catalyst needed to allow them to hatch.

While always reflective, the eggs are now polished to the point that you can see your reflection in them. Amazed at the perfect mirror, you at notice a crack in your face - no wait! The crack is in the egg! One by one the shells start to fracture. A head pushes through the breaks in one, then another emerges... You are witnessing the birth of a clutch of these strange new dragons!

Blithen beams like a proud father as the wyrmlings emerge and he nuzzles the newborns. The human sized dragons enjoy Blithen's attentions but one of them, the runt of the litter, makes its way toward you instead.

If the DM desires, this could be an opportunity to assign a sidekick to one of the PCs. One of the wyrmlings is imprinting on a character instead of Blithen. This does not make him angry or upset, and even the obsidian head manages to show a draconic smile. The greatwyrms will allow the character to raise the wyrmling if so desired. The wyrmling will choose the character that you believe has roleplayed the encounter with Blithen the best, or you can choose a character randomly.

If the DM does not wish to allow such a sidekick, the bond can be temporary or less intense and the dragon will remain with Blithen. At the very least, allow the characters to name the wyrmling.

Finally, not long after the birth, Blithen will place the wyrmlings under Cask's care and get to business regarding Seradess.

His story begins with the tale of his betrayal of Sardior, and how he manipulated the obsidian thane. Though he believes his punishment overly harsh, he no longer holds a grudge for his banishment. He is also not afraid to admit his culpability.

Once the three headed greatwyrms has filled in any holes in the PCs knowledge, he will discuss Seradess' plan. Blithen gained this information through spies that hide within Seradess' hoard (an intelligent hoard scarab hidden among dozens of its kin).

Seradess is an angry dragon, much as I once was as well not all that long ago. Ambition, pride, greed - these are the traits that have been given to dragons to stop us from ruling the multiverse and it eventually brings even the greatest of us down. It was easy for me to convince 'Dess that she should rule in Sardior's place. The thane was the most powerful of them all, and all I needed to do was give her the slightest nudge.

Her defeat at Sardior's claw was spectacular and one I was able to witness before I myself was banished from his sight. She has returned and gathered her echoes across reality and she desires to become *Greatwyrms* once again.

Seradess cannot ascend because some piece of the Ruby Dragon has dedicated itself to stopping her. Whatever this shard is, I do not truly know, but I know that *she* believes it is Sardior himself. 'Dess also believes she has found a way to overcome this block.

In your mortal realm of Maztica, there is a substance which you call *plumastone* but we gem dragons know it across the planes as *dragonglass*. You think it unique to your realm, but it is not. However, there is nowhere else in the multiverse where it hums with such power as it does within your ancient City of the Gods.

With a successful DC 13 Intelligence (History) check, the PCs will know the Maztican "City of the Gods" usually goes by the name *Tewahca*; an ancient and hidden ruin within the House of Tezca desert. Blithen finally takes the form of a Maztican human (with an appearance similar to the *Payit*) and continues the conversation as if nothing is different.

If she finds the source of the power that has grown the dragonglass, 'Dess will ascend and bring destruction to your world. Normally, I would not care, but I have to admit I have grown a bit soft as of late. I can offer you no more in the way of knowledge, but I can give you this. Let it guide you in the desert - it will lead you to your enemy.

Blithen hands you a sphere of obsidian or plumastone that pulses with an inner light. At its sight you hear *Xachoket harrumph*. Can a psi-crystal be jealous?

The smooth stone is not sentient and it has no other powers than to lead to Tewahca. It is formed specifically from Tewahcan plumastone and has the ruin's telltale purple and red hued glow. As the PCs get closer, the inner light increases in intensity until it reaches the ruin, where it glows as if it were enchanted with the *light* cantrip.

The plumastone is a perfect sphere and could likely be sold for 500 gp, but then the PCs would have difficulty finding Tewahca in the House of Tezca. The sentinel spirits of the City of the Gods have renewed powerful misdirectional magics since the coming of Seradess.

ENCOUNTER 7 - HOUSE OF TEZCA

Returning to the House of Tezca after speaking with Blithen should be rather simple, but they do need to travel back through both portals. This means they will have to rest a day since Blithen's portal can only open once daily.

Similarly, the PCs might have some loose ends in the Demiplane of Ectoplasm if they fled the onyx worm or the living ferroplasm. The gem stalkers are nowhere to be found.

The aleithian dwarves are also back in their mountain home and the sand elder has removed itself from the area. Once the PCs head down Mount Tepeticpac, the sphere will glow brighter as they head east.

ENCOUNTER 8 - THE "ROAD" TO TEWAHCA

Tewahca is seven days travel mostly east (and somewhat north). There is a permanent magical misdirection that encompasses the entirety of the desert. Every day, a creature must make a successful DC 22 Intelligence check in order to head in its direction and that is only if they know where it is. If the check fails, they lose a day of travel heading in the wrong direction or traveling in circles. With the sphere to guide them, they do not need to make this check.

There can certainly be random encounters in the desert, but there is likely little of local life that can threaten the PCs at this level. The following keyed encounters can be used to challenge the players along the way.

However, if you wish to challenge the PCs on their way to

the City of the Gods beyond the designated encounters, this is a good time to insert challenges of your own.

8A - SCORPIONFOLK NEST

On their first day in the unforgiving desert, the PCs will come upon a clutch of brown, slimy eggs found near a rock outcropping amid desert cacti. Whether or not the PCs investigate the eggs, if they linger for too long a half dozen **tlincalli** emerge from the sand and rocks. They are *hostile*, but not stupid and might not initially attack.

A successful DC 16 Charisma (Persuasion) check will get them to leave the PCs alone (making them *indifferent*) as long as they don't go near the eggs. These are outcast sycophants of the demon lord Obox-ob and cannot be intimidated.

One of the tlincalli is an obvious leader and its spiked chain glows with power. This weapon is a *+3 spiked chain*.

8B - THE FAWNING HERMIT

A **nagpa** named Dhimaex stepped through the portal to Mztica created by Seradess, sensing that the ancient dragon would bring about calamity. He did not anticipate that the onyx dragon would not appreciate his intrusion and chase him into the deep desert where the nagpa has now wandered for days. Dhimaex still hopes for ruin so that he may loot the bones of civilization and he bides his time, but he seeks revenge against Seradess as well. He will first approach the PCs as an ally.

You see a hunched figure in the distance. The wind has picked up a bit and it obscures the character's features as it approaches you, but you can clearly make out a walking staff, a hooded cloak, and an awkward gait. In a high pitched but harsh voice it calls out to you "peeeeeeace" and "frieeeeennnd!" Its face is suddenly revealed from behind its hood to be that of a vulture.

Dhimaex will try to gain the PCs trust by speaking only the truth about its nature and "begging forgiveness." The nagpa claims to be "curssed," which is technically true. Like the PCs, he wishes to see Seradess dead because she treated him so poorly.

In order to truly gain their trust, he will tell them of the elder tempest which roams the desert ahead and will even offer to help fight the powerful elemental. The nagpa senses "powerful magiiic" within its swirling form.

It is up to the PCs whether they fight the sycophantic creature or trust it for the time being. It will assist them from the rear of the battle with the elder tempest using its spells, but also betray them when the *staff of the magi* is revealed.

8C - STORM SERPENT

The wind has been picking up for days and the closer you get to the City of the Gods, the worse it gets. The sky has darkened and rain falls, soaking the parched ground. This is not a natural storm for the desert.

The magic of Tewahca has had more effects on the region than just in the growth of its fabled plumastone. The reawakening of the ruins unliving residents, the magic being invoked by Seradess' impending ascension and the dormant divine power found in the ruins has opened a hole into the deep regions of the Elemental Chaos.

From it, a titanic elemental known as an **elder tempest** has emerged. The elemental is not immediately hostile, but it is confused and angry. Any show of aggression by the PCs will trigger an attack as the skies around them grow cold and dark.

Unfortunately for the PCs, this is a CR 23 creatures, but the elder tempest is a straightforward fighter and clever PCs should be able to overcome it. The nagpa Dhimaex, for the time being, will remain true to its word and fight alongside the PCs using its spells.

If the tempest is defeated, literal tons of detritus and sand that had been caught up in its winds fall to the earth. The nagpa heads directly towards an amazing piece of magic in hopes of getting to it before the PCs do. This is a *staff of the magi* and if the PCs want it, they will have to fight Dhimaex.

ENCOUNTER 9 - CITY OF THE GODS

The fabled "City of the Gods" emerges from the glare and sandy haze, but what you see cannot truly be called a city. It is a ruin, yet its central pyramid shadows what you even imagined. Towering over four hundred feet, you cannot estimate its full grandeur as its peak (and the word "peak" certainly seems to fit) lies in a cloudy haze. You think you see fire at the very top, but then you hear a great roar and multiple other animal sounds that you cannot quite place. Part bark, part roar, you know not what heads your way, but the numbers are certainly overwhelming. Just as you begin to prepare the sands beneath you shift...



The shifting sands are caused by the spirit sentinels of Tewahca, the ancient dead who built and lived within the city and have sworn to remain for when the gods choose to battle once again. A hundred years ago, as it was thousands of years ago, Qotal and Zaltec fought upon the steps of this grandest pyramid in all the True World. Still the spirits remain in case the rivalry is ever to reengage.

The sands beneath the PC's feet swirl like a maelstrom but the PCs can escape it easily by flying or other magic. Otherwise they need to make a DC 17 Dexterity check to get beyond the border or they fall in (no damage, the fall is short and the landing soft sand). However, this is not a trap, because the sentinel spirits are attempting to assist the heroes. A shadowy figure in a grand feathered headdress motions for them to enter a dark whole into the world below the sands. The strange barking grows louder and the PCs have a minute to make up their minds. A horde of 20 guardian **mind drakes** is approaching - certainly too many even for the powerful PCs to handle.

Once the last PC goes below ground, the sands above begin to move again, sealing them in a dark chamber. The shadowed figure now stands before them glowing in a hazy blue light. He is accompanied by dozens of others calmly waiting behind him and bows to the PCs.

9A - SENTINEL SPIRITS

The sentinel spirits of Tewahca are a memory of the folks who once lived here and created the Pyramid of the Gods. The Pyramid remains inviolate and appears very much as it did the day it was raised because the spirits have remained beyond their deaths to maintain it.

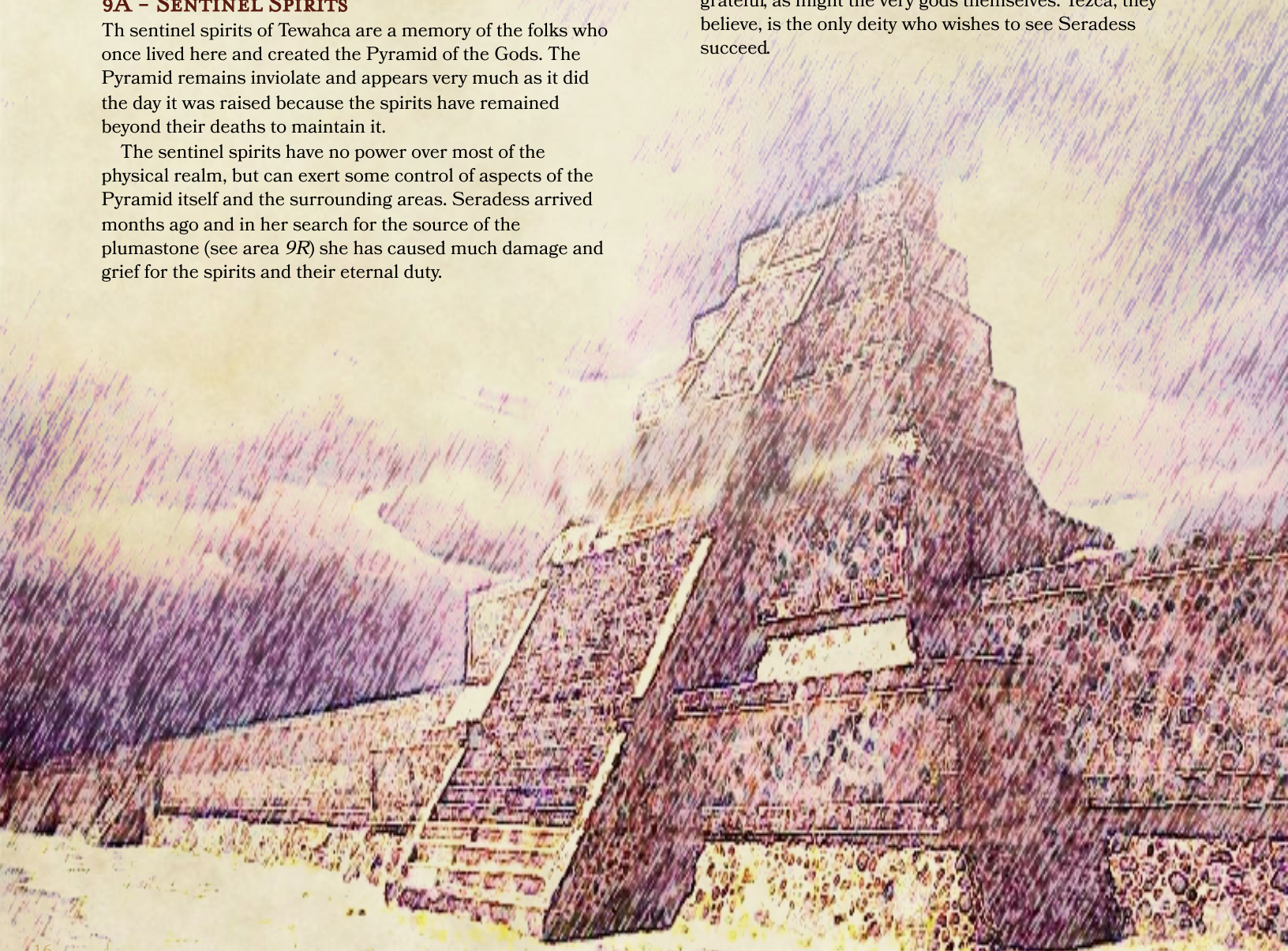
The sentinel spirits have no power over most of the physical realm, but can exert some control of aspects of the Pyramid itself and the surrounding areas. Seradess arrived months ago and in her search for the source of the plumastone (see area 9R) she has caused much damage and grief for the spirits and their eternal duty.

The spirits cannot speak to the PCs but can understand them. The one who seems to lead them (the one with the grand headdress) will also attempt to pantomime and create symbols in the sand to communicate with the PCs.

If you would like to roleplay this, you might want to act out the communication. If not, a simple DC 12 Intelligence check can be made by the PCs to understand each major point below.

The spirit wishes to communicate the following information.

- The sentinel spirits are ancient guardians of the Pyramid of the Gods and Tewahca. They keep the pyramid pristine for a time that the gods may once again wish to do battle upon its peak. It is also they who power the magical misdirection that blankets the whole of the desert.
- A mighty dragon has defiled the temple atop the pyramid and ignores the sentinel spirits whom she cannot destroy, but who also cannot harm her.
- The dragon is searching for the source of the power that is responsible for the creation of plumastone in the region but has not been successful yet. She is very close.
- If she takes the source for herself, it will mean the destruction of the Pyramid.
- If the PCs can stop her, the spirits would be eternally grateful, as might the very gods themselves. Tezca, they believe, is the only deity who wishes to see Seradess succeed.





Seradess has searched everywhere for the source, but has only recently begun suspect it lies underground instead of within the pyramid and she is getting very close. The obsidian dragon will if fact reach it momentarily, but the sentinel spirits do not know this and certainly the PCs will not either.

If the PCs ask what the source is, communicating its nature is not simple, but a successful DC Intelligence check will allow the PCs to understand that it is underground and composed of "blood and fire." The translation is much more literal than the PCs might expect.

Just as the PCs feel like they know what to do and are prepared to move on, read the following description.

A colossal explosion from somewhere nearby shakes the room and dust and sand obscure your vision. The ghostly figures you have been trying to garner information from look as surprised as you, then they begin to panic as their forms start to fade. Before you can react, the ghosts disappear and you are once again left in darkness.

Seradess has just breached the cavern in *9R* and has discovered the *Boiling Blood of the Gods*. Though it will take her some time to do so, she is going to bathe in the pools and drain their power for herself. She is on her way to becoming a true greatwurm despite Sardior's attempts to stop her. The only way the PCs have to go now is south down a short corridor towards *9B*.

9B - THE LAST HOME OF THE FIRST FEW

No man living knows the origin of the people who built the Pyramid of the Gods or the now ruined city Tewahca and the gods will not speak of them. However, the truth is hidden beneath the City of the Gods.

When the great sun god Kukul created the current incarnation of man, he did so by severing his fingers and watching them wriggle to life. The very first of those men is known as Camazotz and his story and history of horrors can be found in [MZA3 Blood Offering](#) and [MZS1 Monsters of Maztica](#). However, the other nine, whom some have taken to calling the *First* or the *First Few*, have had great influence elsewhere in the True World. Two of the First Few eventually married and had many children of their own. Favored by the gods, they go by the name Ueman (Venerable Time) and Anacoana (Golden Flower) and they had hundreds of living ancestors because the gods gifted them with immortality.

In time, the two and all they had begotten were summoned to the Sands of Itzcala to pay their debts to the gods and build them the great pyramid. They obliged, and have been here ever since.

In the waning days when the pyramid was completed, some of the progeny moved on to other parts of the True World, but many chose to stay and continue to honor their noble duty. Having completed what was first asked of them, they were released from immortality. Even as their bodies ceased to live and decayed however, their spirits lived on within the ruin as the spirit sentinels. The PCs have already met Ueman (the spirit with the headdress) and will likely meet the furious Anacoana soon (area *9P*).

Four stone tables decorate this area, and each is covered with ancient writings. Though they are in an ancient language that only magic could decipher, they tell the entire story of the creation of the Pyramid of the Gods and the nature of its guardians.

9C - THE SMOKY MIRROR

A massive slab of obsidian (not plumastone) covers the majority of the floor here, forming a reflective black mirror. If one is to step on it and a part of Maztica which the individual is familiar with or has heard enough about (DM's discretion) is imagined, a current and partially transparent image of that area forms all about them. The individual can then interact with their "surroundings" as if they were at that location to move elsewhere and either observe or listen. This behaves exactly as if they were using both the seeing and hearing function of a *clairvoyance* spell simultaneously.

This mirror functions for 1 hour each day, and it was how many of the spirit sentinels keep tabs on the rest of the True World both while they lived and now in death.

9D - MEMORIAL STONES

When the descendants of Ueman and Anacoana determined that they would dedicate their lives to the building of the Pyramid of the Gods, they brought seven slabs of obsidian to this chamber where they engraved the names of loved ones they had left behind. This way, even over the centuries of existence they could always return to this memorial chamber to remember those that they could never be with again.

These folks were the first to develop the powerful **Maztican golems** and if the slabs are harmed in any way, four will burst from the walls between the slabs and attack anything living in the room. The people of Tewahca could think of no greater horror than the destruction of these obsidian slabs and would have done anything to keep them safe.

9E - CENTRAL GATHERING CHAMBER

Ueman and Anacoana left the city above to their ancestors and moved here below the ground shortly after the gods first fought upon the steps of the pyramid. This chamber is where they would meet with the most important members of the family and formulate plans to keep the pyramid hidden and protected.

There was once an ornate wooden table in the center of the room, but it has long since rotted to dust. There are stone doors to the east and south, neither of which are locked. Otherwise, the room is currently empty.

9F - THE TEMPLE BELOW

When the gods required formal worship, rites were always performed in the temple atop the Pyramid of the Gods. The First Few however, often remained below ground and this was their own personal temple to honor their deities. Ueman and Anacoana worshiped the entire pantheon and there are religious artifacts here representing all from Azul to Zaltec.

Permanent *continual flames* keep the chamber lit and many of the religious artifacts are valuable. Looting the temple will anger the spirit sentinels and will lessen the probability of the PCs receiving rewards from them at the adventure's conclusion.

Altogether, there is 30 pounds of religious items forged of gold, silver, gems and obsidian worth 6,500 gp.

9G - FIRST DAUGHTER

When the door to 9G is opened read the following to the PCs.

A statue before you is of a beautiful and powerfully muscled Maztican woman. Though the statue is well wrought, the proportions are distorted, making her much taller than she should be. The head of the statue nearly hits the ceiling. Identical corridors lead to darkness in the north and south.

There is no denying that all of the First Few carried a level of hubris as the favored children of the gods. This is indeed the reason the First Man, Camazotz was so horribly cursed. He believed himself more worthy of worship than Zaltec himself.

Ueman and Anacoana also raised their first child to believe that she would one day join the ranks of the gods as their reward for an immortal lifetime of service, and they too were wrong. This statue is of this daughter whom they placed in a position of prominence so close to the temple. When she died and did not ascend, Anacoana cursed the gods who no sooner retaliated. Her fate was sealed for eternity (see area 9P)

Ueman was the wiser of the two and he plead with Qotal and gentle Kiltzi for forgiveness. It was granted, but the spirit of his daughter was placed within her own stone statue as punishment. Now she inhabits it as an **eidolon** who attacks any who are not accompanied by her mother or father.



The eidolon might not be challenging on its own for high level PCs, but should they drag the battle into the northern or southern corridor, they will also have to contend with magical *black tentacles* that spring to life from empty water basins in the north and south chambers. These rooms were were enchanted to please what remained of the first daughter and are ornately decorated.

The dark tentacles behave exactly as if a wizard had cast them, except they are permanent and will reengage any time the chambers are entered. They can be dispelled, but not otherwise destroyed and will reform on the following turn. The Dexterity and Strength saves to avoid becoming restrained or breaking free once restrained are DC 18.

Over time, age has formed cracks within the walls of the north and south chambers which Ueman has filled with gold (much like the traditional Japanese art of *Kintsugi*). This can be removed through dedicated work, but it is likely not worth the effort. Removing all of the gold would take a full 12 hours and would net the PCs only 2,000 gp of actual value. The whole time they would have to contend with the dark tentacles whose reach encompasses the entire chamber.

At the conclusion of the adventure, if Ueman discovers either his daughter or his wife have been destroyed, he will mourn their loss but will ultimately not blame the PCs. Over time, he has truly come to regret what both have become. Stealing the gold, however, indicates nothing but greed as their motivation and it will work against the PCs gaining their reward from the spirit sentinels.

9H - "LIVING" QUARTERS

In an ancient time, this was where Ueman and Anacoana spent their living years together. When their immortality faded, they kept their own bedroom (west) and their daughter's (east) intact as a matter of both habit and memory, a tradition Ueman has maintained to this day.

There are five obsidian slabs outside the bedrooms detailing the history of Tawahca that has occurred since the days of its founding. This could be considered a continuation of the stories detailed on the stone tables in 9B, and includes the following interesting tidbits of lore.

- Erixtil of Palul and Halloran of Helm once came to Tawahca and attempted to summon Qotal back to the world after his long exile. Zaltec arrived prior to Qotal's summoning and defeated the Plumed Dragon before he could even fully manifest.
- During the Blue Breath of Change Tawahca was transported with the rest of the True World to the steel skied world of Abeir. During that time, dragons took notice of the Pyramid of the Gods but never attacked the holy site. It is likely through this event that knowledge of the Boiling Blood of the Gods came to the dragons and eventually Seradess. Seradess has all but destroyed the temple atop the pyramid in search of her prize. There is nothing remaining of the treasures and wonders that could once be found there.
- Seradess found Tawahca in part because the Spirit Sentinels were lax in their duty. For a full century the sentinels did not sense the presence of the gods and thought that they had abandoned the True World. If Maztica had not returned to Toril, the spirits might have all faded into nonexistence.

9I - A WARNING AND DESPERATE PLEA

The silent, ghostly figures that you met earlier are here waiting for you, but now there seems to be more of them. You notice that many of the spirits are similar in appearance, but the leader in the feathered headdress still stands before them all. The look in his ghostly eyes are desperate, and you prepare for another session of pantomimes. This time, however, the spirit speaks.

"I have committed much of our power to communicate with you, strange ones. Please do not disappoint us and let it be wasted, but it is true that we are desperate."

In order to speak to the PCs, Ueman is using the last bit of his power and that of the sentinels. For the time being while he is able to speak and affect the world around him the misdirection magic over the Sands of Itzcala will be drained, but Ueman is gambling that the PCs are genuinely here to help. He also has no other choice.

"We are the spirit sentinels of Tewahca and the eternal guardians of the Pyramid of the Gods. The Boiling Blood of the Gods, a remnant of the great war among the divine once fought above has been despoiled by the great obsidian serpent. We cannot stop her, but know that her actions will greatly anger the gods! If you do not stop her the whole of the True World will be in peril!"

Ueman does not have time to answer many questions and will grow impatient with pointless inquiries about himself, treasures and rewards or a history lesson on the city itself. He will however answer direct questions about the threat Seradess poses. Here is the information Ueman will pass on.

- The Boiling Blood of the Gods is the actual blood spilled both by Qotal and Zaltec at the conclusion of their first great battle.
- It is this power that gives obsidian in Maztica its great strength, and should it be drained, *plumastone* will appear no longer. From the chamber ahead, its magic leaks into the True World, but that magic is not infinite.
- If the Boiling Blood is drained, Ueman knows the gods will react terribly, but he is unsure of the exact repercussions. He is certain that it will spell the end of Tewahca and likely go far beyond its borders.
- The "obsidian serpent" burst into the chamber of the Boiling Blood recently and now bathes within it. She has not yet succeeded in bringing it all unto herself, but time grows short. The PCs must hurry!

Ueman grows weak and begins to fade once the conversation reaches its conclusion. In his final words, he warns the PCs to beware his wife and that he will meet them in the Chamber of the Boiling Blood. He and his entourage disappear before he can say more.

9J - MOTHER'S DARK SERVANTS

Long before Seradess even knew of the existence of the City of the Gods or the power that lay within, an evil has been growing that the spirit sentinels simply pretend does not exist. The mother of all, Anacoana, was losing her sanity long before the Pyramid was completed. When her daughter's ascension and deification was denied, she finally cracked and disappeared into deeper chambers where she welcomed no other.

For centuries, she has been attracting powerful unliving beings to her side for a purpose not even her former husband knows. Though normally somnolent, Seradess' intrusion has awakened many of these dark horrors. Seven spirits loyal only to her have come to this chamber (a former guard room) after recently battling a mind drake who fled back to its pack (see 9N). These spirits are **wraiths** and immediately attack anything alive that they detect.

9K - DESSICATED DRAKES

There are dessicated corpses of four dragon like quadrupeds scattered about the floor of this otherwise nondescript chamber. There is also an obsidian panel on the wall near the eastern door which has the same ancient writing engraved upon it that you've seen elsewhere. Suddenly you hear what you think is part dog-like bark, part draconic roar and part ghostly moan come from one of the corpses just as ghostly figures arise from them.

The four bodies are of mind drakes that were killed by Anacoana's wraiths in section 9J. They have arisen as **mind drake specters** which should be easily dispatched by the powerful PCs. The mind drake specters should be treated exactly as if they were normal specters except they have retained their immunity to psychic damage in death.

The true danger within the room however, is not the specters. Rather, if the PCs search the bodies, they will find a collar about one of the mind drake's necks. It detects as highly magical and the collar itself has the power to act just like a *belt of fire giant strength*. However, it does not resize and only works on quadrupeds that are large in size. This ability disguises the magical plumastone gem on the collar which hosts a **draconic shard**. One of Seradess' former obsidian dragon mates turned on her ages ago and she destroyed him in a fit of rage. His spirit lived on, and inhabited the first shard of plumastone Seradess ever discovered.

Seradess was intrigued at the turn of events and allowed the spirit to continue to exist as long as it agreed to serve her. The obsidian dragon, Madrusdeis by name, continues to serve unwillingly and will stay with the PCs until they reach 9L, when it will reveal itself.

The obsidian panel gives an obituary of sorts for Anacoana, but says nothing of her current state. Ueman is in denial of what she has become and he alternates between thinking she still exists as he does and thinking that she has simply passed on to the next life. An eternity of existence comes with its own brand of insanity and this is how Ueman's manifests.

9L - THE DRAGON SHARD

This raised platform has a stairway to the south which begins the descent into the natural caverns. The statue of the mother goddess Maztica in the western hallway is the only other feature of note. This statue serves as Anacoana's lich's phylactery (see 9P).

With plenty of room to maneuver, Madrusdeis will choose this area to emerge from the drake collar and attack. With a successful DC 16 (Insight) check, the PCs can determine that the spirit is not throwing itself into battle with abandon. Another successful DC 16 Charisma (Persuasion) check can get it to stop fighting and talk.

Madrusdeis is not loyal to Seradess, and if he determines that the PCs are her enemies and open to negotiation, he might agree to fight alongside the PCs instead of against. Whatever becomes of this discussion, he will only fight against Seradess' current mate Raydarrunimmas and Seradess herself.

9M - HALL OF REFLECTIONS

This grand hallway is adorned with four obsidian mirrors recessed into alcoves and an additional one that sits alone in the corner of a 20 foot high platform. There is also some ancient pottery and a chest near the corner mirror.

In the distance you hear commotion and the bark-like roars of the drakes you have encountered in the past.

This was once the crossroads for the region beneath the Pyramid of the Gods. To the east, there is a doorway that leads directly below the Pyramid itself, and it is beyond the scope of this adventure. If the PCs decide to head this way (the stone door is unlocked) you may expand the adventure with your own encounters or you might have one of the spirit sentinels appear to hurry them along their way to the south. The sentinel will attempt to remind them that Seradess is growing in power by the minute.

The four recessed mirrors are simply decorative but the corner mirror is a *mirror of life trapping* that cannot be removed from the wall without destroying it. Currently, 6 of its chambers are occupied by Seradess' mind drakes.

The chest and pottery are both open and empty, but a DM could insert an item of their choice in either.

The mind drakes to the south are not taking any precautions to remain quiet and the PCs should understand the battle that is to come, though they will not realize the numbers of such creatures they are about to face.

9N - THE PACK

The mind drakes were created when Seradess was destroyed by Sardior so long ago. Since that time, they have spread throughout the multiverse, but the obsidian thane has gathered a pack of such creatures to serve her. While more inhabit the temple and desert above, a pack of nine have followed her here into the underground. Four have been slain by the wraiths of Anacoana (their bodies can be found in 9K) but the remaining five **mind drakes** lair here, ready to defend their master in the chambers beyond.



9O - THE GRAND SARCOPHAGUS

A massive stone slab fills the chamber. Unlike others important objects you've observed recently, this one is made of normal stone and not of obsidian, but the engravings atop the slab are no less ornate. Rather than words in the ancient tongue you've encountered, this one depicts the construction of the titanic Pyramid of the Gods in pictograms. There is a seam along the length of the stone slab that indicates it is not of one piece, and perhaps the top portion is only a cover.

The stone slab is truly massive and the lid cannot be moved without magic, but it can be destroyed in sections. With an AC of 17, an area large enough to enter can be made using a combined 50 hit points of damage.

This of course alerts Anacoana in 9P and triggers the emergence of six *wraiths* from the chamber below.

Underneath the slab, there is actually a staircase leading to an underground chamber nearly 80 feet on a side. Here, there are dozens of sarcophagi and more are embedded into the walls. All in all, there are hundreds of folks interred here. This is the burial chamber for the bodies of the spirit sentinels.

The bodies have all but disintegrated into dust, but some treasures may remain in the sarcophagi as determined by the DM. Once again, stealing such items will incur anger among the spirit sentinels and will certainly affect their rewards at the adventure's conclusion.



9P - MOTHER

Anacoana of the First Few, mother to dozens of children a grandmother to hundreds, rests uneasily here in a permanent state of depression, anger and insanity.

She has become a **lich**, though despite her ancient existence and dessicated body, for reasons unknown she still retains her trademark golden locks of hair unusual to this part of the world.

Ueman knows of his wife's bitter existence, but what he does not know is that she has been using the spirit sentinels to maintain her existence. Every so often as needed, she will capture a lonely spirit that she believes will not be missed and entraps it in the statue of Maztica in area 9L. She consumes these souls of her ancestors over time - a fact that would finally awaken Ueman's wrath were he to find out. The statue serves as her phylactery and if it is destroyed, she can also be permanently destroyed.

9Q - RAYDARRUNIMMAS

Far more obedient than her former mate, Raydarr is a dragon who believes his mistress to be the true goddess of gem dragons. This former obsidian dragon has subjected himself to dark magic in order to better serve his mate and he is now an **adult shadow obsidian dragon** who prefers to use his necrotic breath weapon far more than his fiery breath.

With a word, the PCs can summon forth Madrusdeis from his plumastone gem collar if they have befriended the dragon shard. The spirit dragon despises Raydarrunimas who betrayed him a century ago. Once they are victorious and head southward, the dragon shard will warn the PCs that he senses Seradess' presence. The air becomes noticeably warmer and there are outcroppings of plumastone forming along the walls of the cavern.

9R - CHAMBER OF THE BOILING BLOOD

A coppersy scent assails you as you enter the southern portion of this massive cavern and you can feel the heat and power emanating from somewhere ahead of you. In the distance a light glows and a voice calls to you.

"Mortals, have you come to witness the birth of a god? Though it will mean your death, few mortals can claim such an honor in their pitiful, short lives."

You notice the ceiling of the cavern has been torn asunder but you do not see a dragon before you. The voice comes directly from the light ahead and as your eyes adjust, you notice the glowing form of a dark skinned female elf. She beckons you forward as her skin begins to crackle with power.

This is Seradess in the form of a female drow. She has just stepped free from bathing in the *Boiling Blood of the Gods* and has almost ascended to her greatwyrms form. Whatever the PCs do next, she waits only a moment before unleashing her full glory and attacking. Her first move will be to telekinetically grab the PCs and drag them through the sundered ceiling into the desert above as she transforms into a **gem greatwyrms**. If this attack succeeds on at least one of the PCs read them the following. If none are affected (the attack is DC26, so this would be surprising), alter the text as you see fit.

You can feel the power of the dark elf coursing through you as she immobilizes you and then thrusts you into the skies above. On your way, you get a better look at the chamber you have just been flown out of and see what has to be the Boiling Blood of the Gods in at least three glowing pools.

The dark elf flies up alongside you and her body begins to change shape. Dark and beautiful wings first stretch out of her back and her face becomes reptilian as black diamond scales erupt from her skin. You have never seen such majesty in a creature, even other dragons.

In the air above, you hear the howls of more of the quadruped dragons you encountered earlier, far too many to handle even had the greatwyrms not been here to oppose you.

Seradess flies you higher into the air and now you are even above the great Pyramid of the Gods. Seradess thrusts you towards the ground!

Just as you think all is lost, dozens, if not hundreds of black shapes fly up from below towards you and the drakes.

The spirit sentinels are here to engage the twenty mind drakes that have just arrived and they will keep the creatures busy so that the PCs can focus on the greatwyrms. Madrusdeis, if allied to the PCs, will also appear once again. Depending on how much assistance you think the PCs need against the greatwyrms, he could join the sentinels in battle against the drakes or with the PCs against the former obsidian thane.

Though Seradess has become an obsidian gem greatwyrms, she has not fully drained the Boiling Blood and does not have access to all of her powers. She only has three uses of her legendary resistance left, she just used her mass telekinesis action, and she cannot use gem awakening until she completely absorbs the Boiling Blood. Because she is not quite at her full strength and her CR is lowered to 25.

If defeated by the PCs, the obsidian greatwyrms gives one final roar and exerts the last bit of her strength to fly back to the pool of Boiling Blood just as she breathes her last breath.

ENCOUNTER 10 - EPILOGUE AND REWARDS

At the sight of their master's death, the remaining mind drakes howl and turn to flee deep into the desert. If asked to do so, Madrusdeis will pursue and finish off those who remain. Otherwise, they might become a scourge to the deserts of Maztica for a long time to come.

The Boiling Blood of the Gods flares up almost to greet Seradess' falling body and her corpse disappears in the flash, causing the blood to only glow brighter than it had before.

The shadowy and insubstantial spirits turn to regard the PCs and approach, once again lead by Ueman. They bow to the PCs in respect and reverence but they start to flicker and fade until only Ueman remains. For the time being, the sentinel's power is spent but Ueman remains to thank and reward the PCs.

Unfortunately, Seradess' hoard does not lie upon this world and perhaps the PCs could be convinced to follow up as a continuation to this adventure. Certainly it remains guarded on her home world and only Blithen might know where to find it. He could be convinced to give them its location if only they were to perform a small task for him...

Ueman did find Seradess' *Book of Greatwyrms* and hands it to the PCs regardless of how they behaved under the City of the Gods. This is the one treasure she brought along with her because she always has it by her side. It has served as a journal to her for centuries.

Ueman also leads the PCs to the Pyramid and opens a well hidden compartment which opens up to a treasure chamber full of wonders. The PCs are given 20,000 gp worth of treasures that do not include a single coin. They may also choose one magic item each that could be *uncommon*, *rare* or *very rare* in rarity. Make sure this is an item the PCs have wanted for some time because it is a reward well earned.

Finally Ueman reaches gingerly for a jeweled golden butterfly and hands it to the PCs. This is an artifact and truly a treasure of legendary proportions. It is one of the *Thirteen Butterflies of Qotal*, an artifact found on page 71 of the [Maztica Campaign Guide](#). This one has the power to create an instant ziggurat that could house hundreds and it has been with the sentinels since the first battle of the gods. If they use this in Maztica, hundreds of followers will flock to the great heroes, allowing them to rule over their own blossoming town. Outside the boundaries of the True World, the ziggurat would not have the same effect.

As he gives them this last great gift, Ueman also begins to fade. Before he goes, he expresses to the PCs that they are forever welcome within the ancient city.

The final reward for the PCs is with Sardior's dragonborn Trioros who will give them the promised gold when they return to Waterdeep. He has already heard news of the deaths of his friends and is still grieving, but the news of Seradess' fate will certainly brighten his mood. The dragonborn of Sardior might one day ask the PCs for help again now that he knows they can be trusted. Certainly the five thanes of Sardior will require assistance when they try to reform the God of Gem Dragons!

WHAT IF THE PCs STOLE FROM UEMAN?

There are a number of locations beneath Tewahca where the PCs could have behaved "badly" in the eyes of Ueman and the sentinel spirits. He will know if certain untouchable treasures have been looted and you may wish to note his displeasure and decrease the amount of treasure they receive. Perhaps he even finds them unworthy of Qotal's *Golden Butterfly*.

WHAT IF THEY LOSE?

The repercussions are terrible and a future party of adventurers will have quite a disaster to clean up if the party dies to the greatwyrms or even worse, if they flee.

Seradess will reenter the Boiling Blood of the Gods and it will only be a matter of minutes before she fully ascends. The Blood will be drained which ignites a massive earthquake. This is the "anger of the gods" Ueman warned of.

Within moments, the earthquake destroys Tewahca and the Pyramid collapses in on itself. The effects are felt as far away as Tukan and hundreds will die in the distant city.

This of course will leave them vulnerable and the next few weeks will leave it in ruin as Seradess passes over for a brief attack. A tincalli city from below blames the destruction entirely on the surface humans and they also sack a weakened Tukan, taking over 500 folks as slaves.

Plumastone still exists but no more is ever created again without magic. This causes major repercussions for Mazticas warriors, many of whom switch to steel in the decades to come.

WHAT IS THE FATE OF ANACOANA

Though she might have been either missed or defeated, unless the PCs destroyed the statue of Maztica, Anacoana will return. She may fester in the depths of Tewahca and gather greater numbers of undead to her in the years to come. Eventually, someone will have to deal with her permanently, lest she raise an army beneath the city and her evil spills out into the desert and beyond.

WHAT IS THE FATE OF MEDRUSDIAS

The fate of the dragon shard is up to the PCs depending on how the DM wishes to play him. Perhaps Medrusdias becomes a true ally to the PCs and serves as a guardian to their new town and ziggurat? Perhaps he betrays them as most obsidian dragons are prone to doing when alive? Either way, he is glad to be free of Seradess and is likely to hold some positive feelings towards the PCs.

WHAT IF THEY BATHE IN THE BOILING BLOOD?

This is not a good idea and Ueman will let them know. The blood has both Qotal's and Zaltec's mingled within it, a toxic mix of fiery death and radiant energy that will only destroy a mortal form. Seradess studied for many years to learn to harness its power and even then only could do so because of her elemental nature.

A creature that touches the *Boiling Blood of the God* is simply burnt for 14 (4d6) fire damage, but they should only consider this a warning to fools who insist on bathing within it. Immersion causes 35 (10d6) fire damage and 35 (10d6) radiant damage simultaneously, all but insuring agony or a quick death to even the hardest characters.

Taking some of the blood is pointless, as it becomes inert within minutes of leaving the pool.

TEZCA'S REVENGE

Tezca had some arrangement with Seradess directly though he has not since been involved much in the adventure. It is quite possible that the fiery deity is angered at the heroes for stopping Seradess' plans and he may seek revenge. The PCs should not be surprised to find more xiuhcoatl and other flameborn creatures opposing them at every turn.

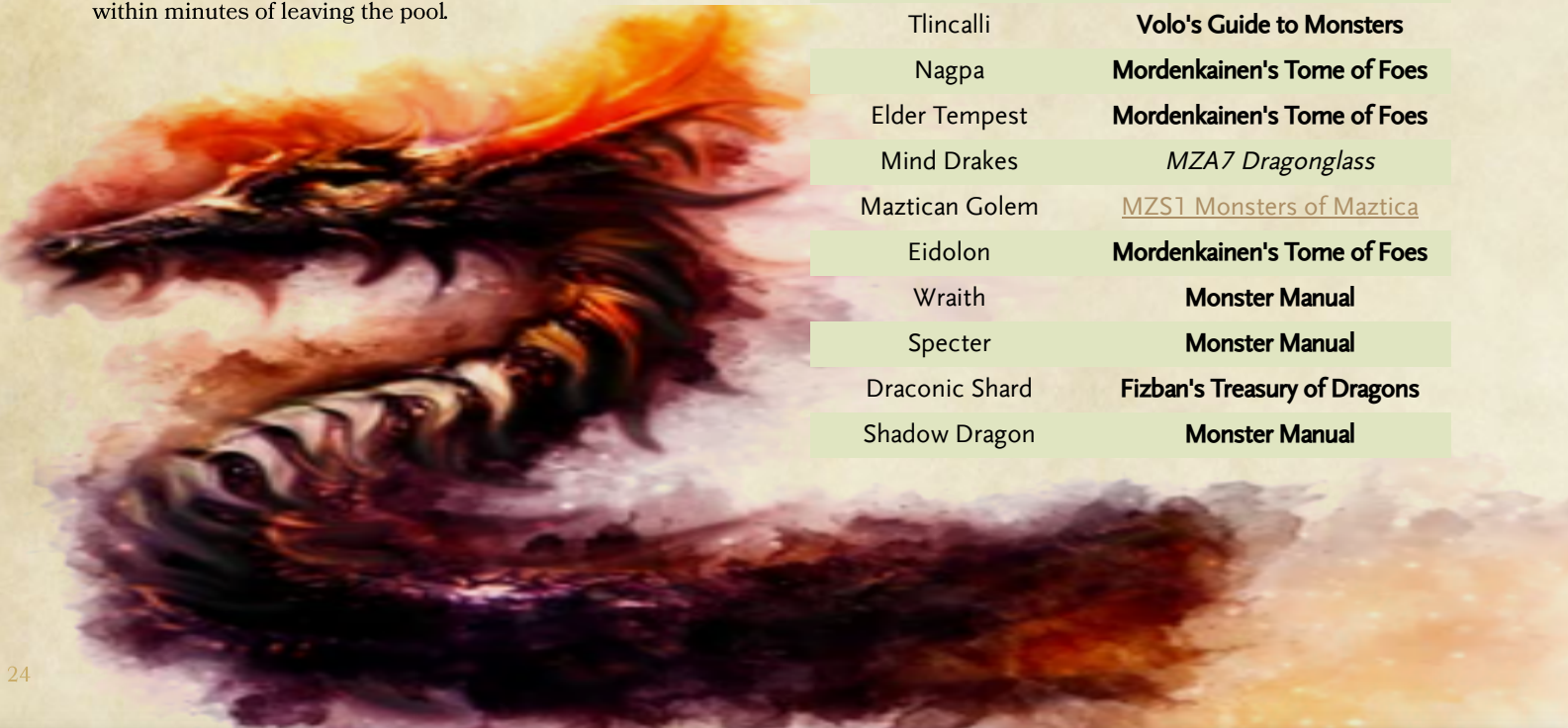
APPENDIX

The following appendix details where the DM can find each monster that appeared in this adventure, new monster statistics, as well as details on Seradess' *Book of Greatwyrms*. The Book of Greatwyrms and the beings it details may appear in a future product.

CREATURE STAT LOCATIONS

This table gives the location where a DM may find each creature located within this adventure in the order that they are encountered.

Creature	Book
Dragonborn of Sardior	Fizban's Treasury of Dragons
Xiuhcoatl	MZA7 Monsters of Maztica
Obsidian Dragon	<i>MZA7 Dragonglass</i>
Sand Elder	MZA7 Monsters of Maztica
Sardorian Golem	<i>MZA7 Dragonglass</i>
Onyx Worm	<i>MZA7 Dragonglass</i>
Gem Stalker	Fizban's Treasury of Dragons
Living Ferroplasm	<i>MZA7 Dragonglass</i>
Alkilith	Mordenkainen's Tome of Foes
Armanites	Mordenkainen's Tome of Foes
Ectoplasmic Dragon	<i>MZA7 Dragonglass</i>
Astral Dreadnought	Mordenkainen's Tome of Foes
Gem Greatwurm	Fizban's Treasury of Dragons
Tincalli	Volo's Guide to Monsters
Nagpa	Mordenkainen's Tome of Foes
Elder Tempest	Mordenkainen's Tome of Foes
Mind Drakes	<i>MZA7 Dragonglass</i>
Maztican Golem	MZA7 Monsters of Maztica
Eidolon	Mordenkainen's Tome of Foes
Wraith	Monster Manual
Specter	Monster Manual
Draconic Shard	Fizban's Treasury of Dragons
Shadow Dragon	Monster Manual



THE BOOK OF GREATWYRMS

Wondrous item (book), legendary (requires attunement)

Written over thousands of years, the *Book of Greatwyrms* is the magical journal of Seradess, the former thane of the obsidian dragons. It grants certain powers, contains a variety of spells and formulae like a spellbook, and also holds information about powerful dragons.

Seradess is mainly concerned with only one thing and that is the advancement of her power. She believes that she should be queen of the gem dragons, and that Sardior was a fool for denying her advancement. More than anything else in the multiverse, Seradess always thought that this power could lie only within dragonkind. Her prejudice has come to the point where she will sometimes ignore the creations of "lesser beings" and the most prominent items of her hoard are created by dragon crafters exclusively. This goes for both magical and mundane items.

Seradess is also known to fear other powerful dragons, particularly unique dragons like Blithenpaxantdravos and greatwyrms whom she sees as threats. Seradess holds a particular hatred for Sardior's remaining five thanes.

The obsidian dragon sometimes takes the form of a drow female in order to record information about these powerful dragons, including anything that might indicate a weakness. She dutifully records the backgrounds of these dragons in addition to their general appearances and any special powers or magic they might wield.

The queen of the obsidian dragons also collects magical formulas, spells and esoterica related to dragonkind. The libram known as the Book of Greatwyrms is the repository for all of this information.

The book itself is bound in the fine scales of a prismatic dragon - a creature she discovered on a remote demiplane and killed. Each page is vellum, but the entire book is protected from all forms of energy damage (immune to acid, cold, fire, lightning and thunder damage, resistant to radiant and necrotic).

DRAGON DESCRIPTIONS

There are sixty three powerful dragons described in the libram. Some of the more interesting and unique ones are found below.

Mordukhavar the Reaver. Mordukhavar is a massive dragon with two heads. Its scales are fiery red and the dragon reeks of brimstone. Said to be the spawn of Tiamat and one of the Dark Eight of the Nine Hells, one of the dragon's heads can breathe a cone of acid and the other a plume of hellfire. The Reaver is believed to somehow be involved in the Blood War, doing the bidding of his mother should she deign to get involved.

Dhrakoth the Corrupter. This dull black and gray scaled dragon has oozing, tattered and membranous wings. It has fearsome forward curving horns and a spinal crest that tapers off towards the edge of its neck. It's most noticeable feature however is in its face.

DRAGON ORIGINS IN D&D HISTORY

Many of the the unique dragons below made their first appearance in earlier editions of Dungeons and Dragons.

- **Mordukhavar, Dhrakoth, An-Ur, Medrinia, Xanathon, and Vanathor** are from the article *Spawn of Tiamat, Chirdren of Bahamut* by Keith Francis Strohm in Dragon Magazine Issue 260.
- **Demodragon** first appeared in the Dungeons and Dragons cartoon from the 1980s and was given statistics for the 3rd Edition in Dungeon Magazine Issue 147 in the *Campaign Workbook - Critical Threat: Demodragon* by Mike McArtor
- **Arendagrost** made its most recent appearance in the Savage Tide adventure path conclusion known as the *Prince of Demons* found in Dungeon Magazine Issue #150, written by Greg A. Vaughan. There he was listed as a fiend rather than a dragon, but certainly the Maw of the Abyss has features of both.
- **Gruaghlothor** and his ferrous dragons were created by Jason M Walker and first appeared in Dragon Magazine Issue #170.

Dhrakoth has no eyes, instead having sickly green lights in sunken sockets that give the head the appearance of a skull. Dhrakoth is undead, but he is no dracolich. Rather, the dragon was forged by Tiamat within the very Negative Energy Plane itself. Dhrakoth seeks the destruction of all life, which sometimes puts him at odds with his creator, whom he is paradoxically known also to serve at times. With his breath, Dhrakoth can cause a line of decay or drain the life from those within its dark light.

An-Ur, the Wandering Death. An-Ur is the eldest of Tiamat's children, said to have sprung from her breath in a means similar to how many dragons can animate their own in the form of an elemental humanoid.

He is ghostly is appearance though even in this insubstantial body, the multitude of colors in his scales are visible. An-Ur lives exclusively on the Ethereal Plane and his hunger is legendary. It is rumored that the Wandering Death has managed to consume entire demiplanes within the deep ethereal.

Like many of his brethren, An-Ur has a choice in breath weapons, one of which is a powerful concussive force and the other a simple mist which can transport those in its path to the Ethereal Plane.

Medrinia. Formed from the shed tear of the god Bahamut, Medrinia is a gentle dragon who spends most of her time underwater among the aquatic folk. Her scales are a deep blue-green and her body has a sleek build well suited to a powerful swimmer. Her breath weapon is a punishing cone of water that has been used to sink ships or crush the most evil of foes.

Xanathon. Much like his diametric opposite Dhrakoth, Xanathon was created by the hands of a god from the very essence of one of the energy planes.

This "child" of Bahamut was forged from the Positive Energy Plane and he is believed to be composed purely of such radiance. Xanathon's eyes are his most distinguishing feature, appearing as multicolored crystals. Xanathon is a dedicated foe to evil - particularly evil dragons.

Xanathon's breath "weapon" can be used to heal as much as it can be used to destroy and it's radiant power is particularly effective against the undead.

Vanathor, the Golden Harpist. Vanathor is widely believed to be the greatest of all dragon bards. His musical talents are legendary and his songs are said to entertain the gods.

Though his appearance is mostly like that of a gold dragon, brightly swirled rainbow coloration plays across his scaly chest. The dragon is known to smile perpetually, with the exception of when he is in the presence of great evil.

Vanathor's breath weapon is truly unique, it's power being based entirely on the six octaves of his voice. Each octave has its own power, some harmful and others helpful.

Demodragon. A truly immense dragon, Demogorgon has a charcoal-grey body and two heads with long sinewy necks. One neck and head is that of a blue scaled dragon and the other is red. It also has giant cloven feet like those of a massive goat, a spiked sweeping tail and long tentacles that sprout from its shoulders.

Demodragon was created by a powerful half fiend named Venger whom he rebelled against. Venger also allegedly used blood from the demon lord Demogorgon, thus explaining some of the dragon's more demonic features. The dragon is not terribly intelligent but is incredibly powerful, and it has a hunger for magic items.

Demodragon's red head can breath fire and the blue head can breath a cone of cold. When used in tandem, they are utterly devastating to objects, bringing down entire fortresses with their power.

Arendagrost, Maw of the Abyss. The offspring of Demogorgon and the demoness Malcanthet, Arendagrost is a foul, tentacled, three headed dragon that spent the first age of its existence locked up deep in the Abyss.

Sickly green in coloration, all three heads utilize differing breath weapons - cones of fire, frost and acid respectively.

Gruaghlothor, The Supreme Dragon. Lord of a virtually unknown subclass of dragons known as the ferrous dragons who appear on few worlds and are unknown even by most dragon sages, Gruaghlothor is a strange creature indeed.

A tremendous wyrm of iron-like scales, Gruaghlothor has died many times in his never ending war with red dragons. After he dies, the greatest of the iron dragons hibernates and slowly *becomes* Gruaghlothor as they give up their own personalities.

The Supreme Dragon has three breath weapons it can use - a cloud of sleep gas, a cone of superheated sparks and even a bolt of solid stone.

OTHER DRAGONS

Others unique dragons and greatwyrms are detailed in the *Book of Greatwyrms* including **Keryvoxx**, found in [ANS3 Blacktoe Glacier](#), **Acalanahuatzi, The Wyrms at War** found in [MZM2 Acalahuatzi, The Wyrms at War](#) and **Blihenpaxantadravos**, found in this product.

ADDITIONAL POWERS

Seradess' *Book of Greatwyrms* is also imbued with some powers making it a coveted item which one would have to attune to in order to use while it is in one's possession.

- Grants the ability to speak, understand and write Draconic.
- You gain all abilities associated with the Draconic Ancestry racial trait of dragonborn using one dragon type which you determine when you attune to the book. This ability comes with the breath weapon and resistance associated with your dragon type, and you may change this dragon type while taking a long rest.
- Your appearance changes slightly, making you somewhat more awe inspiring and sometimes small scales appear on you skin that match your new Draconic Ancestry. This causes your Charisma to increase by 2 and also allows you to make Charisma checks with dragons or dragonkin (including dragonborn, drakes, draconians, etc.) at advantage. The color of the scales change as you change your ancestry.



SPELLS

The Book of Greatwyrms contains a collection of spells as if it were a spellbook. This includes all of the spells detailed on pages 19-22 of **Fizban's Treasury of Dragons**, the new spell *dragon mouth*, and the following spells, found in [Unearthed Arcana](#).

DRAGON MOUTH

4th-level abjuration

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (a vial of the dragon's blood that matches the intended damage type with dissolved gold dust worth 300 gp. The blood and gold is consumed in the casting)

Duration: Until dispelled or triggered

When you cast this spell, you target an object in range. The object can be no larger than ten feet in diameter. The object will then identify as magical, but otherwise shows no mark or other indication of its magic. It can however, be identified with a successful Intelligence (Investigation) check against your spell DC to be found. You decide what triggers the dragon mouth. You can use the same types of triggers that would otherwise trigger a *glyph of warding*. When triggered, a ghostly draconic mouth forms on the surface of the object and breathes either acid, cold, fire, lightning or thunder in a 30 foot cone in front of the object. Each creature in the area must make a Dexterity saving throw. A creature takes 6d8 damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 4th.

FLAME STRIDE

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The billowing flames of a dragon cover your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. When you move within 5 feet of a creature or object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. Additionally, the spell deals an additional 1d6 fire damage for each slot level above 3rd.

ICINGDEATH'S FROST

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S, M (a vial of meltwater)

Duration: Instantaneous

A burst of icy cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is covered in ice for 1 minute or until a creature uses its action to break the ice off itself or another creature. A creature covered in ice has its speed reduced to 0. On a successful save, a creature takes half as much damage with no additional effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.

MAGICAL FORMULAE

The Book of Greatwyrms has magical formulae within it written by one of Seradess' echoes or taken from other dragons that she has destroyed.

- A formula for creating a *potion of dragon's mastery* that will cut the time to create one in half. The gold piece value can also be cut in half, but only if the PCs adventure to gather the incredibly rare ingredients involved.
- An incomplete formula of what even Seradess thought to be the *Great Elixir*. A magical drink which could bestow permanent power, or destroy the drinker. The ingredients are very hard to find and there are two missing from the list. Perhaps a DM who wishes to allow the PCs to follow up on this and discover through adventure or research the ingredients that remain. As it stands, the current formula will only produce virulent poison which will automatically do 35 (10d6) poison damage and give the imbiber the poisoned condition for a full 24 hours or until cured. Pursuing this mystical drink would require the formula for the *Great Elixir* found on page 86 of the 2nd Edition supplement [Volo's Guide to All Things Magical](#), updated by George Krashos in [The Bazaar of the Bizarre-Enchanting Elixirs](#).
- There is a detailed description on how to create a rune or glyph that Seradess discovered in her dealings with creatures from the Negative Energy Plane. When drawn during the casting of a *glyph of warding* this rune allows the caster to choose to do necrotic damage in addition to the choices of acid, cold, fire, lightning and thunder.

REPERCUSSIONS

The Book of Greatwyrms is a powerful object whose existence mostly remains unknown. However, if factions concerned with dragons were to learn of its existence, they would stop at nothing to acquire it. The Cult of the Dragon for one, would be particularly interested. If the dragons whose descriptions are contained in the book knew it existed, they too would stop at nothing to acquire it.



ECTOPLASMIC DRAGON

Unlike most dragons, the ectoplasmic dragon has a smooth and scaleless hide that shines like a mirror. When flying, its wings generate an image of liquid motion with trails of translucence and majesty. Jagged spikes crest the dragon's head and trail down its spine, shrinking in size until they all but disappear upon the dragon's tail.

The eyes of the ectoplasmic dragon contrast with its hide, often consisting of deep blues, purples and silver. They shine with bright intensity when it uses its breath weapon and the colors swirl together in perpetual motion.

The dragon begins its life with a milky white hide, with only hints of blue and silver near the head. The highlights become more and more pronounced as the dragon ages until it finally gains its mirror like sheen as an adult. Ancient ectoplasmics, only one one whom is known to exist so far, start to see their hide dull over time though it is unknown how far this progresses.

Ectoplasmic dragons have emerged from a demiplane called the Demiplane of Ectoplasm and were created under unknown circumstances. What is known, however, is that powerful beings have taken an interest in them. Blithenpaxantadravos, a three headed gem dragon of some renown, has taken a particularly obsessive interest and largely considers them all to be his children. Many, including the first ancient ectoplasmic dragon, have joined him in his Astral lair like a mirror reflection of the gem dragon god Sardior's own "thanes."

Gem dragons are chaotic in nature, but don't seem to tend towards either cruelty or beneficence. There are exceptions to this rule, but Blithen so far has been somewhat of a stabilizing patron despite his own internal chaos and conflicts. Alone and not under the care of Blithen, their actions can be quite random, untrustworthy and dangerous.

AN ECTOPLASMIC DRAGON'S LAIR

On the Demiplane of Ectoplasm, these dragons tend to find hidden crags and caverns in the innermost circle of the demiplane (one of three different biomes). It is a volcanic region, and its relative isolation makes it an ideal area for the dragons to be left in peace.

Many ectoplasmic dragons have left the demiplane for both the Astral (with or without Blithen) and a rare few of the younger generation have found their way to the Prime. They are attracted to the use of psionics and value items with such powers in their hoard more than any other.

Regardless of their planar location, ectoplasmic dragons favor digging long, straight tunnels just wide enough for them to travel through at each entrance to their main chamber. When warned of intruders, they like to peek their head into the ends of such tunnels, giving intruders little opportunity to avoid their powerful breath weapon. Natural liquid ectoplasm also forms pools in their lair, a natural byproduct of the dragon's presence.

The challenge rating of a legendary ectoplasmic dragon increases by 1 when it's encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row.

Rock to Mud. The dragon casts the *transmute rock* spell requiring no spell components and using Charisma as the spellcasting ability (save DC 16 for an adult dragon or DC 19 for an ancient dragon). The dragon cannot use the mud to rock version of the spell. The spell ends early if the dragon uses this lair action again or if the dragon dies. The mud otherwise hardens back into rock after 24 hours.

Blinding Burst. The dragon ignites one of the pools of ectoplasm within 120 feet of itself causing a burst of blinding white light in a 30 foot radius. All creatures in that area must make a successful DC 15 Dexterity saving throw or be blinded for 1 minute. At the end of the duration, the creature must make a DC 13 Constitution saving throw or the blindness is permanent.

Psionic Scream. The dragon screams out psychically (telepathic, no audible component) causing all creatures within 60 feet to lose their concentration if they are concentrating on a spell and they fail a DC 15 Wisdom saving throw.

REGIONAL EFFECTS

The region surrounding a legendary ectoplasmic dragon's lair is altered by the dragon's magic, creating one or more of the following effects.

Ectoplasmic Growth. Inert ectoplasm in the form of liquid pools or solid rock form within 3 miles of the dragon's lair. Occasionally the magical metallic substance known as ferroplasm can be found within the solid ectoplasm in small quantities.

Psionic Murmur. Creatures that use telepathy hear a consistent hum within 5 miles of the dragon's lair. All creatures that can "hear" it can ignore the hum after a short time with the exception of illithids who despise psionic murmur. To illithids, the murmur feels as if they have a constant itch in their heads that cannot be scratched and they will never settle within range.

Ectoplasmic Vermin. Normal insects (tiny beasts only) that hatch within 1 mile of the dragon's lair have bodies formed of ectoplasm. They appear ghostly in nature but otherwise behave exactly as if they were normal insects. such insects are immune to bludgeoning, piercing and slashing damage by weapons that aren't magical.

If the dragon dies, no new ectoplasm forms, the murmur ends immediately, and ectoplasmic vermin are no longer hatched. Whatever exists at the time of the dragon's death remains however.

ANCIENT ECTOPLASMIC DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 201 (13d20 + 65)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	20 (+5)	19 (+4)	21 (+5)

Saving Throws Dex +9, Con +11, Wis +10, Cha +11

Skills Perception +16, Stealth +9, Survival +10

Damage Resistances fire, psychic

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, telepathy 120 ft.

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19).

At will: *dancing lights*, *faerie fire*

1/day each: *command*, *hypnotic pattern*, *invisibility*

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage plus 11 (2d10) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Change Shape. The ectoplasmic dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). The transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Whitefire Aura (3/Day). The dragon casts *fire shield* (fire version only) but the flames appear burning white and cause 18 (4d8) fire damage.

Whitefire Breath (Recharge 5-6). The dragon exhales burning ectoplasm known as *whitefire* in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 19 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Psionics (Costs 2 Actions). The dragon uses Spellcasting.

Astral Jaunt (Costs 3 Actions). The dragon briefly transports itself to the Astral plane and returns within 120 feet, effectively teleporting itself.

ADULT ECTOPLASMIC DRAGON

Huge dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +6, Con +8, Wis +7, Cha +8

Skills Perception +11, Stealth +6, Survival +7

Damage Resistances fire, psychic

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 90 ft., passive Perception 21

Languages Common, Draconic, telepathy 90 ft.

Challenge 11 (7,200 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19).

At will: *dancing lights*, *faerie fire*

1/day each: *hypnotic pattern*, *invisibility*

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Change Shape. The ectoplasmic dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). The transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Whitefire Aura (3/Day). The dragon casts *fire shield* (fire version only) but the flames appear burning white and cause 13 (3d8) fire damage.

Whitefire Breath (Recharge 5-6). The dragon exhales burning ectoplasm known as *whitefire* in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Psionics (Costs 2 Actions). The dragon uses Spellcasting.

Astral Jaunt (Costs 3 Actions). The dragon briefly transports itself to the Astral plane and returns within 90 feet, effectively teleporting itself.



YOUNG ECTOPLASMIC DRAGON

Large dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +5, Cha +6

Skills Perception +8, Stealth +4, Survival +5

Damage Resistances fire, psychic

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 90 ft., passive Perception 18

Languages Common, Draconic, telepathy 90 ft.

Challenge 5 (1,800 XP)

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19).

At will: *dancing lights*, *faerie fire*
1/day each: *invisibility*

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Whitefire Breath (Recharge 5-6). The dragon exhales burning ectoplasm known as *whitefire* in a 60-foot line that is 10 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

LIVING FERROPLASM

What appears to be a pool of rippling quicksilver with a violet glow is in fact a living creature. They can form powerful pseudopods which can crush their foes while simultaneously draining their victim's wisdom.

Typically 12 feet in diameter, these creatures move faster and are more agile than most oozes.

Psionivores. Living ferroplasms are attracted to the use of psionics and somehow derive sustenance off of its use. While they can still be harmed by such magic, they can simultaneously feed in its presence. In the wild, they instead gain sustenance in special pockets of liquid ectoplasm which only they can detect or distinguish from normal liquid ectoplasm.

Shapechanging Ooze. Living ferroplasms can take two alternate forms, and the process is known to be very disturbing to onlookers. One form is that of a humanoid with silvered and reflective "skin" and the other is a large spider with similar characteristics.

ECTOPLASMIC DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	13 (+1)

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

Skills Perception +5, Stealth +2, Survival +3

Damage Resistances fire, psychic

Condition Immunities blinded

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic, telepathy 90 ft.

Challenge 1 (200 XP)

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19).

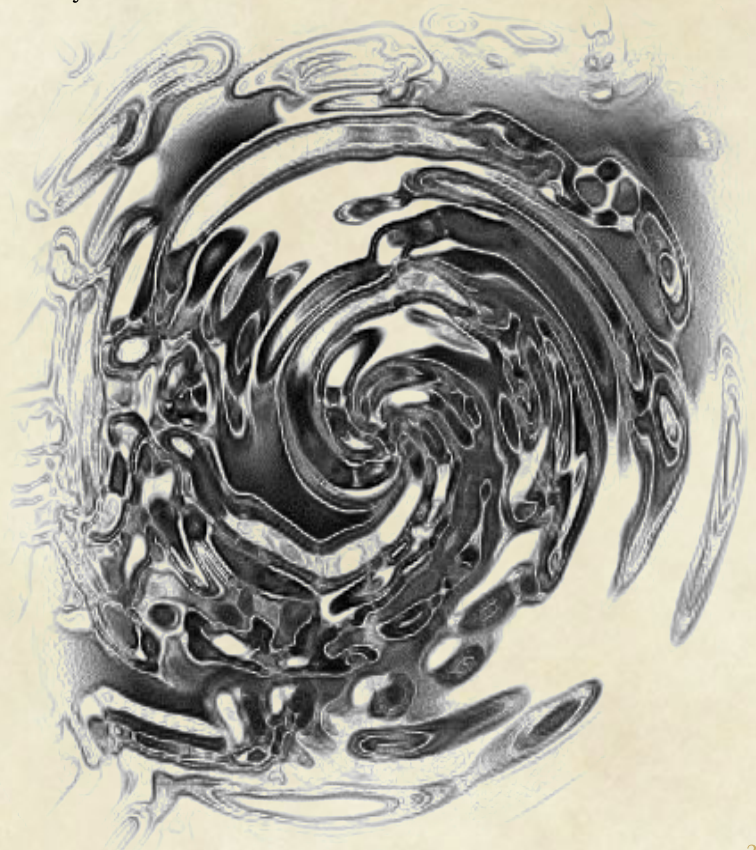
At will: *dancing lights*, *faerie fire*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Whitefire Breath (Recharge 5-6). The dragon exhales burning ectoplasm known as *whitefire* in a 30-foot line that is 10 feet wide. Each creature in that area must make a DC 11 Dexterity saving throw, taking 5 (1d10) fire damage on a failed save, or half as much damage on a successful one.

When they manifest their Frightful Presence, it is initiated by small transformations within the ooze. A human head might appear only to melt back into the mass, followed by a spider's leg or two emerging from the center of its quicksilver body.



LIVING FERROPLASM

Large ooze (shapechanger), unaligned

Armor Class 13

Hit Points 190 (20d10 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Dex +8, Int +5, Wis +4, Cha +4

Damage Resistances acid, cold, lightning, psychic

Damage Immunities piercing, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 14 (11,500 XP)

Amorphous. The living ferroplasm can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Magic Resistance. The living ferroplasm has advantage on saving throws against spells and other magical effects.

Shapechanger. The living ferroplasm can use its action to polymorph into a Medium sized humanoid, a large spider or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting (Psionics). The Living Ferroplasm's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mind sliver*, *minor illusion*, *thaumaturgy*
3/day each: *detect thoughts*, *Tahsa's mind whip*
1/day each: *intellect fortress*

ACTIONS

Multiattack. The living ferroplasm makes two attacks; either two pseudopods or using its Frightful Presence and a pseudopod.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 34 (8d8 + 5) bludgeoning damage and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Frightful Presence. Each creature of the living ferroplasm's choice that is within 60 feet of the living ferroplasm and aware of it must succeed on a DC 15 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 living ferroplasm's Frightful Presence for the next 24 hours.

MIND DRAKE

Mind drakes are medium sized quadruped dragons of a dark purple or black coloration with a forked tail and ornate head crest who are hateful and intelligent. Typically, such creatures don't even engage with one another, but they can be brought together in packs under the command of powerful dragons.

Origins in Destruction. The mind drakes were somehow created ages ago in the psionic backlash created when Sardior destroyed the greatwyrms obsidian thane Seradess. They have since spread throughout the multiverse but are a rare breed who only intermingle to mate.

They are extremely intelligent creatures, but still often behave much like animals and their call is often described like a bark as much as it is a roar. They are capable of speech however.

Psionic Drakes. Considering their relationship to gem dragons, it is no surprise that most of a mind drake's attack capabilities utilize psionic powers and spells. They are capable of dominating individuals to do their bidding as well as poisoning the mind of their victims with their breath weapons which forces them to temporarily lose their personality.

With a host of other spells and abilities centered around a powerful mind, the drakes have earned their name.



MIND DRAKE

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	19 (+4)	19 (+4)	15 (+2)

Saving Throws Int +8, Wis +8, Cha +6

Skills Perception +8

Damage Immunities psychic

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 18

Languages Draconic, telepathy 60 ft.

Challenge 10 (5,900 XP)

Magic Resistance. The mind drake has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind drake's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, mage hand, mind sliver*

3/day each: *comprehend languages, detect thoughts, Tasha's mind whip*

1/day each: *dominate person*

ACTIONS

Multiattack. The mind drake makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Breath Weapon (Recharge 5-6). The mind drake expels a 30-foot cone of gas that deals 33 (10d6) points of psychic damage and the target then makes all Charisma based skill checks and saving throws at disadvantage until 1 minute has passed unless a DC 16 Constitution save (DC 24) is made in which case the target only takes half damage and is not otherwise affected.

OBSIDIAN DRAGON

Obsidian dragons are intelligent, vicious gem dragons who behave more like a rapacious chromatic than the introspective gem dragons that they actually belong to.

Their razor edged scales are so dark that the dragon often looks like it is made comprised of shadow though its glowing red eyes often reflect off its own hide.

As a wyrmling, their scales are not as intense and have a gray cast to them. Their crest is chaotic in its growth, appearing very much like a rocky volcanic outcropping.

The obsidian dragons were banished from the court of Sardior along with their thane long before the dragon god was destroyed and they play the part of the outcast well. Most live solitary lives in volcanic regions where they receive few trespassers. Many of the most ancient of obsidians even retreat to the astral, finding means to create their own small demiplanes while they live out their remaining years.

Obsidian dragons no longer consider themselves part of the "family" of gem dragons and would not return under Sardior's (or what remains of his consciousness) fold even were they invited. They accept the existence of the gods, but never overtly worship such beings as Tiamat or Bahamut. A sizable collection of obsidian dragons believe their ancient thane Seradess to be a goddess, and many would answer her call should she rise to greatwyrms status.

Obsidian dragons favor dark gemstones such as onyx or jet and their hoards rarely contain bright jewels like diamonds. They love gold and other precious metals just as much as any dragon would. They have recently discovered plumastone in the land of Maztica and love magical items forged of it.

AN OBSIDIAN DRAGON'S LAIR

Even when an ancient obsidian dragon creates its own demiplane, the features are almost always volcanic in nature. While resistant, they are not in fact immune to the worst of flames so they will avoid active, magma filled volcanoes. They prefer inert, dark dead lands where vegetation has not yet had an opportunity to break through the obsidian and basalt outcroppings.

The challenge rating of a legendary obsidian dragon increases by 1 when encountered in its lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row.

Sharpened Terrain. The natural deposits of basalt and obsidian within the dragons lair increase in size and sharpness. The ceiling, floor and walls of the lair become difficult terrain until initiative count 20 on the next round. In addition, and creature knocked prone in such terrain except for the dragon takes 10 (3d6) slashing damage.

Encompassing Darkness. The dragon casts the *darkness* spell with an increased range of 90 feet and a radius of 60 feet. The effect ends on initiative count 20 on the next round.

Obsidian Spike. A ten foot spike of obsidian thrusts from the floor, ceiling or wall impaling a single creature that fails a DC 15 Dexterity saving throw. The creature takes 14 (4d6) piercing damage on a failed save and non on a successful save.

ANCIENT OBSIDIAN DRAGON

Gargantuan dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	27 (+8)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Dex +8, Con +15, Wis +11, Cha +13

Skills Intimidation +13, Perception +18, Stealth +8

Damage Resistances fire, necrotic

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Change Shape. As a bonus action, the dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than size). This transformation ends if the dragon is reduced to 0 hit points or uses its bonus action to end it.

Psychic Step. As a bonus action, the dragon can magically teleport to an unoccupied space it can see within 60 feet of it.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

1/day each: *bane*, *detect thoughts*, *dissonant whispers*, *telekinesis*

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) fire damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 8) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 81 (18d8) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Claw Attack. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses *Psychic Step* or *Spellcasting*.

Heat Wave (Costs 3 Actions). The dragon generates a wave of dry, hot air by beating its wings. Each creature within 15 ft. of the dragon must succeed on a DC 22 Constitution saving throw or take 10 (3d6) fire damage and lose half as many hit points (rounded down) from their maximum until they take a short or a long rest. The dragon can then fly up to half its flying speed.



REGIONAL EFFECTS

The region surrounding a legendary obsidian dragon's lair is altered by the dragon's magic, creating one or more of the following effects.

Cloud Cover. The skies within 6 miles of the dragon's lair are perpetually cloudy and gray. As long as the clouds are there, they are accompanied by a perpetual warm wind that is anything but refreshing.

Obsidian Profusion. Outcroppings of obsidian grow within one mile of the dragon's lair much like trees would elsewhere. They often crack when they grow too tall, leaving dangerous and jagged edges that make the terrain difficult. Unprotected feet also end up slashed and bloodied.

Mirror Sight. Reflective surfaces within 5 miles of the dragon's lair serve as a conduit for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any reflective surface (including edges of obsidian glass) within that region.

Withered Vegetation. Within 6 miles of the dragon's lair, vegetation finds it very difficult to grow and there is no vegetation taller than a few hardy shrubs.

If the dragon dies, the cloud cover disappears within a day. The withered vegetation takes a normal amount of time to grow back and natural processes eventually wear away at the profusion of obsidian.

OBSIDIAN DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., burrow 15 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4

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

Damage Resistances fire, necrotic

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic, telepathy 120 ft.

Challenge 4 (1,100 XP)

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

1/day each: *dissonant whispers*

ACTIONS

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

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (6d8) fire damage on a failed save, or half as much damage on a successful one.

ADULT OBSIDIAN DRAGON

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9

Skills Intimidation +9, Perception +13, Stealth +6

Damage Resistances fire, necrotic

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Change Shape. As a bonus action, the dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than size). This transformation ends if the dragon is reduced to 0 hit points or uses its bonus action to end it.

Psychic Step. As a bonus action, the dragon can magically teleport to an unoccupied space it can see within 60 feet of it.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

1/day each: *detect thoughts*, *dissonant whispers*, *telekinesis*

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 56 (14d8) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Claw Attack. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses *Psychic Step* or *Spellcasting*.

Heat Wave (Costs 3 Actions). The dragon generates a wave of dry, hot air by beating its wings. Each creature within 10 ft. of the dragon must succeed on a DC 18 Constitution saving throw or take 7 (2d6) fire damage and lose half as many hit points (rounded down) from their maximum until they take a short or a long rest. The dragon can then fly up to half its flying speed.

YOUNG OBSIDIAN DRAGON

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +7

Skills Intimidation +7, Perception +10, Stealth +5

Damage Resistances fire, necrotic

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, telepathy 120 ft.

Challenge 10 (5,900 XP)

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

1/day each: *detect thoughts*, *dissonant whispers*

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 44 (10d8) fire damage on a failed save, or half as much damage on a successful one.

ONYX WORM

The onyx worm is a psionic offshoot of a purple worm and with the exception of a few rare individuals, they are generally confined to either large land bergs in the Astral Plane or deep underground in the Demiplane of Ectoplasm. Their origins are a mystery, but the demiplane itself is believed to be the location of the birth of their species.

The worm has a black, crystalline carapace and a segmented body. Unlike a purple worm, they have a number of appendages that aid them in burrowing but are otherwise not used for attack. Considering their substantially powerful bite, ability to swallow a creature whole, emit psychic blasts and use a sonically powered breath weapon, additional means of attack are hardly necessary.

Psionic Attraction. The onyx worm can detect the use of psionics for as many as ten miles, and its use can draw their attention. They are generally active in regions where psionic magic is in regular use.

Illithid Enemies. Onyx worms despise illithids and all illithid-like creatures. They are particularly antagonistic towards creatures known as brainstealer dragons, neothelids and even elder brain dragons, though such creatures usually can defeat them easily. Githyanki have their eyes on taming such creatures for use in hunting illithids, but have not as of yet found success.



ONYX WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 231 (14d20 + 84)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	4 (-3)	8 (-1)	8 (-1)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its psychic blast.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Psychic Blast. The body of a the onyx worm can emit a telepathic blast within a radius of 30 feet. Creatures in range must make a DC 16 Intelligence saving throw, taking 24 (7d6) psychic damage on a failed saving throw and half as much on a successful save.

Breath Weapon (Recharge 5-6). The onyx worm can emit piercing sound forcing creatures in a 90-foot cone to take 49 (14d6) Thunder damage if they fail a DC 16 Dexterity saving throw or half as much if the save is successful.

SARDORIAN GOLEM

A sardorian golem is a finely crafted statue made of red crystal (not ruby) which generally stands 15 feet long and 10 feet tall. Often used as a idol of worship for humanoid followers of the Ruby Dragon, it doubles as a powerful guardian and protector of Sardior's holy places. When the golem is activated, it shines with an internal pulsing light as if its heart were beating.

Sardorian golems only follow the commands of their creator or those whom their creator designates. When they are given as gifts, control of the sardorian golem can be transferred entirely with a small ritual that takes an hour to complete.

The creation of the sardorian golem is an ancient magic, having been created during the time before Sardior's death. They once populated his Ruby Citadel and the secret of their creation spread beyond the citadel among sardior's followers.

SARDORIAN GOLEM

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 12 (8,400 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Radiant Breath (Recharge 5-6). The golem exhales a blast of brilliant radiance in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 45 (10d8) radiant damage and is blinded for 1 minute. On a successful save, the creature takes half damage and is not blinded.

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THE OBISIDAN THANE RETURNS!

Once she held fantastic power as the advisor to the God of the Gem Dragons, Sardior. Seradess was a greatwym who had the ear of her lord and along with five others, served as his thane.

As the representative of the vicious and fiery obsidian dragons, 'Dess was much like her kin and eventually tried to usurp Sardior's power for herself.

Sardior destroyed her for her insolence, banished the obsidian dragons forever from his court, and returned to his Ruby Citadel.

Now, ages later on a foreign world known as Toril in the wonderful land of Maztica, she is back - and she seeks to regain her power, if only to enact revenge against the one who hurt her.

