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# Drasmorx

*Huge Legendary Sea Dragon*

**AC** 20 (Natural Armor)

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

**Speed** 30 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	20(+5)	24(+7)	9(-1)	18(+4)	24(+7)

**Saving Throws** Dex +11, Con +13, Cha +13

**Skills** perception +10

**Damage Resistances** acid

**Damage Immunities** cold

**Condition Immunities** exhaustion

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

**Spellcasting.** Drasmorx is a 20th-level spellcaster. Drasmorx spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). Drasmorx has the following sorcerer spells prepared:

Cantrips (at will): ray of frost	5th level (3 slots): cone of cold
1st level (4 slots): fog cloud	6th level (1 slot): wall of ice
2nd level (4 slots): blur	7th level (1 slot): force cage
3rd level (3 slots): sleet storm	8th level (1 slot): control weather
4th level (3 slots): ice storm	9th level (1 slot): foresight

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

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

## **ACTIONS**

**Bite.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) piercing.

## **LEGENDARY ACTIONS**

Drasmorx 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 an other creature's turn. Drasmorx regains all spent legendary actions at the start of its turn.

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

**Tail Swipe.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (5d12 + 8) slashing damage.

Artwork by Antonio Manganedo



# Swashbuckling on the South Sea

Mini Adventure by Ian Spiegel-Blum & Johannes Bahnsen

*Two truths are known about Baron Roger van Pennymost of Southmarch: he sports cartoonishly large moustaches and he pays better than the king for a job well done. It is the enticement of riches that has attracted your adventurers to his home city of ShaSaNaub. For miles, flyers posted in taverns across the southwest have advertised for mercenaries to join the Baron's expedition to the South Sea. BE WARNED, the flyer states. THE SOUTH SEA IS HOME TO DRAGONS. FAVORABLE REWARD UPON A SUCCESSFUL RETURN.*

Upon arriving in Chincoteague, one cannot help but stare in awe at the massive port and docked ships. The largest ship's flag shows a silver mustache on a green background. It is the Baron's personal insignia.

The Baron is searching for The Cerulean Eye, a gemstone larger than a grown man's head. The fabled stone is said to have been lost for centuries, but the Baron has discovered a map he believes will take him to it. He is seeking the aid of local adventurers to go with him on a voyage to retrieve the stone. He promises the adventurers to share in the wealth gained from selling the stone.

Once on board the ship, the ship will set sail immediately. Soon the adventurers will notice something strange. The ship

appears to be on course, despite the fact that the adventurers never see more than a handful of people adjust the rigging, navigate, or generally take care of the ship.

## THERE ARE BEDFELLOWS AND THEN THERE ARE DEADFELLOWS

The adventurers do not know, but the crew are all dead sailors, who have returned from the afterlife to crew the ship. Throughout the course of the journey, the adventurers may get to know their shipmates, who will not disclose the fact to the adventurers. Most are members of the Scubbletep Pirates, known for their fearlessness, daring, and quick tempers. There are many possible encounters the party can have with them, ranging from fighting with the pirates to becoming honorary members due to exhibiting behavior that falls in the pirates' favor. When the adventurers interact with the pirates roll a *charisma* check. A 1-5 leads to combat, 6-9 to conflict, 10-19 to a positive outcome, with a natural 20 leading them to follow one of your adventurers' wishes in regards to cabin accommodation. If the adventurers fight the pirates, the pirates will surrender once they reach 10% HP. If the adventurers kill a pirate, they'll discover that the pirates are in fact ghosts and cannot be killed by traditional means.

## THE CERULEAN FIST

One morning, the Baron comes rushing out from his cabin onto the deck, map flailing in his hand. "It's here! It should be right here!"

A DC 15 *perception* check allows the adventurers to notice they have sailed atop a humongous, dark shadow. The Baron points it out as where the X is marked on the map. One of the Scubbletep Pirates casts *Water Breathing* on the adventurers and the Baron. They dive overboard and swim towards the destination.

The destination is an active underwater volcano. There they find The Cerulean Eye lodged into the side of the open volcano mouth. It is almost as tall as the Baron and just as wide. In order to dislodge it from the mass and pull it with them to the surface, the adventurers must pass a DC 15 *strength* check before the water breathing runs out. As soon as the Eye is dislodged, the volcano starts to rumble.

## DRASMORX REVENGE

Once back on the ship it becomes clear to the adventurers, due to the shape of the stone, that the stone is not a gemstone, but a dragon egg. A DC 15 *insight* check will reveal that the Baron knew all along. The pirates however did not.

The sea starts to move as Drasmorx moves out of her lair. The crew is knocked from side to side as waves begin crushing down on the ship. Any of the pirates who is on deck will be carried away by the sea. With the sound of thunder Drasmorx emerges from the volcano below and hangs above the sea like a terrifying snake. A spray of searing hot blue lava spews from the volcano as Drasmorx, one of the eldest dragons in existence, explodes into the air, wailing. The "Eye" begins to wriggle. Drasmorx

is transfixed on one thing and one thing only. Her egg.

The adventurers now have several options available: 1) Attempt to throw the Baron overboard with the egg, ensuring that only he will be devoured by Drasmorx. Some of the Pirates will see this as mutiny and attack, some will side with the adventurers. 2) Attempt to flee with the egg. Drasmorx will attack the ship and sink it to retrieve her egg. 3) Attempt to rouse all of the pirates to mutiny; the pirates will help the adventurers get rid of the Baron and the egg. No matter what the adventurers choose to do the DC check is 17.

If the adventurers attempt to convince the Baron to throw the egg overboard, he will not listen. He is obsessed with the egg and no amount of reason will convince him otherwise. If the adventurers attempt to throw the egg overboard and not the Baron, he will attack and command the pirates to follow him. Half of the pirates will listen to him, the other half will side with the adventurers. Only once the egg is returned and the Baron is dead the combat is over.

## THE GHOSTLY CREW

The pirates that are still alive once the battle is over will reveal, if the adventurers not already know this, that they are indeed all ghosts. They have been bound by the Baron to the ship by strong necromantic magic and now that he is dead, they are all free. They'll award the adventurers with a treasure map.