

Possible titles

Secret of the Slayer's Sword

Crucible of the Slayer's Sword

Background

Long ago within the Azcatlepi Jungle, a serpentine despot named Samaar struggled to contain the innumerable slave insurrections that threatened his dominance over his domain. So desperate was he to maintain control that he turned to an alliance with a green dragon named Raddamanthrax to share authority of his realm. This union sent a strong message of caution to Samaar's enemies and instilled fear in the Xulmec tribes - for a time.

One of Samaar's gynosphinx adversaries took it upon herself to intervene and undermine her rival. The sphinx fashioned an enchanted sword capable of delivering a mortal wound to dragonkind. The sword, which became known as Vritrastrike, was gifted to a Xulmec slave named U'Dey who by might and force of personality inspired her people to throw off their chains and fight from underneath the shadow of oppression cast by their overlords. U'Dey's crusade of liberation swept through village after village and Samaar accurately foresaw that the end of his rule was near. Wanting to preserve his powerful ally in Raddamanthrax for such time when they could rise to power again, Samaar manipulated and convinced the great wyrm to undergo the transformation to become a dracolich.

U'dey's revolution marched to Raddamanthrax's doorstep, and her sword found its way to his heart. Samaar retreated from the eyes of the world and waited many years before sending her living servitors to assassinate U'dey and take possession of the legendary sword to pervert it for a most nefarious purpose. Raddamanthrax's phylactery gemstone was placed into the hilt of the blade and magically engineered to deliver his soul into the body of any dragon that the blade struck.

With this key to Raddamanthrax's revival set, Samaar withdrew to the phylactery's sanctuary and prepared it to test the one who eventually would come seeking the blade to ensure that they would indeed be powerful enough to employ Vritrastrike against a dragon who would then become Raddamanthrax's host. Samaar created maps to serve as breadcrumbs to entice adventurers to look for the location of the sword. Many of these maps were intentionally distributed to find their way into the treasure hordes of dragons, including that of Chlorothra (see Fifth Edition Fantasy #5: Into the Dragon's Maw). Dracusa, a half-dragon medusa came into possession of one of the maps and has gone in search of its treasure in the aftermath of her father's death. Within the phylactery sanctuary of Raddamanthrax, Dracusa will be given an opportunity to prove her value to her draconic heritage once more.

Adventure Hooks

This adventure begins with the assumption that the PC's have knowledge of Dracusa's quest to find Vritrastrike's location or have themselves learned of the sword and wish to acquire it. A few suggestions to help convey this information:

- A couatl that lives among a Xulmec village contacts the PCs via a *dream* spell. Dracusa recklessly entered the village while the couatl was away and rounded up a number of its inhabitant to take with her to use as fodder for the traps she anticipates encountering. After the couatl returned

home and learned of these events, it tracked Dracusa to the thicket but was impeded by the *hallow* spell. It asks the heroes to go to the thicket to either bring the villagers back to safety or avenge their deaths.

- If playing as a continuation to Fifth Edition Fantasy #5: Into the Dragon's Maw, Dracusa may have left behind the map that details the location of the entrance to Vritrastrike's location. Written notes in the margin of the map "Sunken here in the forgotten mire lies the fabled weapon of U'dey that reminds dragons what hell looks like. Here she waits to pass the blade to the next slayer."
- The map to the sword's location can be placed as treasure wherever the Dungeon Master sees fit to entice the characters to visit the shrine.

Beginning the Adventure

The adventure begins as the characters arrive at the jungle thicket that leads to the phylactery vault's entrance.

General Features

Weather: The weather is normal for the year, averaging a typical 90 degrees F. The occasional breeze provides a temporary respite from the sweltering humidity.

Flora and Fauna: The jungle is lush with ferns, orchids and mossy plants that thrive in such a tropical environment. Plant life starts to dull in color and take on twisted forms the closer the characters draw towards the phylactery vault. Raddamanthrax's lingering influence on the area creates a jungle thicket ripe with strangler figs growing tight around ruined structures and vines from the trees above hang low. The plant life creates a labyrinth of passages through a jungle thicket that leads to the vault. A DC 15 Intelligence (Nature) check can ascertain that this is not naturally occurring but is a magical influence associated with the lair of a green dragon.

Stone Ruins: Scattered throughout the region are moss covered stones that once served as the foundations for buildings that belonged to a Xulmec village. The Xulmec tribe that dwelled in this region were forced to build the phylactery vault under Samaar's direction eons ago.

Fog: Another unnatural occurrence due to the proximity of Raddamanthrax's spirit, a patchy fog throughout the labyrinth of the thicket makes this area lightly obscured.

Area 1-1 – The Jungle Thicket

Read or paraphrase the following:

You have arrived at the edge of an overgrown jungle forest. Through the thick vegetation you can see ruined structures of ancient buildings and stumps of fallen trees that provide a foundation for vines and moss to thrive and weave together to form an impassable thicket. Only by way of naturally forming tunnels through the overgrowth do you see a way to move through the area.

Your bodies struggle to acclimate to the blistering humidity and the constant assault of insect bites. The sounds of wildlife trail off behind you and give way to an eerie silence as you pass into the thicket. You travel to its center and it opens to a wide clearing. Unnatural darkness grips at its center, preventing the

bright sunlight from piercing through. A stone figure of a Xulmec man with a terrified expression on his face creates the appearance that he was fleeing from the dark when struck with his petrified condition.

It takes 2 hours to traverse the jungle thicket and arrive at its center. The darkness at the middle of the clearing is the result of a *hallow* spell to prevent couatl or other celestials from entering the area. A character who steps into the area has a chance to ignore the extra effect of the darkness if they can succeed a DC 16 Wisdom saving throw.

The petrified human was caught by Dracusa's gaze as consequence for trying to flee as she forced the tribal captives to take the risk of entering the darkness first. Three **shambling mounds** that lurk within the thicket seized the opportunity to feed and killed the first few unfortunate captives, allowing Dracusa and her entourage to enter the dungeon while the creatures were distracted. The shambling mounds have grown accustomed to using the magical darkness to catch easy prey and hide along the perimeter of the darkness to try and engulf any hero that lingers near and drag them deeper into the area of the *hallow* spell.

Area 1-2 – Shrine Entrance

Read or paraphrase the following, depending on whether the characters can see:

Stone ruins covered in moss are scattered about the clearing; the most notable being a single limestone structure with a flat top that has a gaping entrance that leads into a prismatic curtain of light. The structure is decorated with carvings of a female Xulmec warrior wielding an ornate longsword slaying serpents, dragons and other fantastic creatures.

This building is 15 ft. tall and 20 ft. wide. When a character approaches within 10 ft. of the shrine's entrance, a commanding voice speaks:

"This is the sanctuary of Vritrastrike,

Once wielded by U'dey, the Cage Breaker,

Step forth to be tested within the depths for the privilege to wield the bane of the Verdant Wyrms."

A DC20 History (Intelligence) check will recognize the name U'dey as being a near mythical figure within the Xulmec culture. Among her most famous stories involve her slaying a green dragon named Raddamanthrax with a sword called *Vritrastrike* to slay a green dragon named Raddamanthrax and freeing his servitors. She passed into legend along with her sword; her fate a mystery with many Xulmec stories claiming she ascended to godhood. The location of *Vritrastrike* is a topic of speculation among many seasoned treasure hunters.

Stepping into the shrine's entrance teleports the characters to Area 1-3.

Area 1-3 - The Vestibule

Read or paraphrase the following:

You arrive within a vestibule of granite stone that is 40 ft. wide and 50 ft. long. The ceiling is 15 ft. overhead. As your eyesight attempts to adjust from just being in the outdoor light to the darkness of this chamber, you notice that your visual senses are deprived of the ability to distinguish between color.

Scattered across the floor are innumerable amounts of coinage, though you are visually unable to distinguish between them.

Upon the south wall is an impressive four-paneled mosaic illustrating the reign of dragons, sphinxes, serpents and finally the human Xulmec tribes. Across the room on the eastern wall is a sculpture composed entirely of a precious gemstone crafted in the visage of a dual ouroboros: a serpent and a winged dragon entwined together. The form of the dragon has five small circular indentations upon it roughly the size of a coin. The northern wall has five relief sculptures of draconic heads which protrude off the wall with mouths agape leering downward with sinister expressions. Several bodies of humans with Xulmec tribal tattoos lie dead upon the floor. There are no visible exits out of the room.

Colorblindness. The colorblindness lasts until the characters leave the chamber. Any characters who have an ability which gives them truesight will be able to distinguish between the chromatic dragon heads, but the coins will still be uniform in color.

Mosaic. The mosaic on the southern wall has four panels: the first three show dragons, sphinxes, and serpents each respectively seated upon high temples while their humanoid subjects breaking their backs to construct monuments to glorify their rule. The fourth panel depicts human tribes building settlements upon the ruins of the former rulers. Chiseled into the horizon of the scene on the fourth panel inlaid with gold filament is a poem which reads:

*To earn U'dey's gift you must first solve this conceit,
Coins from the dragon's hoard lie before you at your feet,
Take extra precautions as you try to proceed
The preferences of the scaled ones you will want to heed*

*Of copper coin all dragons detest
Silver is what the frosty ones hide in their nest
Gold is coveted by the crimson and blue
A mix of these metals delight green and dark hue
The most precious of all treasure is platinum
Place it last on the stone and enter the sanctum*

Checking the Bodies. The bodies near the dragon heads belong to the Xulmec captives that Dracusa forced to test the dragon heads. A DC 15 Intelligence (Medicine) check can identify the trauma to the bodies based on what kind of breath weapon was inflicted upon them. A character may also think to check for the coin the body was holding when it died, though if they touch it they will trigger the trap

themselves. A DC 15 Intelligence (Investigation) check successfully checks for the coin in hand without touching it and accidentally activating the breath weapon.

- Dragon Head 1 (Black Dragon): Two bodies lie before the first head. One holds a coin with a triangle on it (copper) and was killed by acid. The second holds a coin with a circle on it (platinum) and was killed by poison.
- Dragon Head 4 (Red): Two bodies lie before the fourth head. It holds a coin with a triangle on it (copper) and the body is badly charred. The other holds a coin with a circle on it (platinum) and killed by poison.
- Dragon Head 5 (Blue): One body lies before the second head. It holds a coin bearing a triangle (silver) and shows signs of electrical injury.

Ouroboros. The emerald ouroboros on the wall has indentations upon it that are each sized for a coin. Each indentation has written in common the appropriate type of coin that should be fitted within (copper, silver, electrum, gold and platinum). Once the ouroboros on the wall is fitted with the appropriate coin from among those on the floor, with the coin representing platinum placed last (if coins brought in from outside the dungeon are fitted into the slots, it will cause the trial to fail and trigger the consequence). If this is done correctly, the serpents of the ouroboros will uncoil and the wall will divide to create a 20 ft. passageway that will lead to the sword's sanctuary.

Coins. The coins are hollow tokens of iron with only a small amount of the associated metal mixed into the alloy to give them all an identical look and weight. The only distinction between the coins are symbols carved into their surfaces that serve to differentiate between the five coin types: Copper Pieces = ★, Silver Pieces = ▲, Electrum Pieces = ■, Gold Pieces = ◆, Platinum Pieces = ●.

Dragon Heads. Holding a coin in front of a dragon head may trigger a reaction based on the coin type and the associated dragon head. To trigger this reaction, the coin must be held by a living humanoid in hand directly in front of the dragon's mouth.

The copper coin will trigger the breath weapon of all five dragon heads. The silver coin will trigger the breath weapon of all except the white dragon head. The electrum coin will trigger the breath weapon of red and green. Gold will not trigger the breath weapon of any of the heads. The platinum coin, coveted by all, will not discharge an effect from any of the dragon heads. Listed below are the trigger breath weapons of each dragon sculpture:

- Black Dragon Sculpture: Exhales a line of acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.
- White Dragon Sculpture: Exhales an icy blast that forms an effect identical to a *wall of ice* spell (spell save DC 17).
- Green Dragon Sculpture: Exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.
- Red Dragon Sculpture: Exhales a fiery blast that forms an effect identical to a *wall of fire* spell (spell save DC 17).

- Blue Dragon Sculpture: Exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much on a successful one.

	Silver Coin (▲)	Copper Coin (★)	Gold Coin (◆)	Platinum Coin (●)	Electrum Coin (■)
Dragon Head 1 (Black)	Acid Breath	Acid Breath	Acid Breath	None	None
Dragon Head 2 (White)	None	Wall of Ice	Wall of Ice	None	Wall of Ice
Dragon Head 3 (Green)	Poison Breath	Poison Breath	Poison Breath	None	None
Dragon Head 4 (Red)	Wall of Fire	Wall of Fire	None	None	Wall of Fire
Dragon Head 5 (Blue)	Lightning Breath	Lightning Breath	None	None	Lightning Breath

By presenting the coins to the dragon heads, the characters can begin to deduce how to place the coins in the ouroboros. When the time to solve the puzzle comes, the DM can ask the players what symbol is going in into each depression in the ouroboros. If the wrong solution is chosen, the entire room shudders as the green dragon head bulldozes through the wall and reveals that it is attached to a steel framed body in the form of a dragon. It gets a surprise round and attacks the PCs immediately. On initiative count 20, one of the dragon heads will activate and discharge its trap effect. Roll a 1d4 to randomly determine which one is activated each round: (1) Black Dragon, (2) White Dragon, (3) Red Dragon, (4) Blue Dragon. This forces the PCs to be quick on their feet and if they are not careful, they will get split up. The iron dragon knows to move into the wall of fire if it is activated to benefit from its heat absorption ability.

The iron dragon is an **iron golem** with the following adjusted statistics:

- Its size is Huge.
- It has 230 hit points (20d12 + 100)
- Replace its slam and sword attacks with a claw and tail attack.

Claw: *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Tail: *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

- The iron dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The iron golem regains spent legendary actions at the start of its turn.
Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.

Wind Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone.

After either the correct coins are placed in the ouroboros or the iron dragon is defeated, a prismatic field appears in the middle of the room capable of teleporting the party to Area 1-4.

Area 1-4 - The Phylactery Vault

Sunlight filters down into the chamber from high above. Thick webbing hangs high overhead 60 feet up above, the small forms of caught prey wrapped up like cocoons cast shadows underneath. The chamber is roughly 60 ft. wide and extends back 100 ft. The floor where you stand is thick with a foot of sluggish, slimy water and smells rank with rotting vegetation. The chamber is a tiered with stairs rising to the first landing 15 up; from there another set of stairs rising to the top tier another 15 ft. up. The entirety of this shrine is festooned with colossal sized bones, all overgrown with vines and moss. Resting upon the highest terrace is a gruesome skull of a horned dragon rests. Sticking up out of the skull's brow is the hilt of a sword with an impeccable emerald set in its pommel. Perched on top of it is a scaly faced woman with a head crowned with tiny serpents stares down at you; her torso appears humanoid, and her lower half consists of a serpentine tail which is coiled through the skull's eye sockets. She holds a longbow in hand and takes aim at you.

When **Dracusa the half-dragon medusa** arrived at this chamber, Samaar (**spirit naga**) believed she was a sign that the time had finally come to return to prominence. Dracusa embodies the bloodline of the dragons and is crowned with the likeness of the naga. He revealed himself and told her the truth of the sword in hopes of convincing her to use it to bring Raddamanthrax back to physical form. Dracusa is eager to serve this role and prove her worth to her draconic lineage.

Dragon Skull. As combat begins the skull's eyes begin to emit a pale green aura and it levitates up into the air. If the sword is withdrawn from the skull it becomes inert and falls to the ground with its speed becoming 0. It has a flying speed of 40 feet. It has an AC 15, 50 hit points, and immunity to poison and psychic damage. In combat the dragon skull functions like a mount under Dracusa's control.

Trapped Stair Landings. Each staircase landing has a moss covered pressure plate which activates a trap. Both require a DC 22 Wisdom (Perception) check to identify. Once pressed, they can be reset and deactivated with a successful DC 20 Dexterity check using thieves' tools.

The first landing causes holes in the walls to release an obscuring mist that fills the lowest tier of the chamber (marked 1-4A on the map). This area is heavily obscured. Squeezing from the same holes that releases this mist come **six swarms of poisonous snakes** who swim through the murky water towards any creatures moving about the first level.

The pressure plate on the second landing activates two huge scythes shaped like dragon wings that that cuts across the second tier (marked 1-4B on the map). The scythes both act on initiative count 20, emerging and receding into the wall with every rotation. Any character within a scythe's reach on its turn must make a DC 17 Dexterity saving throw or take 4d10 slashing damage and be knocked prone. Both scythes overlap over a stretch of tile between the two staircases, and any character standing in that area must make a DC 22 Dexterity saving throw or take 8d10 slashing damage and be knocked prone.

Giant Spiders. This chamber opens up into the overgrowth of the jungle thicket and will be the most obvious exit if the heroes survive. It is concealed by a permanent *hallucinatory terrain* spell. Here **eight giant spiders** collect and feed off of wildlife that occasionally falls in from above but will descend down upon any creature that flies up 40 ft., trying to ensnare them with their web ability before preying upon them.

Samaar and Dracusa's Tactics. Samaar is alerted to the presence of the characters when they initially enter the vault and prepares for combat in order to help Dracusa retain possession of the sword. Dracusa will take to the air riding atop Raddamanthrax's skull, firing arrows down at those she can see while in the air and use her poison breath to try and catch any obscured by the fog trap. Samaar will initially attempt to upcast hold person on any of the characters within the reach of the scythe trap and fire lightning bolts upon those that approach the third tier via the stairs.

((Begin Sidebar))

Vritrastrike

Vritrastrike functions like a Dragon Slayer longsword with a +2 bonus to attack and damage rolls made with it. Vritrastrike is a tulwar style sword with a curved blade that is etched with writing in the language of the Sphinx, which says "A weapon's virtue is forged in the blood of its adversary." The steel crossguard is crafted in the shape of a pair of feathered wings and the pommel holds a deep green emerald. The emerald is Raddamanthrax's phylactery and has a permanent *non-detection* spell placed upon it. Etched into the gemstone's facets are arcane runes that are only exposed if removed from the hilt. A DC 23 Intelligence (Arcana) check can identify the runes as being necromantic and associated with lichdom.

Vritrastrike will seem to any who wields it to be a sentient weapon as Raddamanthrax attempts to impersonate the spirit of U'dey inhabiting the sword. He will communicate telepathically to any creature wielding the sword and lavish praise upon the wielder for successfully defeating Dracusa.

Raddamanthrax's spirit will encourage the one in possession of the sword to seek out other wicked dragons to slay in hopes of manipulating the hero holding the sword to inadvertently resurrecting him.

Raddamanthrax has hearing and normal vision out to 60 feet from the phylactery gemstone.

Raddamanthrax is chaotic evil with an Intelligence of 20, a Wisdom of 17, and a Charisma of 19.

((End Sidebar))

Treasure. Dracusa possesses a +2 longbow, +2 arrows (20), breastplate of blinking, potion of fire breath, and a potion of superior healing. Samaar has a cache of scrolls kept within a niche in the chamber wall concealed by vines. A character who succeeds a DC 18 Wisdom (Perception) check will discover the nook. Within are several scroll cases of bone that have scrolls of *greater invisibility*, *create undead*, and *true seeing*. The sword sticking up from the dragon's skull is *Vritrastrike* (see sidebar).

Within the cavern accessible via the top level of the shrine is a statue of a sphinx with its paws held aloft. The statue held Vritrastrike until Dracusa claimed it. Four strong boxes of lacquered oak wood adorned with elaborate carvings of giant lizards. All of the chests are locked and require a successful DC 20 Dexterity check using thieves' tools. Inside is 5,000 gp, five emerald gemstones worth 1,000 gp and a large transparent diamond worth 5,000gp. Among this wealth is a *stone of good luck* that bears a feline

face with sapphire eyes. Hanging from the neck of the sphinx statue is a *periapt of proof against poison*.

Concluding the Adventure

It is likely that the heroes do not identify the sword as being a phylactery. Raddamanthrax patiently maintains the ruse of being the spirit of U'Dey. He will attempt to manipulate the wielder of the sword to seek out wicked dragons to slay. Should the party learn the true nature of the emerald gemstone in the pommel of the sword it may lead to adventures to seek out methods of destroying the phylactery and remove the threat of Raddamanthrax's resurrection permanently. Any sage specializing in necromantic magic can reveal several options for destroying a dracolich phylactery all which are up to the DM's discretion. Ideas could include bringing it in contact with an adult dragon's breath weapon, crushed by the might of a titan's fist, or submerging it within a wellspring of life in the Feywild.

DRACUSA, FEMALE HALF-GREEN DRAGON MEDUSA

Large monstrosity, lawful evil

Armor Class 19 (breastplate)

Hit Points 170 (20d10 + 60)

Speed 40 ft., climb 10 ft.

STR DEX CON INT WIS CHA 10 (+0) 18 (+4) 16 (+3) 12 (+1) 13 (+1) 15 (+2)

Saving Throws Dex +8, Con +7

Skills Deception +6, Insight +5, Perception +5, Stealth +8

Damage Resistances poison

Senses blindsight 10 ft., darkvision 120 ft.,

passive Perception 15

Languages Common, Draconic

Challenge 10 (5,900 XP)

Special Equipment. +2 longbow, +2 arrows (20), breastplate of blinking, potion of fire breath, potion of superior healing.

Petrifying Gaze. When a creature that can see Dracusa's eyes starts its turn within 30 feet of her, Dracusa can force it to make a DC 15 Constitution saving throw if she is not incapacitated and she can see the creature.

If the saving throw fails by 5 or more, the creature is instantly petrified.

Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or

ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Dracusa until the start of its next turn, when it can avert its eyes again. If the creature looks at Dracusa in the meantime, it must immediately make the save. If Dracusa sees herself reflected on a polished surface within 30 feet of her and in an area of bright light, Dracusa is, due to her curse, affected by her own gaze. Sharpshooter. Dracusa has mastered the longbow. When she attacks with her longbow at long range, she doesn't suffer disadvantage to the attack roll. Her ranged attacks with the bow ignore half cover and three-quarters cover. Before she makes an attack with her bow, she can choose to take a -5 penalty to the attack roll. If the attack hits, she adds +10 to the attack's damage.

ACTIONS Multiattack. Dracusa makes either three melee attacks—one with her snake hair and two with her dagger—or two ranged attacks with her longbow.

Snake Hair. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 18 (4d8) poison damage.

Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage. +2

Longbow. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage plus 9 (2d8) poison damage. With +2 arrows: +12 to hit, range 150/600 ft., one target. Hit: 12 (1d8 + 8) piercing damage plus 9 (2d8) poison damage. With Sharpshooter trait: +5 to hit, range 150/600 ft., one target. Hit: 20 (1d8 + 16) piercing damage plus 9 (2d8) poison damage. With Sharpshooter trait and +2 arrow: +7 to hit, range 150/600 ft., one target. Hit: 22 (1d8 + 18) piercing damage plus 9 (2d8) poison damage.

Poison Breath (Recharge 5-6). Dracusa exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

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

Detect. Dracusa makes a Wisdom (Perception) check.

Longbow Attack. Dracusa makes a single longbow attack.

Move. Dracusa can move up to her speed without provoking opportunity attacks.