

MYRKARA'S HOARD

TERRY HERC



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ADVENTURE OVERVIEW

Myrkara's Hoard is a 4-6-hour Tier Two Forgotten Realms adventure, suitable for 4-5 characters at 8th level. It takes place around the eastern edge of the Forest of Wyrms, where the players hear legends of the long dead green dragon Myrkara. Most believe her hoard was plundered ages ago, yet a half-elf acolyte says he knows the secret to discovering her hidden cache. Be wary those who seek gold and glory! Something sinister lurks amid the dragon's hoard...

The adventure takes place in four acts:

In Act 1 the players are in Triel with the characters meeting Modoc Rune and accepting the quest. They can use their social skills to gather information about Myrkara and be prepared for the challenges ahead.

In Act 2 they travel into the Forest of Wyrms, arrive at her abandoned lair, and open the secret portal.

In Act 3, the players enter the secret lair and navigate threats until they find the illusionary false hoard.

In Act 4, the players continue into the nesting chamber and fight Myrkara's reanimated wyrmlings, one of which has been transformed into a dracolich!

ADVENTURE HOOKS

Here are some ideas you can use to hook the characters into the adventure:

- The characters are travelling along the Trade Way and they have stopped in Triel. The scribe Modoc Rune approaches them with a way to make some quick gold.
- The characters have heard that a bookish half elf looking to hire adventurers for a dangerous expedition. He is known to frequent the tavern in Triel.
- The characters have retired from adventuring and settled in Triel, enjoying the peace and quiet. The prospect of one last adventure might be too much for them to pass up
- In a previous adventure, the characters discover a journal containing a sage's research into the green dragon Myrkara, undertaken for an individual known as Modoc Rune. The research indicates that Myrkara's "true hoard" was never found and suggests further information can be discovered in Triel.



ADVENTURE BACKGROUND

Modoc Rune is a scribe from the libraries of Candlekeep who spent many years studying the powerful lich Sammaster. Best known for creating the *Tome of the Dragon*, Sammaster created the spells and rituals needed to turn a dragon into a dracolich. Aspiring to the greatness of Sammaster, Modoc hopes to find one of the legendary *ring of the lichborn*, used as part of the dracolich rituals, and which Modoc believes would put him on the path to lichdom.

Less than a year ago, Modoc discovered the idea of Myrkara's untouched hoard after finding a scrap of parchment saying that Sammaster courted a powerful dragon in the lands of the south, hoping to turn her into a dracolich. The scrap said Sammaster had "grown accustomed to travelling through the gate into her lair".

Connecting the fragment to the green dragon Myrkara, he surmised that "the gate" was a magic portal. Stories of Myrkara's death noted that her hoard was unusually small. Was it possible that Myrkara's secret lair remained hidden? No doubt it still holds dark gifts from the lich Sammaster!

Studying the draconic runes believed to be inside Myrkara's lair, Modoc thinks he can open the portal. Now Modoc's last step is hiring a bunch of adventurers to retrieve the ring, who will hopefully die in the process.

MODOC'S TRAITS

Personality Trait: I'm not rude! I'm just straight forward! You're the one that's rude!

Ideal: **Fairness.** I'll hold up my end of the bargain. A deal made is a deal done.

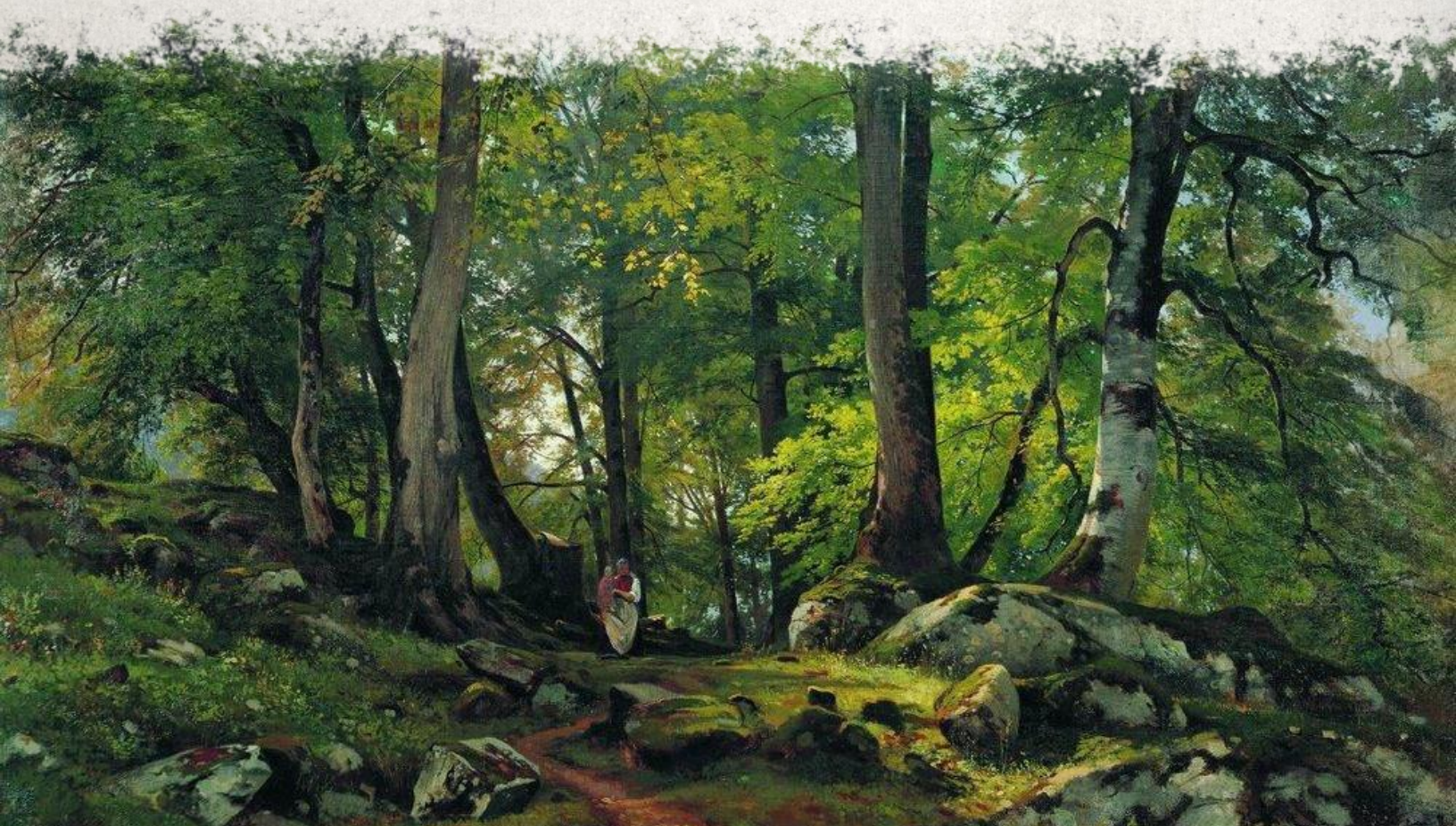
Bond: I've read so much about liches. I'd do almost anything for that kind of power!

Flaw: My head is so filled with legends that I think I'll become one.

A detailed statblock for Modoc can be found at the end of this adventure.

The **Forest of the Wyrms** is a forest of giant redwood trees known for its many green dragons. 150 years ago, it was home to the fearsome and cunning dragon Myrkara. She plagued the settlements on the forest's southern edge, demanding tributes of gold and destroying those who could not pay.

After decades of torment a group of adventurers finally revolted against her, trapping and slaying her in her lair. Since Myrkara's destruction, there have been none as fearsome as she. Dragons are now a rare sight south of the Forest of Wyrms.



ACT 1: VILLAGE OF TRIEL

Triel is a typical fantasy town. For an in-depth look, please see [Feldor's Guide to Triel](#). Alternatively, any generic fantasy town will suffice.

Triel is a growing farm village, now living under the banner of the nation of Elturgard. Built along the Trade Way, a major road following the edge of the Sword Coast, it has experienced a farming boom in the last fifty years. Located a day's travel south of the dangerous Forest of Wyrms, the relative peace and the protection of Elturgard's paladins of Torm makes life easy.

This part of the adventure is an open-ended social exploration. The players may choose to spend lots of time in Triel tracking down pieces of lore, giving them clues to overcome the challenges in the dragon's lair.

If they are more interested in getting to the dungeon crawl, provide them the location of Myrkara's abandoned lair quickly so they can continue into the wilderness.

MEETING MODOC

The characters are likely to find themselves in the Singing Wind Inn, a stereotypical inn and tavern at the heart of Triel. The tavern is owned by **Britte Vensert**, and regular patrons include the bard **Gwen Primrose**, the priest **Bergis Brenter**, and the apothecary owner **Dwent Sipsarin**.

The Singing Wind Inn smells of tobacco smoke, and the floorboards creak with every step. A bard plucks away at a tune on her lute, and a handful of patrons converse in a cheerful tone. A long figure eats at a table in the far corner of the room.

Seated alone is **Modoc Rune**, a half elf scribe, who is looking to hire a group of adventurers for an expedition into the Forest of Wyrms. He intends to locate and open the portal to Myrkara's secret lair and recover any treasure that may be inside.

Modoc is willing to offer the characters each a share of the treasure recovered, with a double share for himself including first pick of any magical items found. Modoc will not willingly tell the characters he is looking for one of Sammaster's *ring of the lichborn*.

Modoc is willing to deal fairly with the characters and intends to hold up his side of the deal, whatever is agreed upon. He secretly hopes that not all the characters will survive, but he will avoid taking actions that would directly lead to their death, unless he is first provoked or betrayed.

If the characters try to convince him to change the terms, he could be convinced to agree to a single share plus first pick of items, but he will not budge on choosing first from any relics discovered. He says the deal is more than fair, and he will just find another group to work with. If the characters threaten him for the secret to open the portal, he says he would rather take that secret to his grave.

The characters may not be able make a deal with Modoc. Or they might they decide to betray him, leave town without him, torture him for the secret of the portal, or some variation of the idea. This is not a problem. Eventually, Modoc or his cohorts will catch up to the characters (at the least convenient time) with a group of surly looking **gladiators** that are well rested and well paid.

Myrkara and Sammaster the Mad:

Your characters will likely want to learn more about Sammaster the Mad and Myrkara. Here is some information they might uncover with a successful History or Investigation check.

Sammaster the Mad:

- was a powerful lich who ruled for many centuries
- is thought to have been defeated 100 years ago
- created the *Tome of the Dragon*, a collection of spells and rituals necessary for creating a dracolich
- frequented areas inhabited by dragons, looking for the next draconic convert to join his undead army

Myrkara:

- was an ancient green dragon who terrorized the country side
- was defeated 150 years ago
- drew the attention of Sammaster and received numerous visits and gifts
- was close to joining Sammaster's undead army
- left no known descendants

THE LOCAL LEGENDS

It has been well over a hundred years since the Myrkara was slain and locating her abandoned lair may not be easy. There are many popular tales of Myrkara, but Modoc suspects there are some local legends that will provide insight into the location of her lair. Modoc has been trying to learn this information, however, the locals seem unwilling to discuss the matter with him. Modoc suspects conspiracy, but he is really just a rude person.

If the characters speak with some of the residents of Triel, they can discover some clues that would indicate where the lair is. Modoc suggests the characters start with:

- **Jacus Gaury**, the reclusive owner of **The Catalogue** bookshop
- **Sigur Miosa**, the proud and elder leader of the **Stoutsouls**
- **Linda Fairheart**, the business-focused owner of the **Fairheart Stables**
- **Lynette Khorix**, the thoughtful elder who runs the **Chamber of Records**

The characters can glean information from these villagers, they might also learn of others who can provide information as well.

The information the locals might reveal is on the following page.

LEAVING TRIEL

Once the characters have some idea of where to look for Myrkara's lair (and perhaps what they might find inside), they can set off towards the Forest of Wyrms.

If they need to resupply, they can visit Triel's Golden Market and purchase items there at the regular cost of goods. They may also consider purchasing or renting a horse and wagon; if they do not, they will likely have interesting complications at the end of the adventure.

Leaving Triel is uneventful, but it is important to express to the characters that they are headed into the untamed wilds. The Forest of Wyrms has no known settlements, and the characters will need to manage their resources carefully.



NPC	Information available	NPC Needs
Bergis Brenter , bumbling priest at the Cup of Plenty	Bergis is a descendant of one of the heroes that killed Myrkara. In his attic are some family heirlooms including a journal of his ancestor. The journal makes mention of how in the final battle Myrkara used necrotic magic to suck the life from her enemies . Just as the warriors landed their blows, the wounds on Myrkara's skin began to stitch themselves shut.	Bergis is willing to let the characters see his ancestor's journal, if they convince Gwen Primrose to perform at an upcoming ceremony
Britte Vensert , chatty owner of the Singing Wind Inn	Britte's mother used to tell tales of Myrkara to frighten her into behaving. Britte says that they can't all be believed, but she heard many times that Myrkara loved a good riddle . It was said that sometimes she would spare the lives of those who posed a riddle she had not heard before. Other times she grew so annoyed she devoured the person alive.	Britte is nearly out of a tincture sold by Dwent Sipsarin . She asks the characters to fetch her some, as she is too busy to leave the inn
Dwent Sipsarin , mysterious owner of the Triel Apothecary	Dwent was collecting herbs in the Forest of Wyrms and remembers a meadow of purple flowers near a large cave on a rocky hill . He recalls seeing some of the trees had great, thick cobwebs in them. He didn't spend long there, he had the uneasy feeling of being watched from inside the caves.	Dwent will happily talk to the characters about the Forest of Wyrms if they help him tend to his overgrown garden . The weeds are thorny.
Gwen Primrose , resident bard of the Singing Wind Inn	Gwen knows popular songs about the heroes that slew the dragon. One song refers to "passing the hills of valor along the valley of victory", which give some hints to the lair's location. In another legend, it notes Myrkara's love for gold , especially when it was offered as tribute. Gwen finds this verse odd, as the legends say the heroes who slew the dragon returned with vast treasures of silver and electrum.	Gwen will trade legends with the characters, but only if they tell her an incredible story first. Gwen shares information more freely if the story is about the characters.
Jacus Gaury , reclusive owner of The Catalogue	Jacus' collection of rare tomes refers to Myrkara's love for trickery and illusion . One story tells of how she defeated a group of attackers by creating an illusionary duplicate of herself to draw their focus.	Jacus will grant access to his private library if the characters convince Lynette Korix to join him for a meal
Linda Fairheart , business-focused owner of the Fairheart Stables	Linda knows very few of the local legends about Myrkara, but she wonders aloud if Myrkara had any wyrmlings . Green dragons are not known for their large broods, but a creature as powerful as Myrkara was sure to have had her choice of mate. Yet there have been no dragons as fearsome as she, so perhaps her bloodline ended with her.	Linda needs help unloading three wagons to prep them for repairs. If the characters help, she might share what she knows.
Lynette Korix , thoughtful village elder who runs the Chamber of Records	Lynette has the meeting records going back to the first council of Triel. The records include details of an expedition forty years ago that visited the lair. They returned empty handed, but they did make note of the smashed remains of statues inside the entrance of the abandoned lair .	A flood has damaged some of the oldest books in the Chamber. Lynette will assist them if they can help restore the books
Sigur Miosa , proud and elder leader of the Stoutsouls	Sigur has an old map that details parts of the Forest of Wyrms. It may be outdated, but it shows caves that likely include Myrkara's lair. Sigur warns the characters to be careful about where they drink in the forest, as much of the water is poisoned .	Sigur needs new shoes for his horse, but Linda Fairheart says she is too busy to do the work. Maybe the characters can help convince her.

ACT 2: FOREST OF WYRMS

The Forest of Wyrms is a dangerous place, filled with wyverns, owlbears, and rumors of green dragons. The southern edge of the forest is two days travel from Triel, and Myrkara's abandoned lair is said to be two days travel further.

The ancient redwood forest is dense and overgrown. Travelling is slow and difficult, and there is no clear path to Myrkara's abandoned lair.

Skill checks and vivid description should make the forest seem eerie and keep the characters on edge. Some of the things they might encounter in the forest are on the random encounter table.

Any of these can be turned into a combat encounter, however it is recommended that they be used to increase the tension as the characters move through the forest. It is suggested you roll twice on the table, once for each day of travel in the forest.

This part of the adventure should be used set the mood. Once the characters successfully navigate the forest, they reach the clearing outside Myrkara's abandoned lair.

A meadow of purple flowers stretches out to the base of a steep rocky hill. 60 feet up is the entrance to a huge cave. The smell of rotten eggs clings to the air, and thick cobwebs hang from nearby trees.

RANDOM ENCOUNTERS

d10	Encounter
1	A bog filled with dead trees and the acrid smell of poison.
2	A loud noise comes from the brush ahead, and a terrified deer leaps across the path.
3	The gnawed remains of humanoid bones are found under a tall tree covered in scratch marks.
4	A dark shadow circles in the sky overhead and disappears behind a cloud. A DC 16 Wisdom (Perception) check reveals it to be a wyvern .
5	The trail abruptly ends, forcing the characters to double back. When they do, the trail behind them is covered with warm blood that was not there before.
6	The trail ahead is covered with fresh scat. A DC 14 Wisdom (Survival) check indicates it is from an owlbear .
7	An animal cries out from a nearby ravine, followed by the sound of breaking branches and crushed leaves. The sound suddenly stops, and the forest is silent.
8	Bad weather forces the characters to stop. While they wait, they have the distinct feeling of being watched from the trees.
9	A swarm of biting insects begin following the characters. They each must make a DC 14 Constitution saving throw or suffer a level of exhaustion.
10	The characters discover a ruined statue covered in faded runes. A DC 14 Intelligence (Arcana) check reveals them to be draconic.



THE ABANDONED LAIR

Myrkara made her lair in the caves on the steep cliff overlooking the flower filled meadow. Intending to raise her young here, she sealed the entrance to the deepest part of her lair with a magical portal, making a safe place for her nesting chamber.

Once Modoc is sure they are at the right place, he barks orders at the characters demanding they go into the cave to clear out any danger. Anyone climbing the steep rocky path must make a **DC 14 Dexterity (Acrobatics) check** to keep steady footing.

Inside the entrance of the cave are the smashed pieces of a dozen statues. A family of ettercaps have taken up residence in Myrkara's abandoned lair. One is an **ettercap matriarch**, which has just hatched her **ettercap brood swarm**, as well as her two **ettercap juveniles**.

Tactics: The ettercap juveniles are protecting the ettercap matriarch. They will make themselves visible and take a threatening posture, but they will not attack unless the characters attack first, or they get within 30 feet of the ettercap matriarch.

Challenge rating: Add together all the levels of all the characters. If it is less than 32, remove a juvenile ettercap. If it is more than 48, add an additional juvenile ettercap.

Hidden in the webs of the ettercap nest is a mummified human corpse, 26 copper pieces, some unreadable parchment, and a set of pan pipes.

Behind the ettercap nest is a huge, rune covered archway built into the wall. It has the appearance of a gigantic door, but there is no obvious way to open it.

OPENING THE PORTAL

Modoc will enter the cave only when he is assured it is safe. After inspecting the rune covered arch behind the ettercap nest, he says he will need one hour of uninterrupted study to determine the correct incantation to open the portal. At the end of one hour, he succeeds. Another character can also open the portal with a successful **DC 24 Intelligence (Arcana) check** and one hour's study.

With a barely perceptible flash of light, the space in the middle of the arch opens into inky blackness. The smell of dust and rotten air rolls out from the other side.

Once Modoc opens the portal, he realizes that the command to close the portal is not the same as opening it. The longer the portal is open, the more likely it is for something to follow the characters inside.

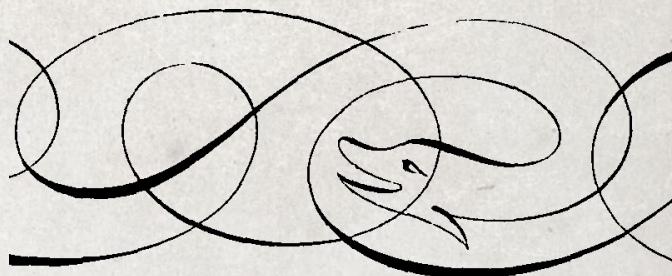
Modoc is extremely unwilling to go in first and will make every excuse, reasonable or otherwise, to make the characters lead the way. Modoc also refuses to stay outside because he desperately wants the *ring of the lichborn* and is concerned the characters will try to steal it.

THE WEAKENED WALL

The characters may discover an alternate entrance to the secret lair. Inside the abandoned lair is a pool of water that is the source of the rotten egg smell. The water can be easily identified as poisoned. If a character drinks from the pool, they must make a **DC 15 Constitution saving throw** or take 9 (2d6+2) poison damage.

The water is leaking through the stone from the poisoned basin inside Myrkara's secret lair. The magic of Myrkara's trap is decaying and allowing some of the water to seep through the wall. A **DC 18 Intelligence (Investigation) check** reveals that the wall could be forced open.

If the characters do so, anyone in the immediate area must make a **DC 18 Strength saving throw** or be washed away by the reservoir of poisoned water hidden behind the wall. On a failed save, they are knocked prone and take 4d6+6 bludgeoning damage. A passage is now opened to the poisoned basin, and the characters can optionally bypass the entrance section of the lair. When they emerge from the basin, they appear at the bottom of the basin that it is now empty of water.



MODOC QUIPS

While delving into Myrkara's secret lair, it is important that Modoc remain visible in each scene, so the characters don't forget about him. It is recommended that in each room you vocalize Modoc's character with a little quip or barb directed towards the characters.

The table below gives some ideas of what he might say. Remember that Modoc may be rude, but he will deal fairly and will not act hostile unless the characters do so first.

d8	Quip
1	"I'm not going in first, that's why I hired you!"
2	"Come on, don't just stand there, do something!"
3	"If it wants to kill us, then you'd better kill it first!"
4	"What's reward without risk?"
5	"Glad we got through that one!"
6	"Watch out, I think this room is dangerous."
7	"A deal is a deal. Are you renegotiating?"
8	"That's not what we agreed to!"



ACT 3: SECRET LAIR

Myrkara's secret lair consists five magically protected chambers. Myrkara made certain that if intruders entered, they would not live to reach her young wyrmlings. Over time the magic protecting her lair has decayed, making some effects unpredictable. It is pitch black inside the cave, with its inhabitants having no need for light.

Myrkara's secret lair may seem like a safe place to rest, but it is not. With Modoc unable to close the portal, Myrkara's secret lair stays open for the duration of the delve into the dungeon. The characters can take a single short rest without penalty, however if they take a long rest or a second short rest, a **wyvern** follows their scent and enters the lair.

ENTRANCE

On the other side of the entrance is an 80-foot square cavern lined with a dozen beautifully carved dragon sculptures. As soon as the characters steps across the threshold, the eyes of one statue lights up, and it begins to speak in a guttural language.

The statues are **dragon golems**, crafted by Myrkara as guardians of her lair. Their magic has decayed and only one can still speak her riddle in the draconic language.

*Worth your weight, but for no fool
An age, an opportunity, a silence, a rule*

If none of the characters speaks draconic or use a magical effect to understand the words, they only hear the guttural sounds of the draconic language. Modoc speaks draconic, and he can translate the riddle for the characters. If the characters **reply with "gold"** or some variation of the word in draconic, the golems let the characters pass, otherwise they attack.

Tactics: If the characters give the incorrect answer (or no answer) to the riddle, the dragon golems attack mindlessly.

Challenge rating: Add together all the levels of all the characters. If it is less than 32, change the dragon golem's starting health to 75 hp. If it is more than 48, add an additional dragon golem.

THE POISONED BASIN

The cave widens into a 60-foot-tall cavern that stinks of rotten eggs. The path descends into a large low basin 100 feet long that appears to be filled with milky water. Along the sides of the cavern are intricate dragon head carvings.

At the far side of the basin rises to a flat stone area covered in scrapes and gouges. Propped against one wall is what appears to be an armored skeleton.

The floor of this area is shaped like a 20-foot-deep basin running the length of the room. The basin is filled with waist deep water, which is treated as difficult terrain for anyone walking through it. Hidden beneath the water is a pressure plate that will trigger when a Large or smaller creature passes over it. When stepped on, the dragon head carvings in the wall begin to emit poison gas, filling the area as per the *cloudkill* spell. The pressure plate can be detected beneath the water with a **DC 22 Perception (Wisdom) check**.

The poison gas has slowly been leaking out, giving the room a powerful rotten egg smell. The poison has also leaked into the water and through the cave floor into the abandoned lair area near the

ettercap nest. If the characters have broken through the wall in the abandoned lair, this area will not be filled with water, and the pressure plate will be visible with a **DC 14 Perception (Wisdom) check**.

Myrkara used the far side of the basin as a place to examine magical items before adding them to her hoard. To avoid the pressure plate hidden beneath the water, she would simply fly over, causing large gashes in the rock on the far side.

In the corner is the skeletal remains of a human warrior, as well as some rusty weapons and armour. The corpse is the remains of an arcane trickster rogue, who gained access to the lair with the *ring of dimension door* still worn by the corpse. A successful **DC 18 Intelligence (Medicine) check** reveals no visible signs of trauma.

Among the belongings on the corpse is a *tainted potion of healing* that has been exposed to poison, dealing 4 (1d6+1) poison damage on consumption. In addition to the ring and the potion, the rogue also has a +1 *short sword*, a stone that always points true north, 27 gold pieces, and 63 silver pieces.

If Modoc sees the ring, he immediately demands to see it so he can cast the *identify* spell on it. When he realizes it is not the *ring of the lichborn*, he hands it over.



THE FALSE HOARD

This room served as both as a trap and the entrance to Myrkara's nesting chamber. The purpose of this room was to lure any would-be thief inside, prevent their escape, and poison them. The false hoard is filled with silver coins, small gemstones, and art objects, as well as an illusion that makes the room appear it is filled with gold.

In the center of the circular 100-foot room is a huge heap of coins that glimmer with gold and silver. The edges of the chamber are covered with elaborate stone statues, depicting green dragons of all shapes and sizes. From the roof hangs a long chain ending in a huge T shape.

6 rounds after at least one character enters the room, a shimmering, transparent magical barrier closes the entrance to the room. The magic creating the barrier has decayed and weakened. The barrier has 60 hit points and can be brought down if it is dealt enough damage.

Once the magical barrier has been triggered, two **guardians of the hoard**, and four **flying scimitars** rise from beneath the illusionary hoard, where they were resting unseen.

Tactics: The guardian and the swords fight mindlessly until death and will pursue characters if they retreat.

Challenge rating: Add together all the levels of all the characters. If it is less than 32, remove a guardian. If it is more than 48, add an additional guardian.

In the false hoard the characters find 734 silver pieces, 2,344 copper pieces, 14 gems worth 5 gold pieces each, a fine horse saddle, a quiver of silver arrows, a silver whistle, a silver jewelry box, a

set of bronze plate mail, an ornate silver mirror, and a collection of other minor art objects made of silver and bronze.

If the characters are trapped inside this room, they must figure out how to escape. The characters can also pull the 30' chain hanging from the ceiling. It takes the weight of a Large or larger creature to pull down the chain. If pulled, poisoned water rains down from the ceiling of the room. Any characters inside the room must make a **DC 18 Constitution saving throw** or take 22 (5d6+6) poison damage, or half on a success.

THE NECROTIC SHAFT

A few clues will suggest the false hoard is not all Myrkara's treasure: it is a very small amount, all the gold objects in this room are illusionary, and there is also no sign of the ring that Modoc is looking for.

The entrance to the nesting chamber is hidden in the floor. If the illusion is dispersed or the characters make a successful **DC 22 Wisdom (Perception) check**, they discover runes etched in the floor hiding another portal. The portal can be opened by Modoc with one hour of uninterrupted study, or by another character with a successful **DC 24 Intelligence (Arcana) check** and one hour's study.

The portal in the floor opens, revealing a shaft that descends into darkness. The sides are covered in glowing green runes. At the bottom you see the glimmer of gold.

The draconic runes create an anti-magic field. While inside the shaft, all magical items temporarily lose their effects, spell effects end, and attempts to cast spells automatically fail.

If any character touches the side of the shaft, spectral green claws strike out from the runes. The target must make a **DC 18 Dexterity saving throw** or be dealt 22 (5d6+5) necrotic damage.

The shaft forms a U shape and the bottom is filled with hundreds of gold coins. All of them are scratched and worn as if they have been repeatedly scraped along stone.



ACT 4: NESTING CHAMBER

From the hole high in the wall you can see down into the huge circular chamber. The room is 140 feet wide and 80 feet tall, with the shaft opening at the top of the room.

The floor is completely covered in gold coins, as well as relics, broken egg shells, and bones. Near the edge of the room is a huge stone statue in the shape of a roaring green dragon, which you suspect resembles Myrkara herself.

Myrkara eggs hatched after she was killed, and with no mother to feed them, all the young wyrmlings died. However, a single wyrmiling was corrupted by the *ring of the lichborn* left by Sammaster and was transformed into a **wyrmiling dracolich**.

Imprisoned inside the lair and without the draconic knowledge passed down by its mother, it became a mindless beast, using necromantic energy to animate its broodlings into three **skeleton wyrmlings**. A **stone dragon golem** also guards this room, but sensing nothing alive, it remains dormant.

The floor of the room is covered with coins and objects, making the entire surface difficult terrain.

Tactics: The wyrmiling dracolich uses its first action to cast *mirror image* on itself. All creatures fight mindlessly to the death but are unable to leave the chamber. Until the wyrmiling dracolich is destroyed, the skeleton wyrmlings reanimate at full hit points one round after they are reduced to 0 hit points.

Challenge rating: Add together all the levels of all the characters. If it is less than 32, reduce the stone dragon golem's starting health to 130 hp. If it is more than 48, add an additional stone dragon golem and change the starting health of both to 130 hp.

The wyrmiling dracolich wears the *ring of the lichborn* upon its claw, which allows the creature to reanimate its skeletal siblings. The exit of the nesting chamber is high in the ceiling, and the wyrmiling dracolich could never reach it without the ability to fly.

MYRKARA'S HORDE

Myrkara's hoard contains 14,922 gold pieces, all of which are scratched and defaced from the wyrmiling dracolich's constant use of the *thunderwave* spell.

In addition to the *ring of the lichborn* on the wyrmiling dracolich, Myrkara's hoard contains: a *ring of flying*, a pair of *boots of spider climb*, a +1 *wand of the war mage*, a *bag of tricks*, an *amulet of proof against detection and location*, a *robe of useful items*, a *hat of disguise*, a set of gold plated bracers, a +1 *mace*, and 6 gold embellished weapons of the DMs choice.

CONCLUDING THE ADVENTURE

Modoc quickly moves to pocket the *ring of the lichborn*, claiming it as part of his treasure. He then pulls out a bag of holding to load it up with his agreed-upon share of the remainder. Once he has his gold, he tells the characters they may return to Triel if they'd like. He doesn't care what the characters do from here, and he considers their business concluded.

If the characters try to fight Modoc, steal his ring, or otherwise argue, he will attempt to remind the characters that they made a deal. If they insist on changing the terms of the deal, he will respond by casting *hypnotic pattern* and try to escape with the ring. Modoc knows he is weaker than the party and he will avoid getting pulled into a drawn-out battle if the odds are against him and seek to escape first and foremost.

If the characters have no way of transporting the loot, the problem of not being able to close the portal may present itself. If the characters can't figure out how to take all the treasure with them, they may have to return. In the intervening time, what they leave could disappear.

If the characters betray Modoc in the adventure, he will meet up with them in the future. Probably at the least opportune time. When he does, the characters learn Modoc has found some new adventures, a group of ex-**gladiators**, who he has paid to liberate the *ring of the lichborn* from the clutches of the characters.

If Modoc is thwarted again, he will pursue them relentlessly until he possesses the ring.

ETTERCAP JUVENILE

Medium monstrosity, neutral evil

Armor Class 13 (natural armour)

Hit Points 38 (7d8 + 7)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception, 13

Languages -

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the ettercap juvenile knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap juvenile ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The ettercap juvenile makes 2 attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4+1) slashing damage.

ETTERCAP MATRIARCH

Medium monstrosity, neutral evil

Armor Class 15 (natural armour)

Hit Points 93 (11d10 + 33)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	17 (+3)	8 (-1)	14 (+2)	8 (-1)

Skills Perception +6, Survival +6

Damage Resistances all damage types until reduced to half hit points

Senses darkvision 60 ft., passive Perception, 13

Languages -

Challenge 5 (1800 XP)

Broodswarm. The ettercap matriarch is covered in her broodswarm of recently hatched ettercaps. If a character starts their turn within 5 feet of the ettercap matriarch, they must make a DC 14 Dexterity saving throw or take 9 (2d6+2) piercing damage.

The ettercap matriarch has resistance to all damage until she is reduced to half hit points and the broodswarm is destroyed. She then loses this all benefits provided by the broodswarm and gains an extra claw attack each round.

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

Web Sense. While in contact with a web, the ettercap matriarch knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap matriarch ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

Multiattack. The ettercap matriarch makes 2 attacks: one with her bite and one with her claws. When she is reduced to half hit points, she gains an extra claw attack each round.

Web (Recharge 5-6). Ranged Weapon Attack: +2 to hit, range 30/60 ft., one Large or smaller creature *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.



FLYING SCIMITAR

Small construct, unaligned

Armor Class 17 (natural armour)

Hit Points 22 (5d6 + 5)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +3

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 7

Languages -

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Poisoned Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) slashing damage plus 5 (1d8+1) poison damage



GUARDIAN OF THE HORDE

Large construct, unaligned

Armor Class 17 (natural armour)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	7 (-2)	12 (+1)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages understands commands given in any language but can't speak

Challenge 7 (2900 XP)

Regeneration. The guardian of the horde regains 10 hit points at the start of its turn if it has at least 1 hit point.

Unstable Magic. If the guardian of the horde is reduced to less than half hit points, it must make a DC 18 Constitution saving throw. On a failed save, it explodes. Each creature in a 10-foot radius must make a DC 15 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The guardian of the horde makes 2 fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage.



IRON DRAGON GOLEM

Large construct, unaligned

Armor Class 17 (natural armour)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	12 (+1)	1 (-5)

Damage Immunities fire, poison, psychic, bludgeoning, piercing and slashing damage from nonmagical weapons not made with adamantite weapons

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

Senses darkvision 120 ft., passive Perception 11

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

Challenge 10 (5900 XP)

Fire Absorption. Whenever the iron dragon golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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.

Unstable Magic. If the iron dragon golem is reduced to less than half its hit point, it must succeed on a DC 18 Constitution saving throw. On a failed save, it explodes. Each creature in a 20-foot radius must make a DC 18 Dexterity saving throw or take 45 (10d8) bludgeoning damage, or half as much damage on a successful one.

ACTIONS

Multiattack. The iron dragon golem makes 2 melee attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures that it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MODOC RUNE

Medium humanoid, lawful evil

Armor Class 13 (15 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	18 (+4)	10 (+0)	8 (-1)

Skills Arcana +10, History +10

Senses passive Perception 10

Languages Abyssal, Common, Draconic, Elvish

Challenge 5 (1800 XP)

Spellcasting. Modoc Rune is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Modoc Rune has the following wizard spells prepared:

Cantrips (at will): *blade ward, mage hand, message, minor illusion*

1st level (4 slots): *comprehend languages, identify, mage armor, shield*

2nd level (3 slots): *hold person, invisibility, locate object*

3rd level (3 slots): *counterspell, fly, hypnotic pattern*

4th level (2 slots): *dimension door, wall of fire*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d6-1) bludgeoning damage.



SKELETON WYRMLING

Medium undead (dragon), lawful evil

Armor Class 14 (natural armour)

Hit Points 22 (3d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

STONE DRAGON GOLEM

Large construct, unaligned

Armor Class 19 (natural armour)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +5

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 5 (1800 XP)

Unstable Magic. If the stone dragon golem is reduced to less than half its hit points, it must make a DC 15 Constitution saving throw. On a failed save, its magic breaks apart and it explodes. Each creature within a 10-foot radius must make a DC 18 Dexterity saving throw or take 16 (2d10+5) bludgeoning damage and 10 (3d6) poison damage, or half as much damage on a successful one.

ACTIONS

Multiattack. The stone dragon golem makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10+5) slashing damage.

Poison Breath (Recharge 5-6). The stone dragon golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.



WYRMLING DRACOLICH

Medium undead (dragon), neutral evil

Armor Class 18 (natural armour)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	7 (-2)	14 (+2)	14 (+2)

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages -

Challenge 5 (1800 XP)

Undead. The wyrmling dracolich does not require air, food, drink, or sleep.

Spellcasting. The wyrmling dracolich is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The wyrmling dracolich has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *minor illusion*, *poison spray*, *true strike*

1st level (4 slots): *made armor*, *witch bolt*, *ray of sickness*, *thunderwave*

2nd level (3 slots): *blur*, *phantasmal force*, *ray of enfeeblement*

3rd level (3 slots): *fear*, *stinking cloud*, *vampiric touch*

4th level (1 slot): *phantasmal killer*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 3 (1d6) necrotic damage

Soul Drain (Recharge 5-6). *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 12 (3d6+2) necrotic damage. The wyrmling dracolich regains an amount of hit points equal to the damage dealt. Additionally, the target must make a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this reduces its hit point maximum to 0.



LOOT AND MAGIC ITEMS

RING OF DIMENSION DOOR

Ring, rare (requires attunement by a spellcaster)

The magic holding the power inside this simple golden ring has decayed from resting too close to an antimagic field. As an action, you can cast the *dimension door* spell. If you do, you must succeed on a DC 15 Intelligence (Arcana) ability check, with the effect failing on a save.

RING OF THE LICHBORN

Ring, legendary (requires attunement by a spellcaster)

This ring is one of the six components to cast the *create dracolich* spell, used as part of the rituals found in the *Tome of the Dragon*. It has a single large emerald that glows with a dull green light. As you touch it you have the feeling of pins and needles all up your arm. The feeling disappears as soon as you put the ring on, instead replaced with a sensation of all that lives near you. Holding the power of the ring you can sense the life forces in the creatures around you as well as spirits that lie near the surface of the plane.

This ring has 3 charges and it regains 1d3 expended charges daily at dawn. While wearing this ring you can use an action to expend 1 charge to cast the *animate dead* spell.

While you are wearing the ring and are killed outright, you instead must make a DC 22 Constitution saving throw. On a success, instead of dying you regain 10d10 hit points, and are reborn as an undead creature. Your character gains the *undead* type. You permanently become immune to poison and you cannot be charmed, exhausted, frightened, paralyzed, or poisoned. The effects of this ring can be reversed with the *wish* spell or similar magic.

