

# Simurag

Huge Legendary Undead Dragon

**AC** 20 (Natural Armor)

**Hit Points** 270 (20d12 + 140)

**Speed** 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	16(+3)	24(+7)	29(+9)	18(+4)	24(+7)

**Saving Throws** Con +13, Int +15, Wis +10

**Skills** arcana +15, perception +10

**Damage Resistances** cold

**Damage Immunities** necrotic

**Condition Immunities** exhaustion

**Senses** truesight 120 ft., passive perception 20

**Magical Resistance.** Simurag has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If Simurag fails a saving throw, Simurag can choose to succeed instead.

## ACTIONS

**Multiattack.** Simurag makes three attacks. Two claw attacks and one bite attack.

**Claw.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 8) slashing damage.

**Bite.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 27 (3d12 + 8) piercing damage and 14 (4d6) necrotic damage.

**Devious Concealment.** The dragon magically polymorphs into a **Commoner**, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In the new form, the dragon retains its Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form.

## LEGENDARY ACTIONS

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

**Detect.** Simurag makes a Wisdom (Perception) check.

**Bite.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 27 (3d12 + 8) piercing damage and 14 (4d6) necrotic damage.

Artwork by Ina Wong

# Simurag the Scientist, Simurag the Saint

Mini Adventure by Ian Spiegel-Blum & Johannes Babnsen

*Vials of dragon blood are sold throughout the lands of Arcania. Each vial is said to hold magical properties...*

Lord Simalcrum Simurag is known across Arcania for his intellect and generosity. So when he sends the call that adventurers will be rewarded if they can bring him vials of dragon blood, many take up the challenge. Your adventurers all meet at the doorstep of Lord Simurag's castle, each with one vial of differently colored blood.

## FIGHT OR FLIGHT

As soon as the adventurers enter the castle, Simurag's servants, wearing white robes, greet the adventurers. There are four servants and one of them, the lead-

er, a **Cult Fanatic**, is the only one to speak. The servants usher the adventurers through the Great Hall of the castle into the dining room. Here the adventurers can hear pops, buzzes, whizzing and other noises from experiments taking place around the castle. The servants disappear and reappear with refreshments. The leader responds to any questions the adventurers have, then demands that they hand over the vials and leave.

If the party refuses, three of the servants transform into 3 **Half-Dragon Veterans**. They will threaten to fight the adventurers unless the vials are handed over. The leader will tell the adventurers that they do not wish to fight them but will do so only to recover the vials. The party can choose to run into one of the

### READ THIS BEFORE STARTING:

At the beginning of the adventure, roll a D6 and assign each player a vial of dragon blood based on the table below. Dragon blood is known for its magical properties. It is a very rare, wondrous item and requires attunement. While attuned to the vial, a creature is cursed. It is compelled to perform certain acts as described in the table below. This secret motivation is hidden from the world at large and only known by the creature. Additionally, each vial offers the creature a benefit.

Result	Color	Cursed Motivation	Beneficial Effect
1	Red	Accumulate gold	Resistance to fire damage. Advantage on Persuasion checks.
2	Silver	Accumulate weapons	Resistance to cold damage. Advantage on Sleight of Hand checks.
3	Blue	Accumulate knowledge	Resistance to lightning damage. Advantage on History checks.
4	Green	Accumulate friends	Resistance to poison damage. Advantage on Performance checks.
5	Black	Accumulate power	Resistance to acid damage. Advantage on Intimidation checks.
6	Ivory	Accumulate secrets	Resistance to cold damage. Advantage on Deception checks.

### THE ROOMS OF THE CASTLE

The castle is no ordinary castle as it has been warped by magic and weird science. Doorways appear in walls where they did not exist before and take adventurers to different locations. Decide randomly which of the six rooms your party enters or pick a room that will offer an adventurer a challenge corresponding to his or her cursed motivation.

Room type	Motivation	Enemies/Trap
Guarded Vault	Accumulate gold	1 <b>Phase Spider</b>
Family Armory	Accumulate weapons	1d4 <b>Animated Armors</b>
Huge Library	Accumulate knowledge	1d4 <b>Ghosts</b>
Potions Cellar	Accumulate power	1d4+2 <b>Poisonous Snakes</b>
Asylum/Prison	Accumulate friends	2d12 <b>Commoners</b> with random alignments.
Operation Room	Accumulate friends	1d4 <b>Ghouls</b>

various rooms lining the walls of the dining hall (see the table for room ideas) or stand their ground and fight. The half-dragon veterans will fight the adventurers until they have the vials or the party runs into one of the rooms. The veterans and the leader will not follow the adventurers into any rooms other than the Great Hall.

### THE ROOMS OF THE CASTLE

Each of the rooms presents the adventurers with a challenge. Some of the rooms will seem benign and uninhabited until an adventurer attempts to either steal its contents, move something out of place or destroy the room. When the adventurers do any of the above, creatures will appear and hinder them. Consult the table for the appropriate creatures. Once the creatures have been dealt with, the adventurers are free to do whatever they want within a room. They will face the consequences later.

### THE MASTER OF THE HOUSE

As the adventurers complete each room, the owner of the vial that corresponds to the most recently completed room should begin to feel strange. Somehow, the vials compel the players to drink. Once all rooms have been cleared, they are magically transported to Simurag's Laboratory. Simurag, a handsome raven-haired man greets them and apologizes for not greeting them upon arrival. He explains that the rooms are cursed. He begins to transform into his vampire form and uses his influence to force the players to drink their vials. He further explains that he wanted the benefits of the blood himself, but he can only drink blood from living creatures. Having the party come to him made it easier than chasing dragons himself. He offers the adventurers a choice. They can give themselves to him willingly and join the Cult Fanatics inside, they can attempt to escape, or they can fight. If they win, they can harvest Simurag's blood to create powerful potions.