

THE TRIALS of MOUNT TIAMAT

An Adventure for Characters
of 18th to 20th Level

Tiamat has escaped from Avernus.

The Cult of the Dragon has succeeded in its efforts to bring the Dragon Queen to the Material Plane, and has consolidated its power to fortify the cult's stronghold at the Well of Dragons.

Champions from across the Forgotten Realms heed the call to band together and face this cataclysmic threat. It is here that the adventure of *The Trials of Mount Tiamat* begins ...



Welcome to *The Trials of Mount Tiamat*—an adventure that you can now play in either [Idle Champions of the Forgotten Realms](#), or in a game of *Dungeons & Dragons* with your friends! In this tabletop version of *The Trials of Mount Tiamat*, the characters are one of a number of groups of legendary heroes making assaults against the Cult of the Dragon at the Well of Dragons—a great citadel built atop a volcanic mountain and legendary dragon graveyard. For long years, the cult dedicated itself to raising dracoliches, but no more. Establishing a fiefdom of living dragons in Faerûn is now the goal of the cult's leaders, who will be that fiefdom's ruling overclass. To that end, the mountain that holds the Well of Dragons has been renamed Mount Tiamat—and transformed into the fortress that will be home to Tiamat the Dragon Queen, goddess of evil dragonkind.

Many of the combat encounters in the adventure are meant more as sidelines to roleplaying and problem solving than straight-up fights. That said, each of the real combat encounters is balanced for five characters of 18th to 20th level. However, as with all high-level encounters, the strengths of your players will combine with the capabilities of their characters to determine the effective challenge. Often, groups of experienced players whose high-level characters have access to potent magic items and especially useful class features will overwhelm what should be a tough encounter, so don't be afraid to adjust any monster's hit points, attack modifiers, saving throw DCs, and damage output if an encounter feels easy to the point where the players aren't having fun.

This adventure is in two parts—"Hot Time in Mount Tiamat" (starting on the next page) and "Heal the Forest" (starting on page 14). You can run both parts in either order, or as separate adventures for different groups.

BACKGROUND

Tiamat has escaped her prison in Avernus and returned to the world. The Cult of the Dragon has successfully ensconced the Dragon Queen in the Well of Dragons, but the arduous process of her escape means that she is struggling to restore her full power. As the cult prepares for the Dragon Queen's ascension as ruler, first of the Sword Coast and then of all Faerûn, its agents work to lock down the lands around Mount Tiamat and establish clear control over the region. Hundreds of cultists and dragons have been drawn to the site, all swearing homage to the Dragon Queen. And in response, the greatest heroes of Faerûn have stepped up to deny the cult's play for power, and to send Tiamat back to the Nine Hells.

This adventure is based on two of the five Trials of Tiamat that are part of *Idle Champions' Trials of Mount Tiamat* event. The first part of the adventure is an underground trial, wherein the characters make an incursion into the depths of the dormant volcano that holds the Well of Dragons, seeking to seed an eruption that will destroy the Cult of the Dragon's base of operations and Tiamat's new lair. The second part of the adventure sees the characters investigate the cult's presence in an ancient forest next to Mount Tiamat, and learn that the cultists are making use of corrupt magic in a forgotten temple to channel power to the Dragon Queen.

THE TRIALS OF MOUNT TIAMAT

Writing and Design: Scott Fitzgerald Gray, Chris Dupuis

IDLE CHAMPIONS CREDITS

Lead Game Designer: Justin Stocks

Game Designers: Chris Dupuis, Peter Lee, David Whittaker

Lead Developer/Project Manager: David Whittaker

Senior Game Developers: Mark Bavis, Peter Minter

Game Developers: Max Loy, Jarret Kobler, Jacob Smith

Junior Game Developers: Aiden Bull, Michael Demone,

Mason Gordon, Stefan Lynka, Alex Steffler, Graham

Stewart, Jamie Sullivan-Phillips

Art Director: Adam Kosh

Artists: John Aranha, Jesse Campbell, Katherine Crane, Cory

Harrison, Georgia Hewitt, Bronwyn LeBlanc, Ivy Lee, Luke

McKay, Michelle Papadopoulos, Alexis Theroux

Live Services Manager: Chris Dupuis

Producers: Eric Jordan, Justin Stocks, David Whittaker

Community Management: Taylor Allen, Treavor Bettis, Ryan

"Mars" Hall, Sascha Jordan, Erika Kramer, Jay MacDonald,

Margaret McNeill, Martin Sargent, Lauren Urban, Shawn

Wall, Dylan Wilks

Marketing: Treavor Bettis, Clive Gorman, Todd Kenreck,

Margaret McNeill, Dylan Wilks

Analytics: Chris Rudram, Anish Shenwai

Writing: Jacob Burgess, Chris Dupuis, Justin Stocks, David Whittaker

Much Better Writing: Erin M. Evans, Scott Fitzgerald Gray

Music: Alec Harrison (Six Degrees)

Sound FX: Six Degrees Jordan Ivey

Bardic Inspiration Volume 1: Composed by Jason Charles

Miller & Dylan Wilks; Featuring Jason Charles Miller,

Kenley Shea, Gary Joseph Potter Jr, Adam Hall, and Aubrey

Richmond; Additional Composition by Erin M. Evans and

Vivid Vivka; Mixed by Stewart Cararas

Additional Game Design: Eric Jordan, Dylan Wilks

Additional Art: Jason Bennett, Bob Parr, Ken Steacy

SPECIAL THANKS

Our dedicated alpha and beta testers; our friends and families!

LIMITED LICENSE

The user ("You") agree that Codename Entertainment Inc. ("Codename") and its third party licensors are the exclusive owners of all rights, title, and interest in and to these materials (the "Materials"). You are granted a limited, non-exclusive, non-transferable right and license (the "License") to use the Materials for Your personal, non-commercial use solely in conjunction with Your use and enjoyment of *Dungeons & Dragons* games. By accessing, downloading, or using the Materials, other than for the purpose of reviewing these license terms, You agree to use the Materials solely in accordance with this license. You agree that You will not, and will not authorize any third party to, copy, reproduce, distribute, display, perform, create derivative works of, stream, repost or otherwise distribute all or any part of the Materials. Except for the limited rights granted hereunder, You do not obtain any rights, expressed or implied, in or to Codename's or its licensors' trademarks, logos or other intellectual property, and all such rights are expressly reserved by Codename and its licensors, as applicable. You further agree to defend, indemnify and hold harmless Codename, its licensors, and their respective affiliates, employees, agents, and contractors against any and all claims resulting from a breach by You of this License.

Codename Entertainment Inc. and Codename Entertainment are trademarks of Codename Entertainment Inc. All Rights Reserved © 2021 Codename Entertainment.

© 2021 Wizards of the Coast LLC. All Rights Reserved. *Dungeons & Dragons*, D&D, *Idle Champions of the Forgotten Realms*, *Forgotten Realms*, *Wizards of the Coast*, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries, and are used with permission. The characters Arkhan the Cruel, Chango, Torogar Steelfist, and Krull the Turtle are trademarks of 3:59, Inc. and are used with permission. © 2021 3:59, Inc. All Rights Reserved. All other trademarks are the property of their respective owners.

ADVENTURE HOOKS

If you run this scenario as a one-shot, the characters have been handpicked for their mission against the Cult of the Dragon. The leaders of the Sword Coast have put out a call for great heroes, who have only a limited time to strike against the cult before Tiamat regains her full strength and makes her play to take over the Sword Coast.

If you want to incorporate the adventure into a longer-running campaign, you can set up earlier hooks in which the characters engage with the Cult of the Dragon and its plots to bring Tiamat back to the world.

HOT TIME IN MOUNT TIAMAT

This first part of the adventure begins with the characters making their way into the volcanic subterranean depths of Mount Tiamat beneath the Well of Dragons. Given the setup of the adventure, the characters know their mission. Read or paraphrase the following to set the scene.

You lost sight of the rocky slopes of the newly rechristened Mount Tiamat when you entered a hidden cave some time ago, and the darkness of subterranean passages has long settled over you. Your mission is one of espionage, meant to incite the long-dormant volcanism in the depths of the mountain back to life—and in so doing, disrupting the plans of Tiamat and the Cult of the Dragon before the Dragon Queen regains her full strength.

Old underground maps gathered by the leaders of the Sword Coast will take you under the lands around Mount Tiamat and the Well of Dragons in order to reach your destination beneath the mountain—an old duergar forge that connects to the volcano's slumbering lava flows. By detonating a *bag of holding's* worth of explosive smokepowder in the forge, you hope to unclog those flows and set the mountain to erupting—meaning you'll need to get out quickly once the charges are set.

LEFT HOLDING THE BAG

For their mission, the characters have been given a *bag of holding* filled to the brim with smokepowder—a magical explosive used for firearms. The finest mathematical minds in Faerûn have determined that the bag's 500-pound/64-cubic-foot capacity allows it to hold twenty-four kegs of smokepowder, which will deal 756 (216d6) fire damage when detonated.

The kegs have been carefully packed, so that they shouldn't cause any trouble unless the characters want them to. But just for fun, be sure to casually mention the damage figure above, track which character is holding the bag, and ask them how they're carrying or stowing it. Then wince fearfully whenever the character makes a Dexterity saving throw to avoid being struck by something, or takes piercing, slashing, or fire damage.

TELEPORTATION TROUBLE

The characters' journey through the tunnels beneath Mount Tiamat will be much less exciting if teleportation magic is used to bypass every encounter and potential hazard. If the party is overloaded with such magic, you can decide that the power of the apocalyptic conjuration rituals used by the Cult of the Dragon to break Tiamat free of her prison in Avernus has seeped down into the tunnels, with that magic now interfering with teleportation.

This might manifest as characters automatically taking force damage for each teleportation attempt, or going off course to be dropped into hazards. Or if you're playing the adventure as part of a longer campaign and aren't pressed for time, a group of Cult of the Dragon operatives (an **archmage**, an **assassin**, and three to five **veterans**) might themselves teleport in to the location of the characters' teleportation and go to town on them.

Whatever approach you take, make the characters aware of this corrupting background magic as they make their way toward the forge. Don't simply spring it on them as a surprise if they try to use teleportation to escape from the dire threats in the last two sections of the adventure.

LAKE OF SHADOW

The characters will have no trouble finding the forge as they follow the course their maps set out for them. Most of the journey involves moving easily along narrow tunnels and ancient lava tubes, but a number of larger caverns must be traversed along the way—including a great subterranean lake that is the journey's first significant challenge.

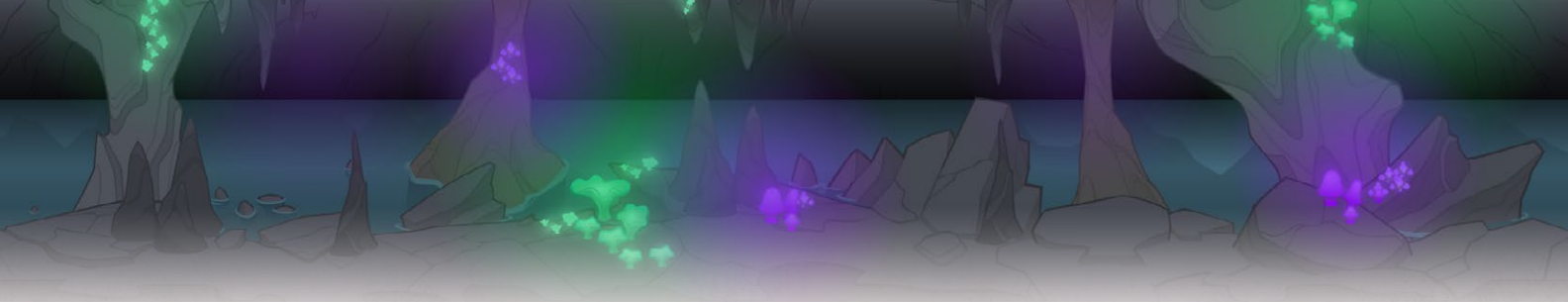
WATERFRONT VIEW

Read or paraphrase the following to get things going.

The twisting tunnel you've been following opens up ahead, and a tinge of moisture hangs on the air. Checking the map confirms that you're on the right track, and are set to pass along the rocky shore of a large underground lake whose far side is eclipsed by darkness.

Allow the characters to make Wisdom (Perception) checks to confirm that the rocky path ahead appears safe, hugging the lakeshore where it extends out 20 to 30 feet from the cavern wall. But the character with the highest check notes an oily sheen across the surface of the water, which ripples and shimmers with shadow even when still. Any character who investigates the water and succeeds on a DC 15 Intelligence (Arcana) check, or who uses the *detect magic* spell, notes the following:

- Necromantic energy from some unknown source permeates the lake water, manifesting as the oily sheen.
- Though the water is not alive per se, it is laced with necrotic energy that has a hunger for life.
- Any creature that makes contact with the water runs the risk of falling into a deep sleep, after which exposure to the water deals necrotic damage. (The characters will have to learn how much damage the hard way; see below.)



If no one succeeds on this check or thinks to investigate the water, the characters have a chance to learn the above information momentarily.

THE RESTLESS DEAD

At a point about halfway through the cavern, the path along the lakeshore grows slippery where a number of cracks allow water to flow out of the lake and into unseen spaces beyond the cavern walls. This presents no threat to anyone not walking barefoot, but more formidable danger lurks just beneath the surface. Have each character make a DC 15 Wisdom (Perception) check, then read the following:

Where the slippery path narrows as it follows the curve of the cavern wall, a grim sight comes into view in the lake. A number of humanoid bodies float in the black water a few feet from shore.

The bodies—all dead—are a group of unfortunate explorers who passed this way. When one slipped and fell into the water, their companions attempted to save them, with all quickly falling victim to the water's foul magic.



WRAITH AND GLORY

As the characters assess the bodies in the water, the shimmering shadow across the surface rises to take the form of six **wraiths** spawned by the fallen explorers. (For a 20th-level party, use seven wraiths.) Any character who failed the previous Wisdom (Perception) check is surprised as the wraiths cut loose, fighting until destroyed.

The oily water is especially slippery, and fighting along the path is challenging for characters on the ground. Any such character who moves more than 15 feet during combat or who makes a melee attack must succeed on a DC 18 Dexterity saving throw or slip and fall prone, coming into contact with the water that covers the path as it flows toward them, seeking to consume their life energy. If the save fails by 5 or more, the character slides fully into the lake.

Any creature that makes any contact with the black water for the first time on a turn or that starts its turn in contact with it must succeed on a DC 15 Constitution saving throw or fall unconscious. The creature then takes 3 (1d6) necrotic damage, which doubles with each subsequent exposure to the water (so 2d6 for a creature that makes contact with or starts its turn in contact with the water twice, 4d6 the third time, 8d6 the fourth time, and so on). If a creature takes no damage from the water for 1 minute, this escalating effect resets, so that their next exposure deals 1d6 necrotic damage again.

If you prefer to play combat on a grid, you can use any underground lake cavern with a rocky shoreline for this fight.

GIFTS FROM THE DEAD

If the characters decide to fish the bodies out of the water, they find most of their gear ruined, except for:


- An *elixir of health*
- Six +2 *arrows*
- A *wand of web*

The characters also find a map drawn with charcoal on heavy parchment that can still be read. Anyone studying it recognizes that it marks the next stage of their route,

NO REST FOR THE WEARY

Both parts of this adventure are written with the expectation that the characters will push straight through with no chance for short or long rests. A lot of the combat encounters and the damage dealt by hazards amount to trivial effects for characters of 18th to 20th level, designed to wear away at them and eventually eat up some healing magic, but not to overwhelm the party.

If the characters insist on taking rests and the campaign can accommodate that, consider having the first few hazards they come across after a rest deal double damage or impose additional hindering effects.



but has a warning where a large cavern is shown: “Stay Focused!!!” (Seeing this warning gives the characters advantage on the saving throw made in the fungal cavern that is the next section of the adventure.)

Any Intelligence (Arcana) or Wisdom (Medicine) check to inspect the bodies confirms that they have been in the lake for some time.

GOING WITH THE FLOW

Just before reaching the side tunnel that their maps mark as the next stage of their journey, the characters need to cross a shallow 10-foot-wide stream flowing out of the lake. The crossing should be no challenge, but make passing mention of seeing the shadow-swirling water flowing out of the lake and into narrow tunnels running the same general direction the characters are heading, to set up the water’s reappearance in later encounters.

ROOTS OF THE GRANDFATHER TREE

As the characters proceed beyond the dark lake, the rocky tunnels they’ve been navigating slowly transform into a mix of rock and packed dirt. The scent of damp earth becomes prevalent, and the roots of trees are seen poking down from the tunnel ceilings. Then as the main tunnel widens, a grand vista of belowground fauna is seen.

A huge cavern opens up beyond the tunnel mouth, its floor sloping down beneath a rock-and-earth ceiling that is a morass of twisted tree roots. A dense screen of fibrous growths is clumped with fungus and alive with worms and beetles, creating a webwork that obscures the far side of the cavern hundreds of feet away, and through which you must pass to reach the next tunnel marked on your maps.

Any character with proficiency in the Nature skill, or who succeeds on a DC 13 Intelligence (Nature) check, can tell that the root system on display is healthy and vibrant, and that the earthy odor of the cavern carries no scent of rot. As the characters advance, the size of the anchor roots holding together the soil ceiling above their heads makes it clear that they stand beneath a tree of unbelievable size.

(If you are playing the first and second parts of this adventure as missions for different groups, the characters’ movement through this area coincides with another group’s interactions with the Grandfather Tree in Part 2 of the adventure. If you are playing them sequentially with one group, this scene sets up the meeting still to

come with the great treant, or will allow characters who have already met the treant to recognize their location.)

DRAGON PATROL

As the characters advance through the screen of feeder and hair roots that fill the cavern, they discover they are not alone.

A sudden shriek fills the cavern, and a shudder twists through the screen of roots as crashing footfalls approach. The rasp of breathing grows louder—heralding not one but two white dragons entering the cavern, their gleaming scales marred by dirt.

Either when the dragons see the characters or at some point during the fight if the characters attack immediately, they lay down their challenge.

“Miserable mortal worms,” one dragon snaps.

“Miserable...” the other growls.

“You think you will sneak in through dark and shadow to the Dragon Queen’s lair? You think her servants fools? We watch for you! We find you! We kill you!”

“Kill...” the second dragon hisses as its breath flares with icy cold.

The two **adult white dragons**—twins named Oisioth and Iophiog—attack at once. (If the characters are 20th level, give each dragon an additional 30 hit points.) They alternate Cold Breath and melee attacks in the first two rounds, then use their breath weapons again whenever possible.

Both dragons have an inflated sense of ego as a result of having been given responsibility for patrolling the lowest tunnels by Tiamat, so that neither takes note of whether any characters have resistance or immunity to cold damage when picking breath weapon targets. Likewise, they favor making attacks with their legendary actions, rather than using Detect to watch for hidden threats. Devoted to Tiamat, the dragons fight to the death.

The power that Tiamat grants the dragons allows them to treat this cavern as their lair, granting the pair access to one lair action per round between them. The cavern is large enough to allow the dragons to fly.

If you prefer to play combat on a grid, you can use any suitably large cavern map filled with difficult terrain (to represent the hanging roots) for this fight.

THE ROOT OF THE TROUBLE

Fighting in and around the screen of roots that fills this area offers a number of unique challenges and benefits.

Scrambling Through. Moving through the screen of roots is relatively easy as long as the characters aren't in combat. While they are, at the start of each of their turns, a character must succeed on a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Wisdom (Survival) check or be caught up in root tendrils and have their speed reduced by half.

Healthy Distance. The dragons' bulk and strength means they are not slowed by the screen of roots as the characters are. However, any character who moves 40 feet or more on their turn manages to put enough distance between themselves and both dragons that the dragons lose full sight of them. This grants the following benefit, which must be used before the start of the character's next turn:

- The character has advantage on a saving throw made against a dragon's Cold Breath.
- The character forces a dragon to reroll one attack roll made against the character, with the dragon using the new roll.

Hiding Out. The screen of fungus-crusted feeder roots and hair roots filling the cavern gives ample opportunity to hide from the pursuing dragons. Characters have advantage on Dexterity (Stealth) checks made to hide in the cavern.

Divide and Conquer. Characters can try to split the dragons up, allowing certain characters to focus on one foe (and vice versa). It takes a successful DC 17 Charisma (Deception or Intimidation) check to taunt a dragon into breaking off from their partner to pursue one group of characters.

Dirt Fall. When a dragon makes a Tail Attack as a legendary action, they can smash at the roots above them with their tail rather than attacking a character. Choose 1d4 characters at random. Each character is hit with a shower of roots, dirt, and rock and must make a DC 18 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. On a failed save, a creature's speed is also reduced by half (which can add to the reduction incurred by a character failing their check to move).

TREASURE

These egotistical dragons brought part of their hoards with them when they took up service with the Dragon

PACING THE FIGHT

Creatures that have legendary actions take extra time to run in combat, and this effect increases when two legendary creatures go to town on the characters in the same fight. To keep this fight moving, you can have both dragons take the same legendary actions at the same time, making those actions faster to roll and resolve. Alternatively, don't use the dragons' legendary actions, instead letting each of their regular attacks deal an extra 1d10 damage.



Queen. Each wears jeweled armbands and necklaces as rings on their great claws, worth a total of 5,000 gp.

MUSHROOM BREAK

Leaving the root cavern behind them, the characters move along through another area of twisting passages before arriving in a majestic cavern filled with an astonishing array of fungi. Read or paraphrase the following:

Faint light rising from ahead gives the first sign of the tunnel you follow opening up to a larger cavern beyond. This huge space is marked out by natural stone columns and lit up by phosphorescent fungi that shimmer yellow and green from every crack and crevice of the walls and ceiling. The path you follow narrows as it advances through a forest of fungus. Mushrooms, toadstools, and puffballs in dozens of varieties and a dizzying array of bright colors cover the ground and rise to heights of twenty feet or more, eclipsing the far side of the cavern from view.

FUNGUS GROVE

Any tentative approach to the fungi before them lets the characters see the narrow path disappear where it twists through the grove. If anyone feels a need to widen that path, the mushrooms are not deeply rooted, and can be knocked over or pushed through easily. Any Wisdom (Perception) checks confirm no sign or sound of creatures in the cavern.

Any character who studies the mushrooms and succeeds on a DC 14 Intelligence (Nature) or Wisdom (Survival) check confirms that they are not toxic—and that despite their varied appearance, all the fungi in the cavern are part of one massive mycelial organism. Characters who push through the mushroom field, make intentional contact with the mushrooms, or eat part of any mushroom learn that exposure to the fungi provides a benefit. Each character doing so rolls once on the Fungi Benefits table and gains the indicated boon.



FUNGI BENEFITS

d6 Benefit

- 1 The character gains 2d8 temporary hit points.
- 2 The character has advantage on the next skill check they make.
- 3 The character removes one level of exhaustion. (If the character is not suffering exhaustion, they ignore the next level of exhaustion they would take.)
- 4 The character has advantage on the next saving throw they make.
- 5 The character's speed increases by 5 feet until the end of the adventure.
- 6 The character has advantage on the next attack roll they make.

Wary characters who decide to avoid the mushrooms do not gain the benefit of moving through them—but are not exempt from the affect of the unseen spores filling the cavern, as noted below.

TOO MUCH OF A GOOD THING

As the party reaches the halfway point of the cavern, the character with the highest passive Wisdom (Perception) score notes a disturbing sight ahead. The decomposing body of a cave lizard lies in the middle of the path, poking out from under a carpet of mushrooms that is slowly occluding and feeding on it. At the same time, ask each

character to make a DC 18 Charisma saving throw. (Remember that if the characters searched the dead bodies in the previous section, the warning on the map they found gives each character advantage on their save.)

If the characters look around, a successful DC 16 Intelligence (Nature) or Wisdom (Survival) check notes that the air in the cavern has become increasingly filled with almost-invisible spores—but also confirms that like the mushrooms, the spores are not toxic. Any Intelligence (Arcana) check or the use of *detect magic* shows that the spores are not radiating magic. (The spores' effect is spread with the merest contact, so that even creatures who don't need to breathe must contend with it.)

If the characters investigate the cave lizard's body, a successful DC 13 Intelligence (Nature) or Wisdom (Animal Handling, Medicine, or Survival) check shows no signs that the creature was poisoned, hungry, or injured. Rather, it appears to have been well fed and in good health, and bears what looks like a happy smile in its demise.

Poking around beneath the mushrooms away from the central path reveals the heretofore hidden bones and exoskeletons of hundreds of lizards, giant bats, deep rothé, giant spiders, and other cave-dwelling creatures—as well as the occasional clearly humanoid skull.

STAY AWHILE!

Before the characters can leave this fungus-filled ossuary, the two characters who got the lowest saving throws above are affected by the spores. (If the party has fewer than four characters, have just one character affected. If it has six or more characters, have three characters affected.) The effect of the spores is not immediately malevolent (that part comes later), but it'll provide the party with a bit of a roleplaying challenge all the same.

Characters affected by the spores suddenly get the overwhelming urge to stay in the fungus cavern. Forever. Nothing malicious. They just get really into the idea that the cavern is a safe, peaceful environment filled with ample food and water (with the mushrooms providing both), letting them stay here with no cares in the world, simply being happy. Until they fall asleep and the spores they've ingested put them into a deeper state of unconsciousness. At that point, the mushrooms overgrow and consume them, dealing 9 (2d8) necrotic damage per round until a creature is dead—as was the fate of the many creatures that have wandered into the cavern over long years.

GET A MOVE ON

Characters not affected by the spores face the challenge of getting their affected compatriots out of the cavern, even as those compatriots resist leaving. There are lots of different ways this little bit of interparty conflict can play out, so work with the players to pick and choose whatever



approaches you think will be the most fun (and see the “Playing Safe” sidebar for additional thoughts):

- The players of affected characters are absolutely free to take their reluctance to leave and roleplay it to the hilt if they're comfortable doing so. This might involve their characters trying to convince their friends of the benefits of staying, running around to avoid being grabbed up, tricking the others into a long search of the chamber for nonexistent treasure, and so forth.
- Players who are comfortable with some light-hearted battery between friends might play out a bit of combat focused on getting affected characters moving, whether by attacking to shove, using the *thunderwave* spell or other forced-movement effects, or rendering affected characters unconscious before dragging them out.
- You can also refocus the threat as more environmental, so that affected characters are quickly latched onto by fast-growing fungus that holds their feet in place and tries to draw them into a nice relaxing rest in a mushroom bed. It takes a successful DC 20 Strength (Athletics) check to break a fungus-bound character free, with disadvantage on the check as the trapped character struggles to resist.

A PROPORTIONAL RESPONSE

Rather than focusing on their affected friends, the characters are free to take a big-picture approach to dealing with the fungal threat. The mushrooms that fill the cavern can be attacked, treating them as having AC 12 and immunity to poison and psychic damage. For each 50 points of damage dealt to the mushrooms, one affected character feels the fungal organism's control break.

BACK ON COURSE

Any affected character who is removed from the cavern for 1 minute feels the fungus's control break, but will try to rush back in if not restrained or suitably distracted during that time. Assuming no lasting repercussions or recriminations between them that need to be dealt with, the characters are free to continue on their way.

WHAT'S YOURS IS MINE

Pushing on past the fungi cavern takes the characters down a series of increasingly warm tunnels. Following along on the maps, the characters understand that they

PLAYING SAFE

Character and player agency is an important part of RPGs. That's the idea that even though the game sets up challenges and pitfalls for the characters, each player should always have ultimate control over how their character acts and what they do. Magic and other effects that force characters to do things against their will can mess around with character and player agency, and are less fun for some players than others. As well, some players are less comfortable than others about engaging in big, boisterous roleplaying that makes them the center of attention at the table. So in this section, talk to your players about the scenario, and make use of whatever options work best for anyone who's not a hundred percent comfortable being directed to roleplay their character in a particular way.

have passed beneath the slope of the mountain and are nearing their goal. But a great chasm at the center of a maze of abandoned duergar mine tunnels hides a potent threat.

The tunnels you pass through have returned to bare rock as they take on the rough, ropy texture of lava tubes. A rising heat is evidence that you are drawing closer to the slumbering volcanic heart of the mountain, but your maps show a significant distance still to cross—and mark out a dangerous web of old mine tunnels surrounding the forge that is your destination.

GETTING ON TRACK

As the characters enter the network of mine tunnels, they see signs where smaller lava tubes have been opened up by dedicated excavation. Where side caverns and chasms branch off the main tunnels, they are filled with old rubble, mine tailings, and the occasional broken pickaxe or battered ore bucket.

As the characters continue on, the still air of the tunnel is disturbed by a faint breeze, and a dim shimmering of light can be seen ahead.

At the center of the mine works, multiple tunnels and ore shafts open up to a huge open chasm whose floor is covered in shattered rock and pooling black water some sixty feet below. The empty space atop the chasm is crisscrossed by mine cart tracks, lashed onto wooden ties and hanging suspended by heavy cables affixed to the ceiling thirty feet overhead. Magical lights attached to posts along the tracks cut the gloom, and illuminate the mouth of the next tunnel you need to take where it opens up on the cavern's far side.

The nearest set of tracks to the characters can be reached by way of a narrow ledge extending out from the mouth of the tunnel that brought them here. Another cavern at the end of the ledge is an interchange of sorts, featuring tracks running in from several side passages, multiple tracks leading out across the open chasm, and dozens of old mine carts piled up in various states of disrepair. An inspection of the cart tracks and a successful DC 15 Intelligence or Wisdom check using proficiency with carpenter's tools or smith's tools reveals that the duergar-crafted tracks were built to last, and can be safely walked upon by characters wanting to cross the cavern. The tracks sway a little under the weight of any characters moving along them, but no ability checks are necessary to hang on. Yet.

Of course, the characters are welcome to ignore the cart tracks and simply fly across the cavern if they have the magical means to do so. Thankfully, it won't make any difference to the threats that lair here.



DEATH TYRANT TANGO

Lurking in the darkness at the bottom of the chasm are two **death tyrants**, spawned by a pair of beholder lovers who used to meet each other in the chasm for epic aerial battles around the tracks. The water pooling at the bottom of the chasm is outflow from the necromantic lake of shadow the characters passed at the start of the adventure. Its energy has infused both beholders with dreams of death over long years spent here. Their old quarrels forgotten, the two death tyrants now live a quiet life in the shadows—except when intruders trespass through their domain.

The death tyrants rise from a concealed cavern in the rocks below at the first sign of any characters crossing the cavern, whether by the tracks or by air. They fight in forbidding silence, blasting characters with their eye rays, and engaging in one of their favorite tactics used while fighting each other in this same space (see below).

If you prefer to play combat on a grid, you can use any open cavern for this fight, then mark the locations of four or five mine cart tracks traversing the space.

Cart Blanche. Using their telekinetic ray, the death tyrants are able to move any of the piled-up mine carts

PACING THE FIGHT

Like the beholders that spawn them, death tyrants can be complicated to run in combat because of the number of eye ray options available to them, the fact that those options are rolled randomly, and the legendary actions that let those eye rays fire off throughout the fight. To keep this battle moving smoothly, consider not rolling for random eye rays in favor of having each beholder use three different rays consistently. Then have the creatures use their legendary actions at the same time to hurl mine carts around the fight, as discussed at “Cart Blanche.”

along the tracks or through the air at a speed of 30 feet. If this isn't close enough to reach a target, they'll move a cart onto the tracks, then move it again the following round. They can also work together to move a cart, allowing them to fling it a full 60 feet on their turn. (See the “Pacing the Fight” sidebar for thoughts on incorporating this cart play into the death tyrants' action economy.)

A character assaulted by a mine cart must succeed on a DC 17 Dexterity saving throw or take 27 (5d10) bludgeoning damage. A character who takes this damage while on the tracks is knocked off and must succeed on a second DC 17 Dexterity saving throw to grab on. Failure means a 60-foot fall to the rocks below, which deals 21 (6d6) bludgeoning damage from the fall, 7 (2d6) slashing damage from the jagged rocks, and 3 (1d6) necrotic damage from the corrupted water. (If a character stays in the water or falls into it twice, use the escalating damage from “Wraith and Glory” in the “Lake of Shadow” section.) If a character on the tracks succeeds on the first save, they can decide whether they end up back on the tracks or in the mine cart, which provides half cover and continues to roll along the track toward the far side of the cavern.

TREASURE

Characters who explore the bottom of the chasm find a cache of treasure the death tyrants gave to each other while alive as tokens of their love—1,500 pp, a finely sculpted ivory bowl set with agates (worth 750 gp), a mithral mask (750 gp), and a *potion of invisibility*.

FORGING AHEAD

When the characters finally get across the mine cart tracks of the chasm, they follow another lava tube that their maps mark as their intended route—and note that the old duergar forge is near. But this area's proximity to the slumbering volcanic core of the mountain has caused a number of its lava tubes to crumble, forcing the characters to abandon their maps and set their own course.

Faint tremors have become more frequent as you push forward, drawing ever closer to the volcanic heart of the mountain. The last leg of the journey through these lava tubes should bring you to the duergar forge, at least according to your maps. But as you enter a massive cavern whose walls gleam with rough-edged crystals, you realize those maps aren't as up-to-date as you might have wished.

The cavern is the intersection point of multiple tunnels, but a rubble fall completely blocks the route you're meant to take, the tunnel mouth completely collapsed ahead of you. Another rumble sounds out from ahead, a stronger tremor bringing down a light rain of rock from the ceiling as it passes.

Any character with proficiency in the Nature skill or with mason's tools can quickly inspect the rubble fall to confirm it as impassable, noting that any attempt to move or dig through the fall (even using magic) will simply



bring more of the unstable ceiling down. Thankfully, the characters' maps show that many of the other tunnels opening up off the cavern lead to the forge. But getting through these side tunnels safely will not be an easy task.

(This presently empty cavern is the site of the final battle of the adventure when the characters return here in the next section.)

HAZARDOUS TUNNELS

As the characters make their way toward the forge through one of the other lava-tube tunnels, call for three DC 17 group ability checks using either Intelligence (Nature) or Wisdom (Survival). For each check, roll on the Lava Tube Hazards table below to determine the characters' course. Then narrate their success or invoke the stated setback if the group check is failed.

Feel free to grant advantage or even an automatic success on the characters' checks if ingenious planning or magic is brought into play (for example, clearing away a rubble fall with a *disintegrate* spell).

PREPARATIONS FOR DESTRUCTION

When the last group check is resolved, the characters arrive at their destination.

LAVA TUBE HAZARDS

d4 Hazard

- 1 A lesser rubble fall must be cleared away, requiring 15 minutes' careful digging. On a failed check, each character must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.
- 2 Necrotic water pools across the bottom of the tunnel. On a failed check, the pool covers an area 15 feet across, requiring a successful DC 15 Strength (Athletics) check to jump over in the low-ceilinged tunnel. Any character who comes into contact with the water suffers the effects noted in the "Lake of Shadow" section or at "Setting the Charges" below.
- 3 A tremor sets a section of tunnel ceiling crashing down ahead of the characters. On failed check, a second rubble fall targets the characters, each of whom must succeed on a DC 15 Dexterity or Wisdom saving throw or take 10 (3d6) bludgeoning damage.
- 4 Heat rises from the tunnel floor where cracks reveal superheated magma pulsing below, requiring careful movement to avoid them. On a failed check, the cracks erupt and each character must succeed on a DC 15 Dexterity or Constitution saving throw or take 21 (6d6) fire damage.

The last stretch of lava tube shakes constantly with distant tremors, but its walls and ceiling stand sturdy for now. Ahead, the tunnel mouth widens to a dark cavern that your maps tell you is your destination. Heat and steam hang heavy on the air where the ancient duergar forge opens up around you—a vast, high-ceilinged cavern lit up by *continual flame* torches and lined with six massive iron forge ovens. All are cold, but their seams show the faint glow of the magma that still flows beneath them.

Any character who enters the cavern or succeeds on a DC 13 Wisdom (Perception) check to carefully inspect it from the entrance notices something else.

The steam in the area is rising from black water pooling across the floor. Cracks higher up along the walls mark where rivulets and thin streams shimmer with shadow as they flow to the ground.

Any character recognizes that the water flowing here is sourced from the lake of shadow. A successful DC 15 Intelligence (Arcana) check or the *detect magic* spell confirms that it has the same dangerous necrotic properties as the water in the lake.

Any inspection of the forges shows that when they were operational, duergar machinery set beneath them would drill down through the crust of the cavern floor to let controlled jets of lava shoot up. The bottom fire chamber of each forge is heavily insulated and fireproofed, focusing this unparalleled heat source directly upward into the forge proper. The magma flowing beneath the chamber is relatively stable now—but it won't be once the characters do what they've come here to do.

SETTING THE CHARGES

The twenty-four kegs of smokepowder can be easily and safely removed from the *bag of holding*, but ask for Dexterity (Acrobatics) checks from any characters doing so if you want to heighten the mood. The characters have been directed to set four kegs in each of the six forges, then detonate one keg with a timed fuse. The explosion of that first keg will detonate all the others in a chain reaction, cracking the floor of the cavern like an eggshell and sending a blast of lava upward. However, placing the kegs properly requires care and caution.

Staying Dry. Any character moving along the floor must make a DC 15 Dexterity (Acrobatics) or Wisdom (Perception) check to avoid the deepest pools of necrotic water, which run to a depth of a foot or more. A character who uses a pole or other object to test the depth of the

pools has advantage on this check. On a failed check, a character steps deep enough into a pool that the water makes contact with them, dealing 3 (1d6) necrotic damage, which doubles with each subsequent exposure to the water (so 2d6 for a second failed check, 4d6 for a third, 8d6 for the fourth, and so on).

Into Position. Setting the kegs into the proper position in a forge requires a Dexterity (Sleight of Hand) or Wisdom (Perception) check, so that the characters must make six such checks altogether. The check is DC 17, but don't tell the players that. Improperly positioned casks will still explode just fine, but the lack of precision puts the characters at a bit more risk when they flee the cavern before the smokepowder is detonated, as noted below.

TAKE YOUR TIME

With no imminent threat seen in the cavern, the characters might decide to give the most dexterous or perceptive characters access to flying magic, then have those characters make all six checks with no risk of contact with the necrotic water. If one or two characters set out to make all the checks, after the first three checks, the characters get a warning that they might want to hurry things along.

From far down one of the dark tunnels leading into this area, a shrieking cry rises, then falls. You recognize the call of a white dragon from hearing those you fought before, but deeper and more guttural.

If additional characters assist in the last three checks, the charges are set in good time. If things continue on with one or two characters making the last checks, the extra time it takes means the white dragon approaching the forge is just a bit more ready for the characters in the next section.

GETTING OUT

Once the kegs are in position, a timed fuse can be set up and attached to one keg. When the fuse is lit, the characters can flee the forge cavern at speed, needing to put as much distance between them and the explosion as possible. (If you've been

allowing the characters to make relatively free use of teleportation magic so far in the adventure, definitely impose some sort of limitation on them simply teleporting out of the mountain to safety here. See the "Teleportation Trouble" sidebar in the first section of the adventure.)

As the characters make their way out, ask for each to make a Strength (Athletics), Dexterity (Acrobatics), or Wisdom (Nature or Perception) check, depending on whether they want to run flat out, deftly leap over rubble and obstacles, or instinctively chart the fastest course through tricky terrain. The baseline DC for this check is 15, and increases by 1 for each failed check made when the kegs were placed in the forges. Any character whose speed is 40 feet or higher has advantage on the check.

KABOOM

As the characters race along the tunnel, a pulse of sound and a wave of blazing-hot compressed air slams into them from behind as the smokepowder goes up. Any character who failed the check for speed made above is just a little too far back when the leading edge of the blast hits, letting it scour them and slam them into the tunnel wall. The character must make a DC 18 Dexterity saving throw, taking 13 (3d8) fire damage and 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

GETTING TO "SAFETY"

Though heat and smoke fill the tunnel around them, the characters can easily make their way back to the crystal cavern intersection they passed through at the start of this section. But they are not alone.

FIRE AND ICE

As the characters come trundling into the crystal-studded cavern from which they made the final leg of the journey to the forge, a daunting sight greets them. Read or paraphrase the following to set the scene.

Rising earth tremors shake the tunnel around you as you emerge back into the crystal-studded cavern. The smoke and steam that precedes you out of the tunnel rises to cloak the ceiling, but this is only the third-most pressing detail you see. The second-most pressing detail is the glow coming from cracks in the cavern floor, marking the pressure of superheated magma pushing upward. The most pressing detail is at the mouth of the tunnel directly across from you, where a gargantuan white dragon surges forth, its wings unfurling.

"What have you done ... ?" the great creature snarls.

"What have you done?!"

ANCIENT RAGE

This **ancient white dragon** is Uvrys, one of Tiamat's most faithful servants, having been granted rule of the old duergar mineworks beneath Mount Tiamat. They attack in a frenzy, laying into the characters with their Cold Breath whenever possible, and focusing on their Wing



Attack legendary action to keep characters pinned down. (This becomes an especially valuable tactic once the cavern explodes momentarily.)

If the characters took extra time to set the charges (see “Take Your Time” previously), each character has disadvantage on their first saving throws against the dragon’s Frightful Presence trait and Cold Breath attack.

The power that Tiamat grants this guardian allows them to treat this cavern as their lair, granting them access to their lair actions. The cavern is large enough to allow the dragon to fly.

During the fight, the dragon shrieks out oaths of enmity against the characters, promising to feed their corpses to the Dragon Queen.

If you prefer to play combat on a grid, you can use any huge, open cavern for this fight, and employ some means of marking out areas of erupting lava.

ENVIRONMENTAL ACTION

Even as initiative is rolled, the pressure of the magma flow beneath this cavern causes the floor to crack open. Chunks of stone collapse and melt into spreading lava pools that cover a quarter of the floor. At the same time, the now-constant tremors start to open up cracks in the walls and ceiling, sending falls of rock down from above and causing jets of necrotic water from the lake of shadow to hit the lava and become necrotic steam.

During round 1, have each character make a DC 15 Dexterity or Constitution saving throw to avoid or shrug off the cavern unraveling around them. On a failed save, a character takes 4 (1d8) bludgeoning damage from falling rocks and 4 (1d8) necrotic damage from the billowing steam. This saving throw is repeated at the start of each character’s turn, with the DC increasing by 1 each round.

The lava pools in the chamber are easy to avoid if characters move carefully. But any character who starts their turn prone takes 9 (2d8) fire damage from proximity to the heat.

UNDEAD TO RIGHTS

White dragons are the weakest of the chromatic dragons, and canny players might have a sense that even an ancient white isn’t a super-serious threat for a party of 18th-to-20th-level characters. Play up the environmental effects during the fight with the dragon if this happens, as you ideally want the characters to expend resources in what they think is the adventure’s final fight—so that they can be nicely surprised when the white dragon is reduced to 0 hit points, and you read or paraphrase the following.

With a strangled cry, the great dragon crashes to the ground, the steam filling the cavern wrapping around it like a shroud. But even as lava licks at the dragon’s corpse, that shroud tightens. The necrotic steam begins to swirl, drawing in from across the cavern like a cyclone in reverse as it feeds on the dragon’s fading life. Then, as fire and necrotic energy scours the creature’s flesh, their eyes blink open as blazing yellow orbs.

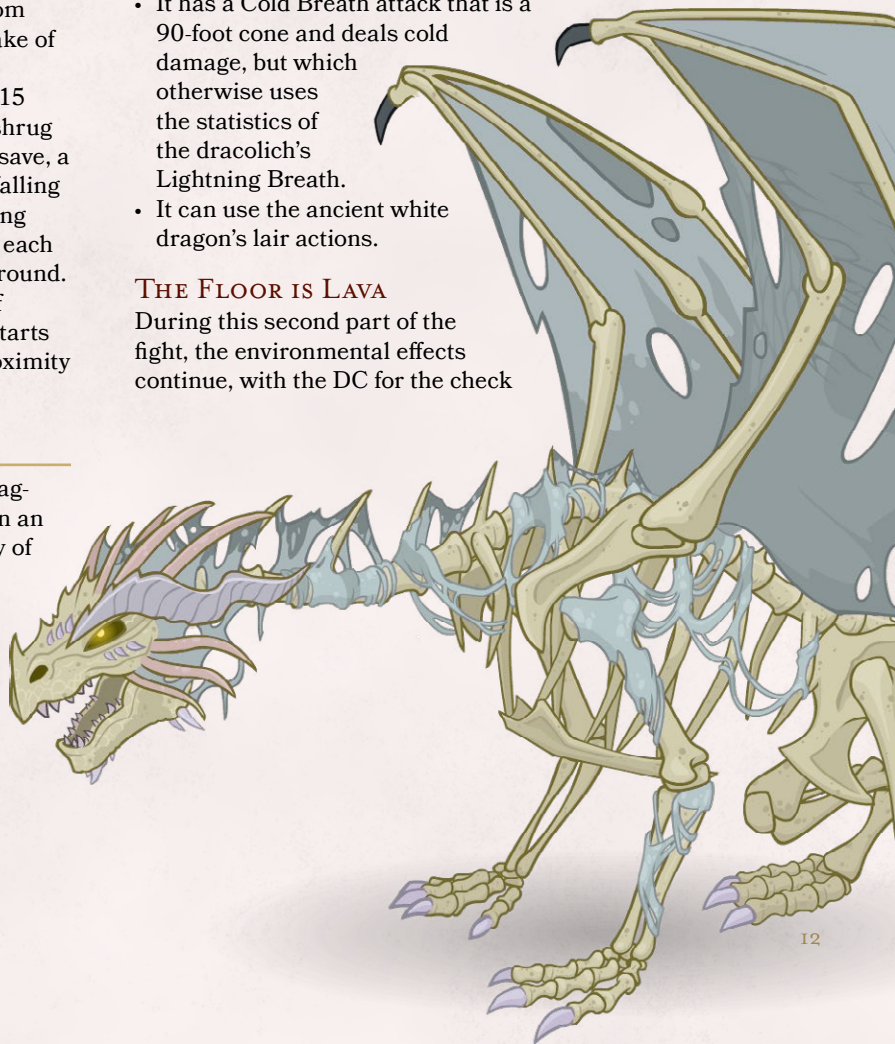
“Another chance ... to serve the Dragon Queen ...”
the newly created dracolich hisses as it rises to its feet.
“Another chance ... to destroy you all ...”

Raised up by the necrotic energy billowing around the cavern as superheated steam, this ancient white dracolich uses the **adult blue dracolich** stat block with these changes:

- It is Gargantuan.
- It has immunity to cold damage rather than lightning damage, and has immunity to fire damage as a result of having been spawned in lava.
- It has a Cold Breath attack that is a 90-foot cone and deals cold damage, but which otherwise uses the statistics of the dracolich’s Lightning Breath.
- It can use the ancient white dragon’s lair actions.

THE FLOOR IS LAVA

During this second part of the fight, the environmental effects continue, with the DC for the check



made each round continuing to clock up. In addition, a flow of lava suddenly appears down the tunnel through which the characters escaped from the forge, expanding the lava pools to cover half the cavern.

Each character must make a Dexterity saving throw at the start of each of their turns, in addition to the check to shrug off the cavern's other environmental effects, using the same escalating check DC. On a failure, a character treads too close to a lava flow and takes 9 (2d8) fire damage. A character not standing on the ground must still make this saving throw as the lava flows spit tendrils and small fireballs into the air, but they have advantage on the save.

The round after the lava flow begins, the characters note that the flow is carrying large chunks of insulated steel from the now-demolished forges. The alchemical insulation makes the steel lighter than the lava, so that characters who hop onto a floating slab can surf the lava flow on a random course around the cavern, gaining advantage on the saving throw against the heat of the flow, and looking entirely too stylish.

GETTING OUT FOR REAL THIS TIME

When the dracolich is destroyed, the characters can quickly flee the crystal cavern even as it fills up with lava behind them. The route they followed in is the obvious return route, but even as the characters follow it, they discover that the still-constant earthquakes have collapsed part of the ceiling of the duergar mine chasm, revealing sky above. With access to flying magic or after a difficult but not overwhelming climb, the characters emerge on the side of the mountain, then can safely descend.

THE MOUNTAIN'S FURY

In the aftermath of escaping the caverns beneath Mount Tiamat, the characters can feel the earth tremors continuing, and can see smoke rising from cracks and crevices along the mountainside. No sign of lava is seen, confirming that as intended, the mountain's dormant volcanic power has been shunted upward to harry the operatives of the Cult of the Dragon and destroy their operations within the mountain—including Tiamat's new lair.

With the immediate threat ended, the characters can safely flee the mountain to rest up—but their adventures might not be over yet. If you're not playing it with another group as a one-shot, the second part of this adventure—"Heal the Forest"—sees the characters investigating the cult's plots in the ancient forest that spreads around Mount Tiamat, bringing them into contact with an ancient treant and discovering the source of a magical corruption that threatens all living things in the wood.

TREASURE

As the characters are on their way out of the mountain, a collapsed side cavern reveals a cache of ancient gems, worth 7,500 gp.

HEAL THE FOREST

This second part of the adventure begins as the characters enter an ancient forest bordering Mount Tiamat and the Well of Dragons. Given the setup of the adventure, the characters know their mission. Read or paraphrase the following to set the scene.

The rocky slopes of the newly rechristened Mount Tiamat leading up to the unseen Well of Dragons rose ever higher as you approached the wall of the great forest that spreads around the mountain's foot. But as soon as you entered the trees, the view of the world beyond the wood vanished quickly from sight. You are bound for the deep interior of the forest, on the lookout for agents of the Cult of the Dragon, who are reported to have been seen scouting the forest in significant numbers. Reports of dragons winging their way over the wood have also been heard, though whether they were merely aerial scouts or now prowl here remains to be seen.

THE FOREST OF DRAGONS


Allow the characters an initial round of Wisdom (Perception) checks to spot potential threats in the area, but tell them there is nothing to be seen. However, the character with the highest check is the first to notice the unnatural calm that blankets the forest.

As you move farther into the forest, it becomes clear that something is wrong here. The sound of birdsong and the chatter of squirrels has been silenced. A breeze blows cold from ahead, hissing through the trees. And all around you, the green-dappled sunlight that shines down through the forest canopy seems to gleam with a cold malevolence that denies the warmth of the sun.

Any character with proficiency in the Arcana or Religion skill, or who succeeds on a DC 15 Intelligence (Arcana or Religion) check, can sense that an unnatural energy is seeping into the forest. A *detect magic* spell registers the effect as a faint but malicious aura of abjuration, but cannot provide any hint of its source. (The presence of

TIMING IS EVERYTHING

As inspired by Idle Champions' Trials of Mount Tiamat event, the two parts of this adventure can easily be set up to run with two different groups moving against the Cult of the Dragon simultaneously. If you instead play both parts of the adventure with the same group, you'll work out how much time has passed between each part, and incorporate details of the first part into the setup of the second part—specifically, deciding whether Mount Tiamat is in the midst of a full-scale eruption after the events of "Hot Time in Mount Tiamat," and how that might effect the forest.



this magic was not expected by the characters, but will become a prime component of their search for the Cult of the Dragon's operations in the forest.)

THE SPREAD OF CORRUPTION

The outer forest features numerous trails and paths that the characters can explore as they search for signs of the cult's activities. One such set of paths brings them into an area where the magical corruption spreading from the temple has been concentrated in a spring-fed pool. Have the characters make a DC 17 group check using either Intelligence (Nature) or Wisdom (Survival). On a success, they spot the manifestation of the corruption at a safe distance from the pool. On a failure, they stumble right up to it, much to their detriment.

There's been no sign of cult patrols yet, but the farther you advance into the forest, the more the feeling of wrongness intensifies. Just ahead, the path curves around a still pool set in green-black shadow, tracks along its bank showing where numerous animals make regular use of it. Then suddenly, the pool's surface and the trees above it begin to shift as if caught by a nonexistent wind. Green shadows bleed off from whipping branches and rippling water, whirling through the air to swarm around you.

Each character must make a saving throw to resist the onslaught of green shadow, feeling a chilling touch that deals 9 (2d8) psychic damage on a failure. If the characters failed the group check above, all have disadvantage on this save. However, the corruption that scours the characters is able to seek out their weaknesses, so that each character makes the saving throw for which they have the worst modifier. (If a character has an equally low worst bonus for multiple saving throws, pick the one that seems the most entertaining based on the effects below.)

After the damage is dealt, each failed save imposes a drawback that lasts into the combat encounter that follows closely after this one. When a character fails the save, describe the initial effect but relay the combat effect only after the next encounter starts.

Strength. The character topples to the ground under their own weight, taking 3 (1d6) bludgeoning damage. They can stand easily, but then have their speed reduced by half during the first round of combat.

Dexterity. The character trips into a tangle of thorny vines, taking 3 (1d6) slashing damage, and thereafter struggles to manipulate weapons, use spellcasting implements, and perform somatic spell components. In the first round of combat, the character has

disadvantage on attack rolls, and other creatures have advantage on saving throws against the creature's spells.

Constitution. The character is overcome by a spasm of bilious nausea that deals 3 (1d6) poison damage. They are then treated as poisoned during the first round of combat.

Intelligence. The character can't process the fast-changing conditions around them, and takes 3 (1d6) psychic damage. Thereafter, attack rolls against the character have advantage during the first round of combat.

Wisdom. The character loses track of friend and foe, taking 3 (1d6) psychic damage. They are then treated as charmed by one enemy of your choice during the first round of combat.

Charisma. The character is racked by self-doubt that deals 3 (1d6) psychic damage. They then deal minimum damage with any attack or spell during the first round of combat.

(The goal with targeting weak saving throws in this section is to provide fun challenges that high-level characters can't simply ignore. If a character is somehow immune to an intended effect—such as a character making a Wisdom save who is immune to being charmed—don't be afraid to make up new effects or mix things up.)

FLEEING THE SHADOWS

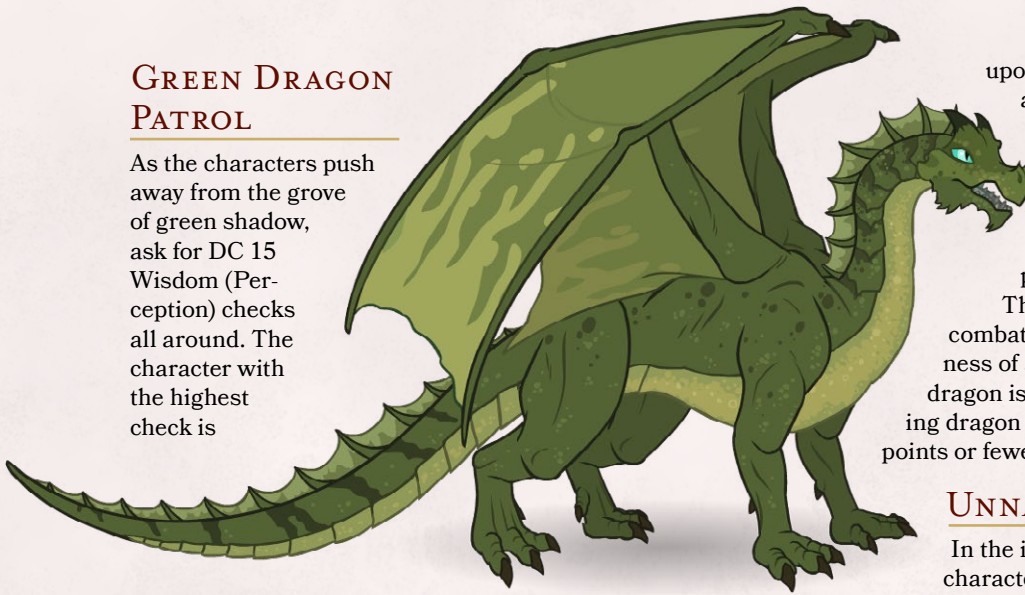
Any character engaging with them understands that the shadows are not creatures, and cannot be attacked or damaged. As magical effects, however, they can be dispelled using *dispel magic*, treating the shadows as a 5th-level spell effect. A character able to do so can make one attempt to dispel the shadows when they first swarm, with a success clearing away enough of the corrupted magic that each character has advantage on their initial saving throw.

To get away from the swarming shadows after the first saving throws are made, each character must make another saving throw to force away the shadows and flee the grove. If a character failed the initial save, have them make the second save using their second-worst modifier. Characters who insist on sticking around to try to fight the shadows automatically fail this saving throw. After the second saving throw is made, the shadows fade away.

These effects are tied to the magic spreading out from the forgotten temple (to be discovered and explored in the last sections of this part of the adventure). As such, they suffuse the ground, the trees, and the air with equal strength, affecting creatures whether they walk, climb, or fly. A character who teleports to try to escape the green shadows discovers the shadows drawn to that magic, and has disadvantage on their followup saving throw.

GREEN DRAGON PATROL

As the characters push away from the grove of green shadow, ask for DC 15 Wisdom (Perception) checks all around. The character with the highest check is



the first to spot the trees ahead moving. Drawn by the characters' interactions with the green shadows, four **young green dragons** on patrol come crashing through the underbrush. The cult-loyal dragons (Teidru, Ruzzeo, Gruzzo, and Zepess by name) quickly catch sight of the characters, spreading out to try to encircle them, and leering as they draw close.

"Mortal maggots. You trespass in dangerous places. You come where you are not wanted. For this realm belongs now to the Dragon Queen! You have entered the Forest of Dragons—and you shall not depart again ... "

For any characters who suffered the effects of the green shadows, relay now how those effects impact the first round of combat.

If you prefer to play combat on a grid, you can use any forest or forest clearing map for this fight.

RESTLESS YOUTH

These young green dragons are zealous followers of Tiamat, having migrated here from locations across the Sword Coast to take up the Dragon Queen's service and claim the power the Cult of the Dragon hopes to bestow

A BITTER FEAST

The *heroes' feast* spell is the particular bane of any DM running green dragon encounters. The full immunity to poison damage granted by that spell makes those dragons' breath weapons useless, on top of immunity to being frightened negating the Frightful Presence of older dragons of any variety. If the characters have easy access to *heroes' feast*, don't reveal ahead of time that green dragons have been spotted above and around the forest. If the characters use the spell before the adventure begins regardless, consider changing up the green dragons in these encounters to dragons of other types. Or have the corrupting energy suffusing the forest give the dragons a Radiant Breath action—a cone of scouring green light that deals radiant damage using the statistics of the dragon's Poison Breath attack.

upon them. They use their Poison Breath as an opening salvo, then repeat doing so as often as they can.

Dragons waiting for breath weapons to recharge will double-team spellcasters, or any warriors who show off resistance or immunity to poison damage.

Though these young greens are fierce combatants, they carry the self-centeredness of all evil dragons. When the first dragon is reduced to 0 hit points, each remaining dragon flees the fight when reduced to 20 hit points or fewer.

UNNATURAL POWER

In the immediate aftermath of the fight, characters close to any fallen dragons can see their bodies touched by green shadow rising from the ground. (This is the same magical shadow that swarmed the characters earlier, but it poses no threat if they avoid it.) Any character with proficiency in the Arcana or Nature skill, or who succeeds on a DC 14 Intelligence (Arcana or Nature) check, can sense that the corrupted magic infusing the forest was connected in some way to the life force of the dead dragons. There's no immediate sense of why this is happening, but the characters have a chance to learn more as the adventure continues.

DRYAD GROVE

The tracks of the young green dragons are easy to follow where they came crashing through the woods to discover the characters. Any character who uses *detect magic* or succeeds on a DC 15 Intelligence (Arcana) check can sense the flow of corrupted magic increasing along that path. The characters can follow for a quarter of a mile through dense but empty forest, eventually coming within sight of a forest glade that is much less idyllic than it first seems.

The breeze fades away to nothing as you approach the glade, the air suddenly filled with an oppressive stillness. The trees here feel especially old, their branches gnarled, their bark showing patterns suggestive of humanoid faces. Clouds of bright-green leaves cling to their uppermost branches, shimmering despite the stillness of the air. But their lower branches are growing bare, the leaves that once clung there heaped around them in blackened piles.

A successful DC 15 Intelligence (Arcana or Nature) check senses the ancient fey magic centered in the grove—and confirms that the corrupting magic sensed earlier has bled into it, intertwining itself with the old magic to feed into the trees from the ground up.

A successful DC 17 Wisdom (Perception) check made to scan the ground of the grove shows signs of a recent fight taking place here between humanoid creatures, and spots a number of dead animals (wolves, foxes, birds, and

more) in the underbrush. Any character who steps fully into the grove sees this automatically.

PRIMEVAL GUARDIANS

As soon as any character moves more than 20 feet into the grove, sudden movement erupts around them as piles of detritus begin to animate, rising to take the forms of five **shambling mounds** shaped of blackened leaves and foul-smelling mold. Place the shamblers strategically so they can initially reach at least one character even with their slow speed. As the shambling mounds make their first attacks, five **dryads** emerge from the trees around the clearing.

All the dryads' expressions are grim as they stride regally toward you, one of them speaking. "I feel the magic you bring to this place. I feel your strength of purpose. And I promise that both will feed the Dragon Queen."

If you prefer to play combat on a grid, you can use any forested grove or mystical forest map for this fight.

CONTROLLING TACTICS

The dryads have already cast *barkskin* and *shillelagh*, have 44 hit points as a result of the corrupting magic coursing through them, and are ready for battle. However, any character who engages a dryad in melee, or who succeeds on a DC 14 Wisdom (Insight) check while fighting from farther away, can tell that the creatures are under the control of some malevolent force. Something is compelling them to fight—and they will fight to the death.

If a shambling mound gets into melee position against any character, a dryad will cast *entangle* to lock both parties down and prevent characters from fleeing. Otherwise, half the dryads make club attacks, while half use Fey Charm to try to take characters out of the fight. Charmed characters are implored to cease hostilities against the dryads and their shambling mound servants, then are temporarily ignored by both in order to deny them a repeated saving throw.

If threatened by melee attackers, a dryad moves back for the nearest tree and uses Tree Stride to cross to the other side of the grove, while another dryad casts *entangle* to try to prevent pursuit.

When any shambling mound is destroyed, a character in melee with it, or a character with a passive Wisdom

EASY COMBAT

For games at the highest levels of play, combat often becomes a lengthy process. High-level characters and high-CR monsters alike have access to numerous potent features, spells, traits, and attacks, often requiring extra time not only to adjudicate the rules of attacks but to choose which attack is best in any given round of combat. For this reason, a number of the combat encounters in this section are built around relatively low-threat creatures, even as the characters must also engage in roleplaying or problem solving during the fight. Take advantage of this to keep fights moving by focusing in on consistent attacks and tactics for the monsters, with the understanding that beating down the characters isn't the point of those battles.



(Perception) score of 15 or higher who is farther away, spots a black gemstone held within its collapsing form. A quick search turns up one gemstone from each destroyed shambling mound, though mucking through their rotting bodies is not for the squeamish. (See below for more information on the gems.)

ENDING THE FIGHT

The characters might decide to simply fight the dryads to the finish. But any character with proficiency in the Arcana or Nature skills instinctively understands that disrupting the corrupting magic flowing through the grove will free these good creatures from the magic that compels them to evil.

As an action, any character can attempt a DC 20 Intelligence (Arcana or Nature) check to detect and disrupt the flow of magic through the grove, or a DC 20 Charisma (Intimidation or Persuasion) check to engage with a dryad and momentarily disrupt the magic controlling them. With a successful check, a character understands that they can cause one dryad to fall unconscious, or to destroy one shambling mound, causing it to collapse back to a pile of mold and rotting leaves.

IN CORRUPTION'S WAKE

Any dryads who survive the fight are grateful to characters who refrained from attacking them. With suitable roleplaying, a successful DC 15 Charisma (Persuasion) check, or the *speak with dead* spell (if none of the dryads survived), the dryads can confirm the following:

- Recently, a wave of evil magical power passed through the forest like a chill wind. The dryads were able to sense it coming from the nearby mountain, but had no insight into its source. (The characters will be able to line up the timing of this event with the arrival of Tiamat at the Well of Dragons.)
- Three days ago, a group of humanoids wearing purple robes and cloaks appeared in the grove. (The

characters all know that purple is the color of the Cult of the Dragon.)

- A powerful priest led the group, and began casting a ritual that unleashed a storm of corrupting energy in the grove. The dryads and a number of animals loyal to them attacked, but the rest of the cult party surrounded the spellcaster to hold them off.
- When the ritual was completed, a darkness fell upon the grove and the dryads lost all sense of self, consumed by the desire to feed the power of their grove back into the field of magic suffusing the forest.

The dryads' memories of the time while they were controlled are hazy, but they recall dragons visiting the grove more than once to wallow in its fell magic. While the dragons were present, the slow decay of the trees accelerated. (The dragons who accosted the characters in the previous section were in the grove when they felt the presence of the characters register in the corrupting magic, then ran off to face them.)

TREASURE

The five black gemstones that can be collected from the shambling mounds are black diamonds each worth 1,000 gp. However, the magic the diamonds channel will prove just as valuable to the characters.

ASSESSING THE CORRUPTION

With the dryads' connection to the corrupting magic broken (whether because they were freed from it or were killed), that magic goes into a state of flux, as any character with proficiency in the Arcana or Nature skill can tell. This gives the characters a chance to find out more about where the magic is coming from—and what its purpose is.

Any characters handling the black gemstones found within the shambling mounds see them pulse with a faint green glow. A *detect magic* spell or a successful DC 16 Intelligence (Arcana) check confirms that the gems are channeling the corrupting magic of the forest, and were a focus around which the shambling mounds were created. Moreover, a character intuitively that by separating the gemstones and assessing the flow of magic through them, it might be possible to determine that magic's source.

Have each character make their choice of one of the following ability checks as they work to set the gemstones out and read the magic flowing through them:

- Dexterity (Sleight of Hand) to set the positions of the gemstones around the grove.
- Wisdom (Perception) to watch for and call out when the light of specific stones flares.
- Intelligence (Arcana or Nature) to assess the magic flowing through the stones as their light flares.

BACKUP PLAN

If the characters cheerfully mow their way through all the dryads in combat, you can add some of the details of the Cult of the Dragon into the lore gleaned by assessing the corruption of the grove. Or you can leave the characters in the dark and impose disadvantage on their checks to assess the corruption, as a reminder to maybe not be so combat-happy next time.

By reading the magic of the stones, the characters can learn up to four pieces of information—but they lose access to one piece of information (working from the last items in the list below to the first) for each failed check. Even if the characters' attempt to read the magic is a catastrophic failure, though, they learn the first piece of information.

For each failure the characters make, describe the magic shifting uncertainly and becoming harder to read. Then share the appropriate points when all checks are complete:

- The corrupting magic is the essence of foul sacrifice, and is being sourced through a location in the forest where hundreds of sacrifices were made in years past—a temple, shrine, sacrificial grove, or similar site.
- The black diamonds have been sourced from the sacrifice site, and act as anchor points for its corrupting energy.
- The corruption in the grove was consuming the latent fey magic of the site as it slowly sacrificed the life force of the ancient trees.
- The sacrificial energy claimed from the grove was being drawn back to the site where the black diamonds originated.

Any information the characters don't learn here (including if they fail to learn anything except the first bit of info) can be learned in the next section of the adventure. However, their failure to fully assess the corrupted magic here will cause trouble on the next leg of the journey through the forest.

SITE OF SACRIFICE

The dryads are unaware of any temple, shrine, or grove in the forest where sacrifices were once made on the scale suggested by the flow of corrupting magic, though they admit that their knowledge of territory far outside their grove is limited. However, they tell the characters of the one person who will know of any such site—the Grandfather Tree, a great treant who is the oldest creature in the wood.

THE GRANDFATHER TREE

The dryads can provide directions to the great grove that is home to the Grandfather Tree. (If the characters left no dryads alive, have them simply set out to follow the threads of the corrupting magic once more, though doing so will incur more challenges later, as noted below.)

UNRULY FAUNA

As the characters make their way toward the Grandfather Tree, the calls of birds, squirrels, and other small animals begin to return to the forest. It's an easy guess that the Grandfather Tree's ancient power is acting as a bulwark against the corrupting magic, as can be confirmed with *detect magic*. However, it isn't completely negating that magic, as the characters will discover.

Getting to the grove of the Grandfather Tree means pushing into the deeper wood, but the paths and trails the characters followed earlier quickly disappear. To seek out the best route, avoid obstacles, and stay on course, have

each character make a DC 18 ability check one at a time in any order, choosing from the following:

- Strength (Athletics) to clear a path through thick undergrowth
- Dexterity (Acrobatics) to duck past and lead others through vines, deadfall, and other obstacles
- Intelligence (Arcana) to assess and follow where the flow of corrupting magic continues to weaken
- Intelligence (Nature) to note the telltale signs of corruption decreasing in the flora of the forest
- Wisdom (Perception) to spot breaks in the foliage or changes in the breeze that indicate a clear route ahead
- Wisdom (Survival) to note convenient game trails while avoiding switchbacks and dead-ends

(Characters who are making this journey blind because they killed all the dryads have disadvantage on these checks. Unrestricted violence has consequences, people.)

The route to the treant's grove is generally easy to follow. But the results of these checks determine whether or not the characters disturb the animals that have fallen back to the territory around the grove to avoid the corruption—even as escaping that corruption has made those animals ornery.

Each time a character fails a check, consult the Feral Fauna table to determine which animals they've disturbed and what effect results. All the characters take the indicated damage or suffer the indicated effect.

The first time any animals are aggravated en route, read or paraphrase the following:

The chatter of birds and small animals suddenly picks up. Movement shakes the branches of the trees all around, as hundreds of creatures are suddenly on the move—and heading straight for you.



FERAL FAUNA

d6 Effect

- 1 Hawks dive-bomb with raking claws attacks, dealing 9 (2d8) slashing damage.
- 2 Squirrels unleash a bombardment of nuts from the forest canopy, dealing 9 (2d8) bludgeoning damage.
- 3 Deer make a succession of head butt attacks that leave characters disoriented. Each character rolls a d4 and subtracts the number rolled from attack rolls until the end of the next encounter.
- 4 Skunks spray their malodorous musk over the characters, each of whom gains one level of exhaustion that goes away at the end of the next encounter.
- 5 Wolves nip ferociously at the characters' feet and legs, reducing each character's speed by 5 feet until the end of the next encounter.
- 6 Poisonous snakes swarm down from the trees and out of the foliage, biting to deal 9 (2d8) poison damage.

Magical healing negates any of the effects imposed on the table (in addition to healing any damage dealt).

The characters are welcome to treat these momentary assaults as a combat encounter (use **rat** statistics for the squirrels and **weasel** statistics for the skunks), and can make short work of the attacking animals with area-effect spells and effects if they wish. However, doing so imposes disadvantage on the ability checks of any characters who still need to make them, and on interactions with the Grandfather Tree below.

THE GREAT GROVE

When the last character has made their ability check to run the gauntlet of creatures taking refuge around the Grandfather Tree's grove, the characters stumble into that grove soon thereafter.

A shift in the light ahead marks the point where the close-growing forest suddenly opens up to a massive cathedral grove. Ancient trees tower above you, but none is as great as the specimen standing at the center of the grove—a two-hundred-foot titan that can only be the Grandfather Tree.

Even if the characters managed to avoid antagonizing any animals on their way in, the Grandfather Tree has heard word of their approach from the creatures and plants around the grove, and calls out in a booming voice.

“Mortals! Hold where you are, for I would speak with you. Long have I stood and endured in these woods, but never did I expect to endure the foulness that spreads now through air and soil. Tell me what part you play in this! For this is mortal magic I sense, and I would know the truth of what it means.”

The Grandfather Tree is a wise and insightful creature, and will easily accept any explanation that makes it clear the characters have come to the forest to fight the corruption, rather than being part of it. As the characters draw closer, they can see that the great treant is bound to the earth, their feet deeply rooted to mark a lifetime spent in the grove. Though you shouldn't need stats for them, the Grandfather Tree is a **treant** with the following changes:

- It is Gargantuan and has a maximum 300 (12d20 + 60) hit points.
- It is AC 20 and has resistance to cold and fire damage (losing the treant's vulnerability to fire damage)
- It is immune to bludgeoning, piercing, and slashing damage.

The Grandfather Tree twists its body to crouch down, even as it droops down branches that willing characters can hop onto. By raising those branches, the treant brings characters up to speak face to face, some 100 feet above the ground. The characters can move easily along the thick branches, and are in no danger unless something causes them to fall off a branch (more on which below).

As the characters converse with the great treant, remember that the Grandfather tree can also provide any information the characters didn't get from the dryads in the previous section, some of which is needed to set up the other information revealed in this section. Use the following to guide the conversation:

- The Grandfather Tree recently felt the rise of the corrupting magic in the wood (tying to the point at which the characters know Tiamat appeared in the Well of Dragons).
- Fey creatures loyal to the treant have been scouting for the magic's source, but with no success so far.
- Humanoids in the regalia of the Cult of the Dragon have been seen skulking around the edge of the grove, but haven't entered it. (The cultists correctly assessed that the treant is far too powerful to confront, and are leaving the conquest of the grove until corruption has spread across the rest of the forest.)
- If asked about a site of sacrifice, the treant knows of a fallen temple on the far side of the wood, shunned by all creatures for the essence of evil that lingers there still.
- If the characters don't reveal the full scope of their quest, the treant asks what entity or creature has laid claimed to the Well of Dragons. When told it is Tiamat (or by having the treant guess this if the characters try to withhold the truth), the Grandfather Tree howls out a cry of fear.



When the characters and the Grandfather Tree have traded information, the treant furrows their woody brow in sadness. It is clear to all the characters that the great creature has been overwhelmed by the tale the characters have told.

“So much evil in the world. The power of good, the power of nature, are waning, it seems. And to add to this, the Dragon Queen comes? She puts forth her call to evil dragonkind? It is done, then. It seems the time of good, the time of life, in Faerûn is over.”

ADMONISHED ALLY

All the characters recognize that the Grandfather Tree is suffering a crisis of confidence, overwhelmed by the prospect of a battle between the power of the forest and the forces of the Dragon Queen. But the characters likewise understand how much power a treant like the Grandfather Tree wields, and know that all the creatures of the forest will respond to the treant’s call if that call is made. If those forces can be inspired to action, there is no question that it will have an effect on the cult’s mission in the wood.

Effective roleplaying is all it takes to convince the Grandfather Tree to awaken the forest against the threat of the Cult of the Dragon. However, the characters must make checks each round to determine how long it takes to bring the great treant onside. Moreover, the Grandfather Tree engages with all the characters, wanting to assess everyone’s motivations and rejecting any attempt by individual characters to speak for the party. As such, each character must succeed on a DC 17 Charisma (Persuasion) check at some point during the discussion. A character who succeeds on the check can continue to speak and engage in roleplaying, but need make no more checks.

Other characters normally can’t use the Help action to aid another character’s check. However, you can allow characters who have already succeeded on the check to do so if another character has an especially low modifier, or if the fight in the next section starts to run past the point of being entertaining.

Any characters who took offensive action against the animals in the “Unruly Animals” section have disadvantage on Charisma checks to engage the treant unless they specifically make an apology as part of the discussion.

FEY SCOUTS IN FLIGHT

Even as the characters make their first pitch toward winning over the Grandfather Tree (but before the first round of ability checks is made), the characters note a buzzing sound rising from the edge of the glade.

The screen of leaves is suddenly disturbed as a squadron of aerial fey warriors soars into view—dozens of sprites flying solo or mounted on giant horseflies. The leader holds a torn purple cloak over their head, waving it triumphantly.

“My liege!” they cry. “We have met evil humanoids in the wood and sent them running! But we fear there are more ...” The sprite then catches sight of you, their eyes widening. “Treachery! The Grandfather Tree is threatened! To arms!”

Forty **sprites** and twenty giant horsefly mounts circle around the characters, convinced that the party is with the Cult of the Dragon and not interested in hearing otherwise. The giant horseflies use the **giant wasp** stat block, but their sting attack is a bite attack that deals piercing damage and no poison damage. Because the sprites are the elite guardians of the grove, their shortbow attacks cause targets to fall unconscious on any failed saving throw. (If everyone in the party has a healthy bonus on Constitution saving throws, feel free to also boost the save to DC 15.)

If you prefer to play combat on a grid, you can use any forest map featuring a huge tree for this fight. Especially if the characters are likely to take to the air to go after the sprites, you might also have fun with a more three-dimensional representation of the arboreal battlefield.

CAN WE JUST TALK?

For convenience, have two sprites and two giant flies attack each character each round, with any foes who are dispensed with replaced from the ranks of those holding back. The Grandfather Tree is too focused on conversing with the characters to pay much attention to the sprites and their mounts, telling the characters to simply ignore them. This is technically easily done, as neither the sprites nor the flies can do enough damage to really harm the characters. However, the distraction factor of the attack can play out in a number of ways while the characters continue their discussion:

- Any character who takes damage during the attack must succeed on a DC 14 Charisma saving throw to



maintain their cool, or have disadvantage on their next Charisma check with the treant.

- A character knocked unconscious by a sprite's shortbow attack falls off the tree unless tied on by mundane or magical means.
- The horseflies make flyby attacks after the sprites shoot their shortbows, and will try to throw weaker-looking characters off balance. Each round, one horsefly forgoes its bite attack to attempt to shove a creature, gaining advantage on the Strength (Athletics) check from its flyby momentum. With a successful shove, a character falls from the tree, but can attempt a DC 15 Strength or Dexterity saving throw to grab onto a cleft in the treant's bark 10 feet below them.

Any character who falls from the tree plummets 100 feet to the ground below, taking 10d6 bludgeoning damage. At your discretion, thick beds of moss on the ground below might cushion the fall to decrease this damage, or a character next to or below a falling character can try to grab them with a successful DC 20 Strength (Athletics) check. If the falling character is in heavy armor, the catching character has disadvantage on the check.

To any characters who fall, the Grandfather Tree expresses impatience at their playing at acrobatics during an important discussion. The treant lowers their branches once more to offer any fallen characters a way back into the discussion—and the fight.

Though the odds are against it, if all the characters fall unconscious during the fight, they awake at the feet of the Grandfather Tree surrounded by jubilant pixies, and have a chance to speak again.

GETTING THE POINT ACROSS

As soon as the last character succeeds on their Charisma (Persuasion) check, the Grandfather Tree suddenly flexes their branches, leaves billowing as if caught by a rising storm wind.

"Yes. Yes!" the great treant cries. "Forgive me, mortals, for I am old. I have seen much greatness and much suffering, and the suffering wears on the spirit. It feeds the fear of evil's triumph. But no more!"

The Grandfather Tree promises that they will send forth the call to the creatures of the forest, warning all of the threat they face and directing them to seek out and harry the agents of the Cult of the Dragon wherever they are found. The sprites and their horsefly mounts are the first to be so directed, as the treant orders them to stop attacking, then tells them to lead the characters to the fallen temple.

As the characters leave the grove with a sprite aerial escort, they hear the Grandfather Tree let out a booming call. Any character who speaks Sylvan or has proficiency in the Nature skill recognizes that the great treant is calling for the battle for the forest to begin.

THE CULT OF THE DRAGON

Five sprites on giant horseflies quickly head out of the grove, urging the characters to follow. As the characters do so, they see a change come over the forest around them. The trees are shifting even in the absence of any breeze. The calls of birds and small animals are heard in the distance, with flocks of defiant hawks and crows flashing past overhead. And over it all, the booming call of the Grandfather Tree continues to ring out behind them, echoing through the green.

TO THE TEMPLE

The route to the fallen temple spoken of by the Grandfather Tree follows a number of twisting paths and narrow switchback gullies, but by following the sprites, the characters have no trouble staying on course. During the journey, the sprite leader apologizes half-heartedly for the misunderstanding that led to the earlier attack, but says that if humanoids don't want to be mistaken for other humanoids, they should dress more differently. (If any character is wearing even the slightest amount of purple, the sprite leader cheerfully points that out as the source of the mistaken identity.)

As the characters get nearer to the temple, *detect magic* or a successful DC 15 Intelligence (Arcana) check made to assess the flow of corrupting magic feels it grow stronger step by step. But a faint tremor threads that magic now, as if some disturbance is affecting the circuit of power flowing from temple to forest and back again.

THE FOREST RISES

Along a shadowy game trail, the sprite leader suddenly raises a hand to bring the fey brigade to a halt. Characters who move up can see where the trail opens up ahead to a tangled clearing that is a hive of unexpected activity.

Sunlight plays along piles of black stone and overgrown vines where a massive structure has collapsed and been partly swallowed up by the forest. Judging by the size of its foundation stones and one still-standing wall, this fallen temple must once have risen at least three stories in height. All lies in ruins now, surrounded by fallen trees edged with black mold.

Plenty of cover allows the characters to move forward without being seen. Anyone who succeeds on a DC 17 Intelligence (History) check can spot details that mark the ruins as millennia old. With a successful DC 13 Wisdom (Perception) check, a character can see signs of recent foot traffic leading in and out of the area. But before any character advances farther, the sound of shouting heralds movement from across the clearing.

A dozen well-armed acolytes bearing the regalia of the Cult of the Dragon approach at a run—with the creatures of the forest close behind. A pack of wolves is giving chase, with a flock of screeching crows suddenly swarming from above. Along the branches of the nearest trees, squirrels and possums slip stealthily forward with the light of retribution in their eyes.

The acolytes' shouts bring more movement from within the ruins, as a dozen additional cult operatives rush forth from some unseen hiding place. Mages lead them, preparing to lay down destructive spellpower where the denizens of the forest make a stand.

It will be clear to all the characters that the valiant animals are likely to be overwhelmed by the cultists' superior combat strength. If this isn't enough to inspire them to step up as the fight begins, the cultists spot the characters at the far edge of the clearing when the five sprites enter the battle with shrieks of glee. (Assume that some of the mages in the fight have cast *true seeing* if all the characters are invisible or otherwise magically obscured). As soon as the cultists are aware of the characters, they assume that the animal attack is a diversion meant to conceal an adventurer ambush, and shout out warnings to that effect. The characters then become the focus of an elite squad leading the forces that came out from the fallen temple.

If you prefer to play combat on a grid, you can use any forest map featuring scattered stone ruins for this fight.

CULTIST THROWDOWN

A squad of two **mages** and six cultists (use the **veteran** stat block) take the characters on at the center of the fray, while the forest creatures and the horsefly-mounted

sprites keep additional cultists busy on the sides. (For a more wide-open fight, replace any cultist veteran with three **cultists**, giving the characters more foes to mow through.) The cultists have a supply of spears on hand that allow them to make repeated ranged attacks. Additionally, if any characters take to the air, two of the cultist veterans quickly quaff *potions of flying* to follow.

During the fight, the cultists challenge the characters as interlopers and fools. They boast openly of how Tiamat has come, and how the Dragon Queen will soon take her rightful place as ruler of Faerûn.

ALLIED ACTION

During the fight, draw the characters' attention to how the defenders of the forest are faring, rolling for or choosing quick visual snippets of combat from the Animal Shenanigans table.

At the same time, any character with a passive Wisdom (Perception) score of 17 or higher spots something in the ruins. Any characters fighting from the air have a +5 bonus to their score.

ANIMAL SHENANIGANS

d6 Shenanigans

- 1 Wolves have driven an injured cult warrior up a tree, the warrior hurling pine cones down on them ineffectually.
- 2 A badger tears across the battlefield with a wand in its mouth, chased by an angry wizard. At regular intervals, the wand flares to unleash a *magic missile* spell at a random cultist.
- 3 A half-dozen hawks have grabbed onto the sleeves of a shrieking gnome cultist and are hoisting them off the ground.
- 4 Dozens of squirrels swarm up under the robes of a cult priest, who begins pummeling himself to try to drive the animals out.
- 5 A cult warrior flails around with their longsword, unable to see with a possum clinging tenaciously to their face.
- 6 A moose rushes a cult archer, head down and massive antlers absorbing shot after shot before the cultist breaks and runs.





Within the ruins, a section of a small courtyard has been cleared of the vines that once covered it, revealing a crumbling staircase leading down. Light filters up from below, pulsing with a sickly green glow.

REINFORCEMENTS

When the characters are down to the last one or two foes, the cultists hear the welcome sound of reinforcements on the way.

A shriek rises from beyond the trees, occluding the din of the fight—the call of a dragon, quickly answered by another. The beleaguered cultists shout out in triumph, the one closest to you smirking. “Heathens. Now you’ll know the true strength of the Cult of the Dragon. You will see the power of Tiamat’s servants unleashed! And I’ll make sure you’re fed to them alive, even if it means bringing you back from death myself!”

Continue with the fight until the last foe facing the characters falls. Then prepare them for what’s coming.

The trees across the clearing shake as two massive shapes burst forth. Two adult green dragons advance, wings snapping out to drive a storm wind before them. One lets loose a shriek that carries a brash laughter as the other speaks.

“You call on us small ones? Your tiny blades, your weak magic not up the task? Then step aside, and let your overlords show you how a fight is won.”

Especially if the characters expended significant resources in the previous fight, give the players a moment to worry about this new threat. But even as the dragons advance, they are caught off guard by an unexpected development.

A rising wind whips the branches of the trees around the dragons—and then those trees are in motion, advancing toward the cultists where they wait for their draconic saviors to advance. An army of treants is on the move, with even more forest creatures flanking them within a storm of howls, yips, growls, and squeaks.

The last of the cultists devolve into panic as their dragons come under assault. As the treants wade in, a swarm of snakes leaps upon the neck of one of the dragons, slithering upward and locking mouth to tail around the creature’s head—forming a living chain that holds the frantic dragon’s mouth shut to prevent it using its deadly breath. The other dragon is swarmed by thousands of squirrels and possums, shrieking as the furry horde spreads across the dragon’s wings to prevent them from taking flight.

Seeing the dragons under assault, the cultists move in to defend them—leaving the way into the ruins and down the stairs wide open for the party. Any assessment of the fight confirms that the guardians of the forest have things well in hand.

If the characters don’t take the hint, the green light seen at the stairs suddenly flares (revealing the stairway entrance if it wasn’t seen before). The light flows outward as a shadowy miasma that causes vines to wither where it passes, then quickly fades away. It’s clear to all that the source of the corrupting magic is down the stairs—even as that magic begins to spike.

TEMPLE OF CORRUPTION

The open courtyard is revealed as a tangle of broken stone and withered vines as the characters push across it. Any inspection of the stairs suggests that the Cult of the Dragon has spent considerable time excavating them to reveal what lies below.

The cracked staircase might once have been a grand entranceway to the lower levels of the temple, but its mosaic walls are shattered and crumbling now. The partially collapsed ceiling has been shored up with fresh-cut posts, bark still clinging to many of them. Along the walls, a magical green light gleams within cracked stones.

The stairs descend 20 feet to a broad corridor leading into darkness. That corridor intersects with other tunnels that quickly dead-end in walls of crumbling stone and dirt. However, the main route taken by the cultists is easily identifiable by the scope of its repairs.

UNDERGROUND ACCESS

All the belowground areas show signs where the cultists have excavated partially collapsed passageways and shored up their dangerously unstable ceilings. Any

character who has the Stonecunning trait or proficiency with mason's tools can tell at a glance that the repairs are barely adequate given the damage that time has done to the undertemple, the cultists having put much less effort into renovations than they have into recovering the lost magic in this place.

All the stonework in the undertemple pulses with the green glow seen earlier, a residual effect of the ancient magic being channeled here. With *detect magic* or a successful DC 15 Intelligence (Arcana) check, a character confirms that the corrupting magic is growing stronger and more unstable, and is being sourced from somewhere ahead. As the characters advance, have the green glow flare at intervals, though it presents no danger to them. Yet.

The route used by the cultists is easy to follow and set with magical torches that fill all areas with bright light. But three potentially hazardous chambers lie along the way.

SAGGY CEILING

Where the corridor makes a left turn past the bottom of the stairs, it opens up to a great hall that has seen better days.

The ceiling of this broad hall was once held up by stone pillars, but enough of those have cracked and crumbled to leave the ceiling close to collapse. Piles of dirt and rubble on the floor show where sections have already come down, the stone ceiling panels that remain now haphazardly shored up with more fresh-cut posts. However, the legs of a crushed cultist sticking out from under one rubble pile make it clear that these upgrades are only partially effective.

Crossing the hall to where the corridor continues on the far side requires careful movement across the rubble-strewn floor. Any vibration through the stones can trigger another ceiling fall, forcing each character to make a DC 15 Dexterity (Acrobatics) or Wisdom (Perception) check to navigate carefully through rubble, cantilevered columns, and makeshift ceiling posts. The posts are so close to each other that even characters who fly must make the check, though they have advantage while doing so.

TELEPORTATION TROUBLE

The characters' jaunt through the tunnels of the undertemple is meant to provide a fun but not daunting challenge. But if access to copious amounts of teleportation magic promises to make this section of the adventure feel too easy, feel free to have the corrupting magic channeled through the temple interfere with that teleportation.

At your discretion, any attempt to teleport in the undertemple triggers a magical mishap. Each creature being teleported is shunted into a wall or other object at their destination, taking 11 (2d10) force damage and triggering a rubble fall. You decide which creatures are caught in the fall, each of which must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage.

Each character who fails their check triggers a collapse of rubble from above that deals 18 (4d8) damage to the character, and half damage to each other creature within 10 feet of them.

Gifts from the Dead. The dead cultist can be carefully removed from the rubble pile with a successful DC 16 Dexterity (Acrobatics) check. If two characters work together, one can use the Help action to assist the other. A failed check causes the rubble pile to loudly collapse, triggering another collapse from above and dealing 9 (2d8) damage to any characters involved in making the check.

Judging by their garb, the dead cultist was a powerful priest. Somewhat ironically, they carry a *rod of resurrection* the characters can claim.

GREASED LIGHTNING

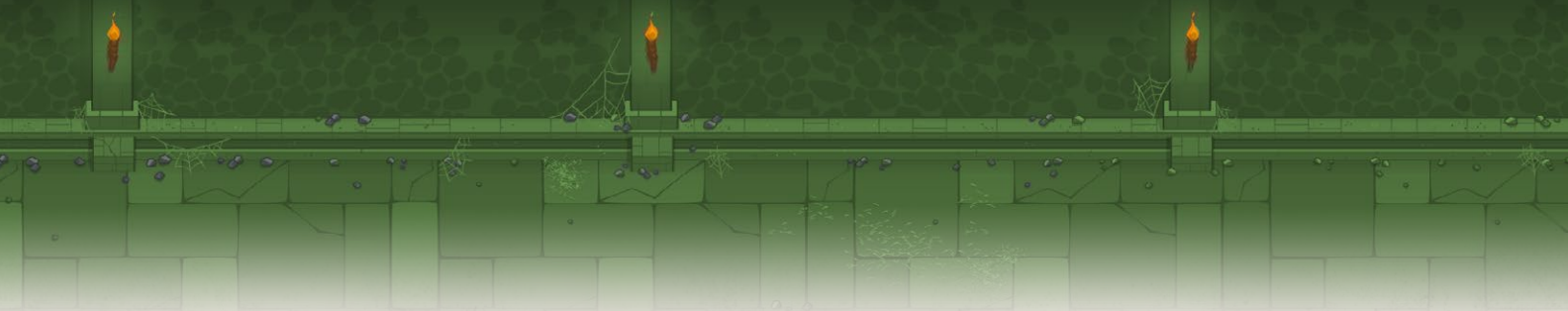
As the characters continue along the next section of corridor, the character with the highest passive Wisdom (Perception) score is the first to spot a dark stain spreading across the corridor stones. The stain is a greasy liquid that spreads out from the room ahead, and whose source can be seen as the characters draw nearer.

The large chamber ahead once featured a raised pool at its center, but that pool is overflowing now with a viscous gray liquid that smells strangely of bacon. Chunks of rubble have been set across the floor to act as stepping stones to a doorway on the far side of the chamber, but they pass perilously close to a point where something beneath the liquid pulses with a blue-white light.

The pool radiates abjuration magic, and once flowed with a magical elixir that granted characters the benefit of a short rest. The corruption of the temple has long since transmuted the elixir into a greasy magical slurry that causes any character who makes contact with it to gain no benefit from their next short rest. The extreme slipperiness of the liquid also imposes disadvantage on the character's Strength (Athletics) checks for 1 hour, during which time they must succeed on DC 12 Strength (Athletics) checks to undertake normal activities such as opening doors, standing up from prone, or pulling on things. However, making any contact with the liquid while in the room will do far more.

Shock and Awe. The greasy liquid spreads a few inches deep across the uneven floor. Though it is not flammable, it channels powerful corrupted magic and is highly conductive—with both properties having gone to work on a *wand of lighting bolts* that was accidentally dropped into the liquid by a cult mage trying to maintain their balance on the stepping stones.

For creatures that can't fly, crossing the stones is the obvious safe way to get through the room, but the uneven rubble requires a successful DC 17 Dexterity (Acrobatics) or Intelligence (Investigation) check to carefully step on or assess for stability. A creature that fails this check slips off and either stumbles into or falls prone in the liquid (at your determination, depending on how badly they fail the check). This causes the wand to expend 1 of its 6 remaining charges, sending a pulse of lightning



through the liquid that arcs out to strike each creature in the room. Each target must make a DC 16 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save or half as much damage on a successful one. The character who failed the check has disadvantage on the save. Once discharged in this way, the wand won't be discharged by the same creature moving through the liquid (though don't tell the player that as the character tries to move). But it can be discharged by another creature.

Some Reassembly Required. The *wand of lighting bolts* can be recognized by anyone who moves within 5 feet of it, but the stepping-stone path passes 10 feet away. It can be retrieved with a successful DC 20 Dexterity (Acrobatics) check, which applies even to *mage hand* and similar effects due to the liquid's extreme slipperiness. The wand can then be repaired with a few minutes work, a successful DC 18 Dexterity or Intelligence check using tinker's tools, and a successful DC 18 Intelligence (Arcana) check to refocus its magic. If either check fails, the wand shatters and explodes, dealing damage as above to each creature within 20 feet of it.

ANTIMAGIC WELL

A third area opens up along the rubble-strewn tunnels the characters pass through, presenting a sinister view as they approach.

A crumbling stone archway opens up to a triangular chamber twenty-five feet along each side, with tapered walls rising to a point. Two doorways stand along the adjacent walls, one collapsed but the second opening up to another corridor. In the center of the chamber, a triangular pit opens up, a silvery light pulsing in its depths. A narrow ledge around the pit allows access across the room.

This hazard is specifically designed to mess with characters who've used flying magic to make it easier to bypass the previous two hazards. The silvery light from the pit is an antimagic effect that rises and spreads out to cover the top half of the room, but which is blocked by the edge of the pit along the bottom half of the room. (The nature of the antimagic effect means the magic of the silvery light that channels this effect is undetectable to *detect magic*.) Characters who carefully move along the ledge without looking into the pit can cross the room safely. Characters who fly over the pit, or who fly anywhere else in the room more than halfway up to the ceiling, have all magic on them (including active spells and magic items) temporarily fail.

A character who falls into the pit plummets 50 feet to the bottom and takes 17 (5d6) bludgeoning damage. A

character who falls from the air onto the ledge takes 3 (1d6) bludgeoning damage, then must succeed on a DC 15 Strength or Dexterity saving throw to grab the edge or plummet into the pit and take damage as above. Climbing out of the smooth-walled pit requires a successful DC 20 Strength (Athletics) check, or the assistance of characters lowering a rope from above. (As expected, none of a fallen character's magic works in the pit.)

At your determination, a character who looks into the pit will have all magic items worn on their head and all spells affecting them temporarily negated.

All magic negated by the antimagic field is restored to normal when the characters leave this area—except for one active spell or magic item, chosen randomly by you, which is not restored until the end of the following encounter.

TEMPLE OF CORRUPTION

Thirty feet beyond the antimagic well, the tunnel the characters follow turns one last time, revealing pulsing green light beyond. Past the corner, the corridor opens up to a massive chamber. Here, the magic being channeled by the Cult of the Dragon is on full display—as is the lone wizard left in charge of it.

This huge vaulted chamber is the first area of the undertemple seen so far not ravaged by the effects of time. Its white stone walls are unmarked, its ceiling held up by pristine columns of green stone. But red-black bloodstains are unmistakable along the flagstoned floor, and the walls are lined with piles of humanoid bones.

The room is lit up by bursts of green light flaring within a half-dozen magic circles scribed into its stone floor. A frenzied-looking figure in the regalia of a mage runs around the room, stopping at each circle for a moment and frantically waving their hands, with the green light flaring or fading in response.

Centuries ago, this ancient temple was the site of evil sacrifices that fueled fell magic. The Cult of the Dragon heard rumors of the site while preparing the Well of Dragons for Tiamat's hopeful arrival, eventually finding the fallen temple, excavating beneath it, then bringing its magic back to life.

Any character with proficiency in the Arcana skill or who makes use of *detect magic* can sense the unparalleled power being channeled through the magic circles, and confirms that this place is the source of the corrupting magic spreading through the forest. A character who succeeds on a DC 16 Wisdom (Perception) check to scan

the room spots a number of black gemstones set along the edges of the magic circles, recognizable as the same black diamonds seen in the dryad grove. If the diamonds go unnoticed initially, characters who move within 5 feet of a magic circle spot them automatically.

MAGE MAYHEM

The lone **mage** working here was left behind when the rest of the undertemple crew ran upstairs, responding to a *sending* spell from the cultists whose flight from the forest's defenders kicked off the previous section. With the other mages not returning as quickly as expected, this mage has been overwhelmed trying to keep the chaotic flow of magic in the old temple under control.

The mage is so distracted that he is surprised if the characters attack. If the characters attack but somehow don't one-shot him, reduce his hit points appropriately to guarantee that he drops immediately, for reasons noted below.

If you prefer to play combat on a grid, you can use any dungeon map featuring pillars and magic circles for this fight.

UP AND DOWN, UP AND DOWN

The mage would normally have no chance to stand for long while so overpowered and outnumbered. But the corrupted life energy flowing through the temple has had an odd effect on him. Each time he is reduced to 0 hit points, the mage falls prone but remains alive and unconscious. He then glows green and bounces back to life at the start of his next turn, regaining 1 hit point and having any messy injuries restored. Each time this happens, he screams in rage and unleashes his magic at the characters.

The mage has no interest to talking, and unleashes his spells at them in order of lethality—*cone of cold* (castable only once), then *ice storm* if it makes sense to hinder the characters' movement, or *fireball* if it doesn't.

When the mage has been reduced to 0 hit points for the third time, or if he goes 3 rounds without being reduced to 0 hit points, he dies.

GREEN FOR DANGER

The pulsing green light in the temple disrupts the life force of living creatures. Any creature that is not a construct or undead in this area must succeed on a DC 18 Constitution saving throw at the start of each of its turns or take 11 (2d10) radiant damage. A creature that succeeds on the saving throw is immune to this effect (as the mage is already).

SHUT THIS THING DOWN

Any assessment of the magic flowing through the circles makes it clear how precarious the balance of that magic is. The characters can easily intuit that disrupting

the magic of the temple can be accomplished as an action in any of the following ways:

- A successful DC 20 Dexterity (Sleight of Hand) check allows a character to carefully adjust the positions of the black diamonds around a circle and set up a magical feedback loop through them.
- A successful DC 20 Intelligence (Arcana) check allows a character to assess and redirect the magic flowing through a circle.
- A successful attack with a magic weapon against AC 20 sets hairline cracks in the stones on which a circle is scribed, compromising its magical integrity.

It takes four successful checks or attacks to permanently disrupt the flow of magic through all the circles, rendering the temple inoperative once more. With each success, a character feels the magic pulse through them to intuitively grant them a piece of knowledge regarding that magic's function and purpose:

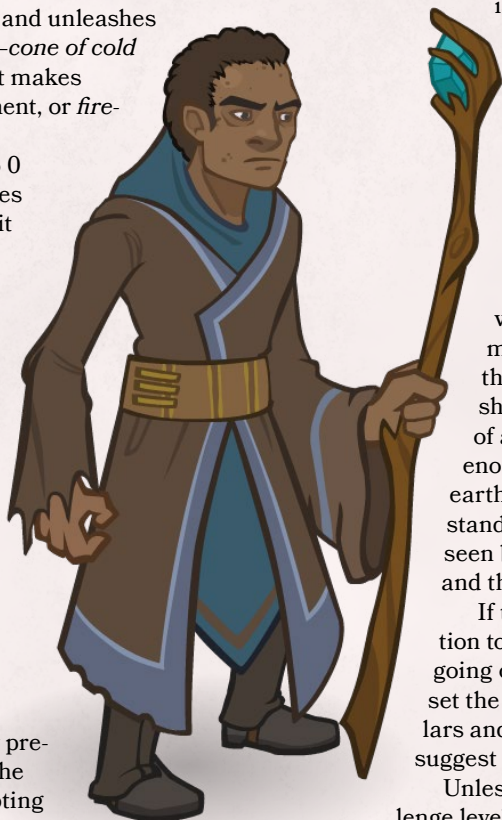
- Once fueled by the power of sacrifice, the temple has been repurposed to draw life essence from the forest all around it.
- As that life essence is drawn into the temple, corrupted magic is fed out through the forest, anchored in the black diamonds and empowering all dragons in the forest.
- When the forest is finally overwhelmed with corruption, all the magic channeled through the temple was to be channeled into Tiamat, granting the Dragon Queen even more power.
- With the circuit of magical corruption disrupted, all the residual power being stored for Tiamat is unleashed at once, and will seek out and empower whichever dragon is closest to the temple.

SURGE OF CORRUPTION

When the last successful check is made, a final burst of green light erupts from each circle, radiating out and up through the stones of the ceiling. The character who made the check is cognizant of where the temple's final burst of magic has gone (as above). And at the same time, a thunderous impact shakes the room as the muted roar of a dragon is heard from above, loud enough to pass through thirty feet of earth and stone. The characters understand that a dragon much larger than any seen before is on the temple grounds—and that dragon isn't happy.

If the characters need more inspiration to get back upstairs and see what's going on, have the disruption to the magic set the temple shaking, cracking the pillars and dislodging chunks of the roof to suggest it's time to go.

Unless you want to increase the challenge level of the final battle by depleting more of the characters' resources, assume that



they can quickly make their way out of the undertemple without incident, making good use of the knowledge they gained while bypassing the hazards the first time. As well, if you imposed limitations on teleportation in the undertemple, the disruption to the magic here allows the characters to teleport out safely.

TREASURE

Characters who work quickly before they flee this area can collect fifteen black diamonds, each worth 1,000 gp.

MASTER OF THE FOREST

Whether the characters ascend the stairs or teleport from the undertemple to the surface, they can stay safely hidden while they assess the exciting scene before them.

The cultists and the adult dragons you saw before have seemingly fled from the assault of forest creatures that assailed them. Now, treants and pixies, badgers and wolves, moose and squirrels, skunks and bears and more surround the ruined temple in a tight cordon, howling, growling, and chittering defiantly.

Stalking toward them is a gargantuan ancient green dragon. “Defilers!” the great creature screams. “You are all of you doomed! For I am the servant of Tiamat the Dragon Queen. This forest has been bequeathed to me, and I rule it in Tiamat’s name!”

It will be clear to all the characters that the bold forest defenders have no intention of backing down—and equally clear that this powerful foe will slay each and every one of those defenders in short order if the characters don’t intervene.

DRAGON SHOWDOWN

This final part of the adventure is a single knockdown, drag-out, high-level fight against the **ancient green dragon** Gratarran. (If the characters are 19th level, give the dragon an additional 30 hit points. If the characters are 20th level, give the dragon an additional 50 hit points.) The characters are welcome to try to get the drop on the dragon if they wish, but any Dexterity (Stealth) checks made to get close to the dragon have disadvantage, as any forest guardians start to hoot and cheer when they spot the characters.

The dragon pulls out all the stops in this

fight, opening with their Poison Breath, then laying first into any characters that don’t succumb to their Frightful Presence. The dragon uses their Wing Attack legendary action to change position if pinned down, and its Detect legendary action to keep an eye on invisible and hidden foes. The power imbued into it from the undertemple allows the dragon to treat the entire forest as its lair, allowing it to also use its lair actions in this fight.

If you prefer to play combat on a grid, reuse the forest map with ruins for this fight that was used in “The Cult of the Dragon” section.

THE DEFENDERS

Even as the characters make use of their most potent features and magic against this apex foe, they can take advantage of the strength of their newfound forest allies to help tip the balance of the fight. Once at any point during their turn, each character can make a DC 18 Intelligence (Nature), Wisdom (Survival), or Charisma (Persuasion) check. With a success, the character can direct a number of forest defenders to harry the dragon, granting any of the following benefits:



- The character has advantage on their next attack roll against the dragon, or the dragon has disadvantage on the next saving throw they make against one of the character's spells or features.
- All characters have advantage on saving throws the next time the dragon uses its Poison Breath.
- The dragon expends one use of its legendary actions for that round.
- The dragon is unable to use any lair actions that round.

Encourage the players to describe which of the forest defenders they call on, and what actions those defenders take. The following ideas can be used for inspiration:

- Treants make a feint attack that leaves the dragon vulnerable.
- Squirrels swarm the dragon's face, climbing into its nostrils to hinder its Poison Breath.
- Bears latch on to the dragon's tail to throw it off balance.
- Wolves tear at the dragon's ankles, forcing it to shift out of position.
- Skunks spray musk directly at the dragon's eyes, momentarily obscuring its vision.
- Pixies on their giant horsefly mounts soar in tight circles around the dragon, temporarily disorienting the creature as they try to keep track of the fey.

Unless you want to embrace a more serious tone for the fight, assume that the dragon focuses its attacks on the characters, and that any threatened forest defenders use the Dash action to keep out of the way of the dragon's Poison Breath and Wing Attack actions.

Fueled by indignant rage and loyalty to the Dragon Queen, the green dragon fights to the death.

THE FOREST FREED

In the aftermath of the fight, any Intelligence (Arcana) check confirms that the corrupting magic has faded throughout the wood, and the fallen temple presents no immediate threat. With the ancient green dragon dead, any other dragons in the forest instinctively flee.

With the immediate threat ended, the characters can return to the grove of the Grandfather Tree to rest up—but their adventures might not be over yet. If you haven't already played it, the first part of this adventure—"Hot Time in Mount Tiamat"—sees the characters take the fight against the Cult of the Dragon into the volcanic caverns beneath Mount Tiamat. There, they must attempt to trigger an eruption in the long-dormant mountain—then escape with their lives.

TREASURE

When the characters return to the Grandfather Tree, the great treant shows gratitude for their heroism by bestowing each character with their choice of one of the following magical charms:

- The charm of darkvision
- The charm of heroism
- The charm of vitality

See chapter 7 of the *Dungeon Master's Guide* for more information on these magical charms.

WHAT'S NEXT?

The Cult of the Dragon's plans to bring all Faerûn under the rule of the Dragon Queen have been disrupted by the bravest of heroes! With the stronghold at the Well of Dragons ravaged by the resurgence of the volcano at Mount Tiamat's heart, and with their plans to channel the ancient power of the forest temple at the mountain's foot now dashed, the dragon cultists and their leaders are in disarray. But the final fate of Tiamat remains to be determined.

You might decide that the actions of the heroes in this adventure were enough to unravel the rituals that have brought Tiamat to Faerûn, sending the Dragon Queen back to her prison in the Nine Hells as her Cult of the Dragon servants flee from the Well of Dragons. Or you might decide that a climactic battle of your own design between the characters and Tiamat is the only way to end her threat once and for all. That battle might take place in the heart of the Well of Dragons, or Tiamat might depart her mountain to make a vengeful assault against Waterdeep, Neverwinter, or another of Faerûn's centers of power. But wherever the battle takes place, a fight to the finish with the Dragon Queen will make for an adventure to be remembered.