

# THE DRAGON TWINS' LAIR

## INTRODUCTION

The Dragon Twins' Lair is an adventure designed for five 8th-level player characters (PCs), and is part of the D&D Delve Night kit. Please review the instructions for use of the D&D Delve Night kit before using this adventure. The adventure uses the *Fane of the Forgotten Gods* dungeon tile set and takes place in an abandoned temple to Tiamat some distance away from any city.

Once the players are ready to begin play, read the following: *After hours of travel, you've reached the old temple to Tiamat. Its weathered stone and overgrown exterior make it look unused, but every clue you've discovered leads you to believe that a ritual will raise two cruel dragons from the dead here, tonight. They ruled over this land a generation ago, and townsfolk fear to even speak their names. The witching hour approaches - surely you must act now to stop the ritual.*

## SETUP

Almost a decade ago, a pair of dragons ruled this region, wringing tribute from helpless townsfolk and forcing worship of their mistress, Tiamat. When a hero slew the twin siblings in their temple to the goddess, the people believed they were free of danger.

Tiamat rewards loyalty, and the twins' devotion to her was such that her will is to revive them from the dead. Her servants have joined devotees of the dead dragons', hidden since their masters' defeat, to perform the ritual that will allow these dragons to again bring terror to the peaceful people of this region.

### Dragonkin Sentry (S) Small natural humanoid (reptile)

### Level 5 Skirmisher XP 200

**Initiative** +6    **Senses** Perception +6; darkvision  
**HP** 63; **Bloodied** 31; see also *telepathic warning*  
**AC** 19; **Fortitude** 16, **Reflex** 15, **Will** 16; see also *trap sense*  
**Resist** 5 fire  
**Speed** 5  
④ **Spear** (standard; at-will) ♦ **Weapon**  
+10 vs. AC; 1d8 + 3 damage.  
† **Mighty Dragon Strike** (standard; encounter) ♦ **Fire, Weapon**  
Requires spear; +10 vs. AC; 1d8 + 3 damage, and ongoing 5 fire damage (save ends).

**Telepathic Warning** (standard; encounter)  
The sentry sends a warning to its dragon master, which cannot be more than 1 mile away. The sentry automatically sends out its warning when it is reduced to 0 hit points, whether or not it has previously used this power.

**Shifty** (minor; at-will)  
The sentry shifts 1 square.

**Trap Sense**  
The sentry gains a +2 bonus to all defenses against traps.

**Alignment** Evil    **Languages** Common, Draconic

**Skills** Stealth +11, Thievery +6

**Str** 16 (+5)    **Dex** 14 (+4)    **Wis** 18 (+6)

**Con** 15 (+4)    **Int** 11 (+2)    **Cha** 10 (+2)

**Equipment** scale armor, spear

### Dragonkin Defender (D) Small natural humanoid (reptile)

### Level 6 Soldier XP 250

**Initiative** +6    **Senses** Perception +4; darkvision

**HP** 70; **Bloodied** 35

**AC** 22; **Fortitude** 18, **Reflex** 16, **Will** 19

**Resist** 5 fire

**Speed** 5

④ **Longsword** (standard; at-will) ♦ **Weapon**

+13 vs. AC; 1d8 + 3 damage, and the target is marked until the end of the defender's next turn.

† **None Shall Pass** (standard; recharge 2) ♦ **Weapon**

Requires longsword; +13 vs. AC; 2d8 + 3 damage, and the target is immobilized and takes a -2 penalty to all defenses (save ends both).

**For the Master**

The defender gains a +1 bonus to attack rolls while it is within 5 squares of a dragon.

**Shifty** (minor; at-will)

The defender shifts 1 square.

**Trap Sense**

The defender gains a +2 bonus to all defenses against traps.

**Alignment** Evil    **Languages** Common, Draconic

**Skills** Stealth +6, Thievery +6

**Str** 17 (+6)    **Dex** 12 (+4)    **Wis** 13 (+4)

**Con** 14 (+5)    **Int** 11 (+3)    **Cha** 16 (+6)

**Equipment** scale armor, longsword

### Pact-Bound Adept (A)

Small natural humanoid (reptile)

### Level 6 Artillery (Leader)

XP 250

**Initiative** +6    **Senses** Perception +3; darkvision

**HP** 58; **Bloodied** 29

**AC** 18; **Fortitude** 17, **Reflex** 18, **Will** 20; see also *trap sense*

**Resist** 5 fire

**Speed** 6, fly 4 (clumsy)

④ **Quarterstaff** (standard; at-will) ♦ **Weapon**

+11 vs. AC; 1d8 damage.

† **Flaming Staff** (standard; at-will) ♦ **Fire, Weapon**

Requires quarterstaff; ranged 10; +13 vs. Reflex; 1d6 + 5 fire damage, and the target takes ongoing 5 fire damage (save ends).

† **Fierce Rebuke** (immediate reaction, when an enemy moves adjacent to the pact-bound adept; recharge 2) ♦ **Fear**

The adept attacks the triggering enemy; +13 vs. Will; the target is pushed 3 squares and weakened (save ends).

† **Dragon's Grace** (minor; recharge 2)

Ranged 10; one ally gains resist 10 against a damage type of the adept's choice until the end of the encounter.

† **Healing Burst** (standard; recharge 2) ♦ **Healing**

Area burst 2 within 10; allies in the area regain 20 hit points.

**Shifty** (minor; at-will)

The adept shifts 1 square.

**Trap Sense**

The adept gains a +2 bonus to all defenses against traps.

**Alignment** Evil    **Languages** Common, Draconic

**Skills** Arcana +10, Stealth +8, Thievery +8

**Str** 11 (+3)    **Dex** 17 (+6)    **Wis** 10 (+3)

**Con** 16 (+6)    **Int** 14 (+5)    **Cha** 21 (+8)

**Equipment** quarterstaff

# ENCOUNTER 1: DEFENDING DRAGONKIN

## Encounter Level 8 (1800 XP)

### SETUP

- 2 Pact-Bound Adepts (A)
- 2 Dragonkin Defenders (D)
- 4 Dragonkin Sentries (S)

The PCs enter the temple to Tiamat to find and stop the ritual. Both triangular tiles are openings to the outside, as worshippers would enter one way and leave the other. Have the PCs place their miniatures at either entrance.

As the PCs enter the area, read:

*The gray stone of the temple is lit by flickering torches lining the walls and one hanging candelabra above the center of the room. Almost directly beneath it is a statue of a multi-headed dragon wreathed in magical blue mist. This chamber once contained the traffic of hundreds of forced worshippers, giving them space to come and lay their tributes before bowing their ways out. A single passage leads back to the officiator's chambers. The sibilant words of Draconic alarm you as several kobolds walk from that passage, their scales heavier and their jaws larger than those you've fought in the past. In Draconic, one intones "Soon, all will worship our fathers and our goddess here again. Until that time, interlopers must die!"*

### TACTICS

The pact-bound adepts stay in the passage to the room beyond as long as it remains safe, and the defenders stay between threatening PCs and the adepts. While the defenders lock down PCs, the sentries stay in clumps to do as much damage as possible while maximizing the benefit of the adepts' healing burst.

### FEATURES OF THE AREA

**Illumination:** Bright light.

**Candelabra:** Hanging above space C, an attack that reaches the rope and hits 20 or higher sends the candelabra crashing to the ground for  $2d8 + 4$  damage to each creature beneath it.

**Statue:** The heads on the statue move when non-draconic creatures come too close, snapping at them or breathing faint traces of fire or acid, but they are designed to intimidate and are harmless.

### TREASURE

One of the pact-bound adepts carries a +2 symbol of power (PH 237) to Tiamat. A PC can use it and later shift the enchantment to a holy symbol of his or her own god.



# ENCOUNTER 2: SUMMONED BACKUP

## Encounter Level 8 (1600 XP)

### SETUP

3 Ambush Drakes (A)

1 Ambush Drake Packleader (D)

1 Portal Drake (P)

With the death or escape of the final kobold, an alarm bell clangs from deeper within the temple. The guardians there trigger one of the twin dragons' measures of defense and terror against the oppressed populace, opening chambers that look out onto the tribute chamber and have been restocked with hungry wild drakes. The PCs have enough time for a short rest before the chambers containing the drakes open fully and the encounter begins in earnest.

After the PCs finish the last encounter, read:

*A ringing bell from deeper in the temple assures you that you have been noticed, and bars shriek into place with the cry of machinery unused for at least a decade, blocking your path. Stone portals, blended with the walls five feet off the ground, begin sliding downward and you hear an impatient snarling from behind them. You have just enough time to catch your breath before the wild drakes leap from their prisons and attack.*

- **Perception DC 21:** You see a small draconic creature flit between the bars coming from the next chamber.

If the PCs do not see the portal drake, it is hidden until it attacks.

### TACTICS

The packleader leads from the front, confident that its many hit points will keep it up long enough. It opens with its breath weapon, catching as many PCs as possible to give the ambush drakes the advantage of combining scent of prey with ravenous, letting them reach strikers and controllers behind the front lines.

The packleader follows with vicious assault to ensure it can use it twice in the encounter. The portal drake uses portal

burst as often as possible to rearrange the battlefield to its allies' advantage, and uses slip through space to keep its allies alive or, as a last resort, to escape safely. If the portal drake's death seems certain, it does its best to escape out the front door.

### FEATURES OF THE AREA

**Illumination:** Bright light.

**Candelabra:** If it is still there, it hangs above space C, an attack that reaches the rope and hits 20 or higher sends the candelabra crashing to the ground for  $2d8 + 4$  damage to each creature beneath it.

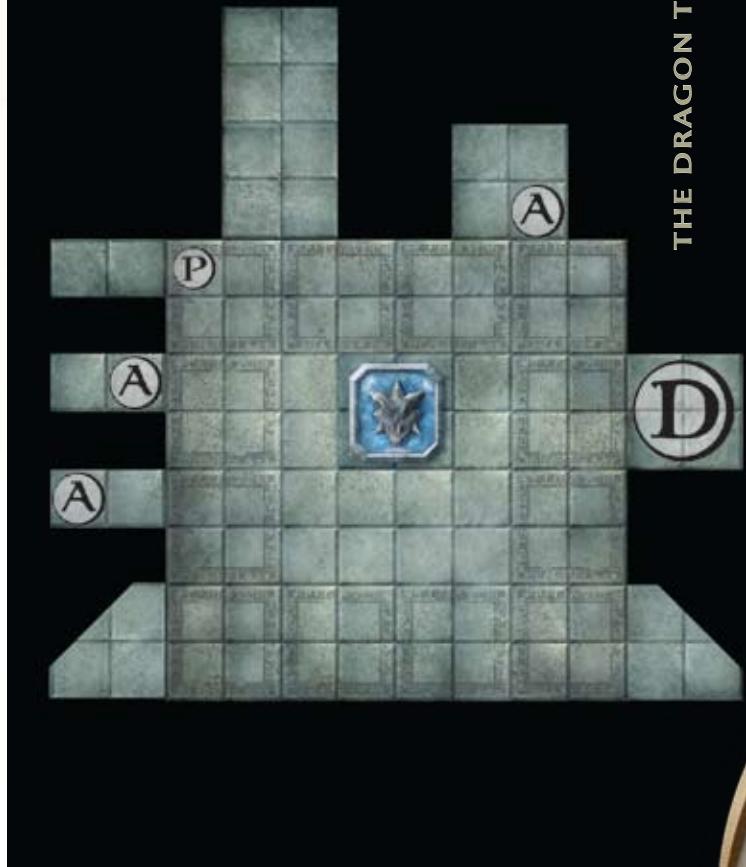
**Statue:** The heads on the statue move when non-draconic creatures come too close, snapping at them or breathing faint traces of fire or acid, but they are designed to intimidate and are harmless.

### TREASURE

There is no treasure worth noting.



<b>Ambush Drake Packleader (D)    Level 8 Brute (Leader)</b>		XP 350
Large natural beast (reptile)		
Initiative +6	Senses Perception +5	
HP 107; Bloodied 53; see also vicious assault		
AC 20; Fortitude 21, Reflex 19, Will 18		
Resist 5 poison		
Speed 8, fly 4 (clumsy)		
➊ Bite (standard; at-will) ♦ Poison		
+11 vs. AC; 2d6 + 4 damage, and the target takes ongoing 5 poison damage (save ends).		
➋ Vicious Assault (standard; encounter; recharges when first bloodied)		
The ambush drake makes two bite attacks against the same target, each with a -2 penalty to the attack roll.		
➌ Breath Weapon (standard; encounter) ♦ Poison		
Close blast 3; +9 vs. Fortitude; 2d8 + 3 poison damage, and the target takes ongoing 5 poison damage (save ends).		
Scent of Prey		
A creature that is taking ongoing poison damage from the packleader's attacks is treated as bloodied by ambush drakes.		
Alignment Evil	Languages Draconic	
Skills Stealth +11		
Str 18 (+8)	Dex 14 (+6)	Wis 13 (+5)
Con 17 (+7)	Int 4 (+1)	Cha 8 (+3)



<b>Portal Drake (P)</b>		<b>Level 10 Controller</b>
Small natural beast (reptile)		XP 500
Initiative +11	Senses Perception +13	
HP 104; Bloodied 52		
AC 26; Fortitude 19, Reflex 25, Will 24		
Resist 5 poison		
Speed 8, fly 6 (hover), teleport 6		
➊ Bite (standard; at-will)		
+15 vs. AC; 2d4 + 6 damage.		
➋ Slip through Space (standard; at-will) ♦ Teleportation		
Ranged 10; targets two allies within range, or the portal drake and one ally within range; the targets swap places.		
➌ Portal Burst (standard; recharge ➊ ➋) ♦ Teleportation		
Close burst 2; +14 vs. Reflex; the target teleports 5 squares to an unoccupied space of the drake's choosing (and in its line of sight). This attack automatically hits allies, though the drake can choose not to target them.		
Catch a Ride (immediate reaction, when a creature within 6 squares of the portal drake teleports; at-will) ♦ Teleportation		
The portal drake teleports the same distance as the triggering creature. This movement can be in any direction and can exceed the drake's normal teleport speed.		
Alignment Chaotic evil	Languages Draconic	
Skills Arcana +13, Stealth +16		
Str 10 (+5)	Dex 22 (+11)	Wis 17 (+8)
Con 16 (+8)	Int 16 (+8)	Cha 21 (+10)

<b>Ambush Drake (A)</b>		<b>Level 6 Skirmisher</b>
Medium natural beast (reptile)		XP 250
Initiative +7	Senses Perception +3	
HP 71; Bloodied 35		
AC 20; Fortitude 19, Reflex 18, Will 16		
Speed 6, fly 4 (clumsy); see also ravenous		
➊ Claws (standard; at-will)		
+11 vs. AC; 2d6 + 3 damage.		
➋ Shifting Strike (standard; at-will)		
+11 vs. AC; 2d6 + 3 damage. The ambush drake can shift 1 square before or after the attack.		
Ravenous (minor; at-will)		
The ambush drake shifts 2 squares toward a bloodied enemy.		
Alignment Unaligned	Languages –	
Skills Stealth +10		
Str 16 (+6)	Dex 14 (+5)	Wis 11 (+3)
Con 15 (+5)	Int 3 (-1)	Cha 6 (+1)

# ENCOUNTER 3: TRUE DEVOTION

Encounter Level 8 (1700 XP)

## SETUP

1 Dragonborn Exemplar of Tiamat (E)

2 Bluespawn Stormlizards (S)

1 Storm Abishi (A)

The PCs now have time to break or bend the bars preventing them from accessing the inner chambers. Once they do so, they proceed to what used to be the private audience chamber with the twins. Waiting there are Tiamat's dragonborn representative in the matter, the two stormlizards he has tamed and trained, and the abishi that Tiamat has granted her exemplar for this quest.

As the PCs enter the area, read:

*A great dais dominates this chamber, where the twin dragons once rested side by side to grant audience to the lesser creatures of its domain, who would cower on the petitioner's platform near you. Now, a large dragonborn bearing a greatsword stands atop it. His other hand rests on the back of a large blue-scaled creature, with another such beast at the foot of the dais. A draconic thing lounges in a corner of the room, a humanoid creature with dragon-like wings, cloven hoofs, and a barbed tail. "Here is where your bravery kills you," intones the dragonborn in Common, and the abishi cackles as both leap to the attack.*

## TACTICS

The exemplar throws himself into combat, drawing as much of the PCs' attention as he can while the stormlizards rampage, opening with lightning charge and staying near each other to use counterbolt, and otherwise trying for the most damage they can lay out. The abishi flies out of reach and blasts enemies with thunder. If forced to land, it stays near the stormlizards for safety and because it is unafraid of hitting the beasts with lightning discharge.

## FEATURES OF THE AREA

**Illumination:** Bright light.

**Petitioner's Platform:** The smaller platform is 5 feet (1 square) high and has steps up.

**Dais:** The dragons' dais is 5 feet (1 square) high but has no steps up. It takes an extra square of movement to climb or hop up to it, but none to hop down.

**High Ceiling:** The ceiling is 30 ft (6 squares) high.

## TREASURE

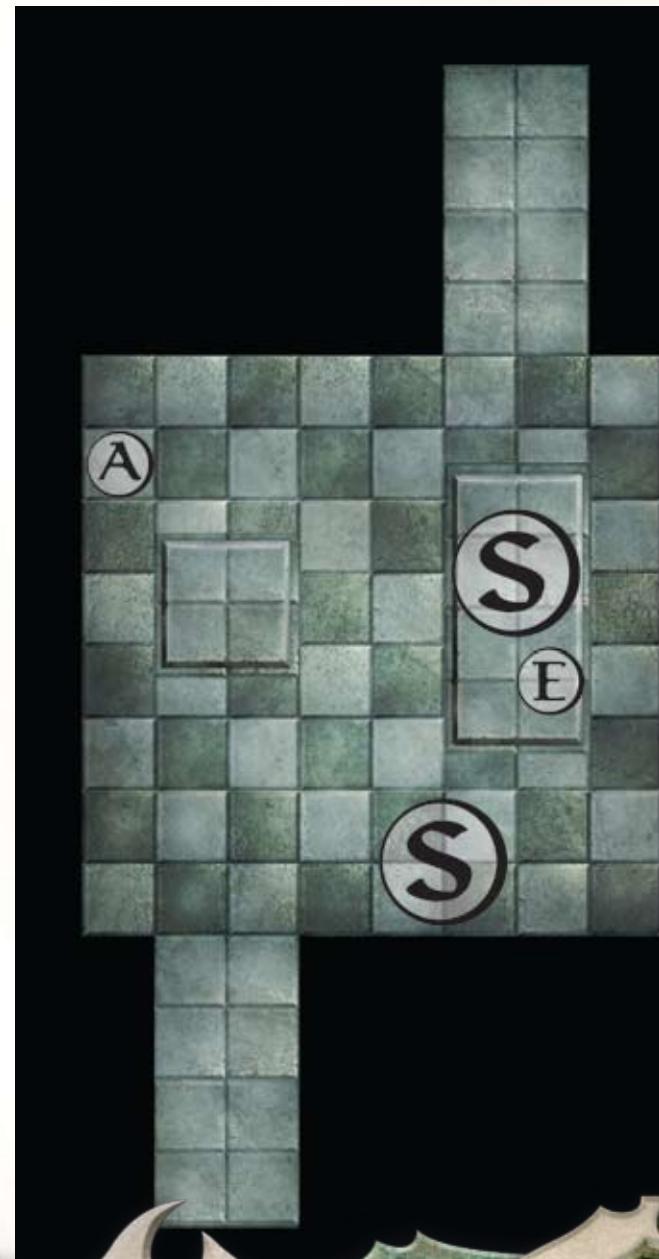
In the hands of a hero, the exemplar's greatsword is a +2 vicious greatsword (PH 236).



Dragonborn Exemplar of Tiamat (E)    Level 7 Elite Soldier		XP 600
Medium natural humanoid		
Initiative +8	Senses Perception +9	
Dread (Fear) aura 1; any enemy within the aura takes a -2 penalty to attack rolls.		
HP 166; Bloodied 83; see also <i>dragonborn fury</i>		
AC 25; Fortitude 21, Reflex 18, Will 21		
Resist 5 poison		
Saving Throws +2		
Speed 5		
Action Points 1		
⊕ Greatsword (standard; at-will) ♦ Weapon		
+14 vs. AC (+15 while bloodied); 1d10 + 6 damage, and the target is marked until the end of the exemplar's next turn.		
† Battle Surge (standard; at-will) ♦ Weapon		
Requires greatsword; +14 vs. AC (+15 while bloodied); 1d10 + 6 damage, and the exemplar makes a secondary attack against a different target. <i>Secondary Attack:</i> The exemplar makes a basic attack. It shifts 1 square before or after making this attack.		
† Vile Strike (standard; encounter) ♦ Weapon		
Requires greatsword; +14 vs. AC (+15 while bloodied); 2d10 + 6 damage, and the target takes ongoing 5 damage (save ends).		
↔ Dragon Breath (minor; encounter) ♦ Poison		
Close blast 3; +12 vs. Reflex (+13 while bloodied); 2d6 + 6 poison damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
Alignment Evil	Languages Common, Draconic	
Skills History +5, Intimidate +14		
Str 16 (+10)	Dex 22 (+13)	Wis 17 (+10)
Con 23 (+13)	Int 18 (+11)	Cha 14 (+19)
Equipment scale armor, greatsword		

Bluespawn Stormlizard (S)    Level 9 Brute		XP 400
Large natural beast (reptile)		
Initiative +8	Senses Perception +8; darkvision	
Lightning Within aura 5; any ally within the aura gains resist 5 lightning.		
HP 217; Bloodied 108		
AC 21; Fortitude 21, Reflex 19, Will 20		
Resist 5 lightning		
Speed 8		
⊕ Gore (standard; at-will)		
+12 vs. AC; 2d10 + 5 damage.		
† Lightning Charge (standard; encounter) ♦ Lightning		
The bluespawn stormlizard makes a charge attack; +12 vs. AC; 3d10 + 5 lightning damage, and the target is knocked prone.		
↗ Counterbolt (immediate reaction, when an enemy attacks an ally and this stormlizard is within 5 squares of at least one other bluespawn stormlizard; recharge [:::][:::][:::]) ♦ Lightning		
The bluespawn stormlizard launches a lightning arc against the triggering enemy; ranged 6; +10 vs. Reflex; 2d8 + 3 lightning damage.		
Alignment Unaligned	Languages –	
Str 21 (+9)	Dex 18 (+8)	Wis 19 (+8)
Con 17 (+7)	Int 2 (+0)	Cha 6 (+2)

Storm Abishai (A)    Level 7 Artillery		XP 300
Medium immortal magical beast		
Initiative +6	Senses Perception +9; low-light vision	
HP 58; Bloodied 29		
Regeneration 5		
AC 20; Fortitude 19, Reflex 18, Will 19		
Resist 5 lightning, 5 thunder		
Speed 8, fly 6, overland flight 12		
⊕ Sting (standard; at-will) ♦ Lightning		
+14 vs. AC; 2d6 + 4 lightning damage.		
↔ Lightning Discharge (immediate reaction, when an enemy hits the abishai with a melee attack; encounter) ♦ Lightning		
Close burst 1; +12 vs. Reflex; 1d6 + 5 lightning damage, and the triggering enemy is pushed 1 square and stunned until the end of its next turn.		
↗ Thunderbolt (standard; at-will) ♦ Thunder		
Area burst 2 within 10; +10 vs. Reflex; 2d6 + 5 thunder damage.		
Alignment Evil	Languages Common, Draconic	
Str 18 (+7)	Dex 16 (+6)	Wis 13 (+4)
Con 20 (+8)	Int 11 (+3)	Cha 21 (+8)



# ENCOUNTER 4: RITUAL AWRY

## Encounter Level 8 (1600 XP)

### SETUP

#### 2 Winged Putrescences (W)

After defeating the exemplar and his pets and ally, the PCs move into the final chamber. The dragonborn performing the ritual there are noncombatants, and the PCs can capture or kill them as they wish. The ritual is incomplete, but it is not without effect. The corpses of the twin dragons rise, not alive but forbidden from death by the failed magic. Knowing nothing but hunger, they attack.

As the PCs enter the area, read:

*Several dragonborn are wearing cloaks of dragonscale and chanting under their breath in Draconic, Supernal, and Infernal in turns. As you enter, they drop the unguents they were spreading on two large, rotting corpses and begin running for the exit, past you. The smell of putrescent flesh is almost overwhelming.*

After the PCs deal with the ritualists, read:

*There seems to be nothing more to do, until you hear the groan of escaping air from what were once the dragons' sleeping nooks, and you feel the wind of a rotten breath against your flesh. Still painted with devilish symbols of defying death, the twins rise to their decaying feet, not alive, not dead, but hungry.*

### TACTICS

The winged putrescences retain some canniness that their former souls possessed. They open with *putrid blast* in the hopes of immobilizing a melee combatant so they can maneuver around to terrorize ranged warriors. Each monster gives the other enough room to use their close attacks safely, and otherwise tries to deal damage to kill and eat these delicious intruders.

### FEATURES OF THE AREA

**Illumination:** Bright light.

**Recessed Pool:** This pool holds something that looks like water but smells like a sort of solvent. The stairs are difficult terrain.

### TREASURE

There are two enormous silver pendants, of a size to fit over a dragon's neck. Each bears a unique rune in Draconic, probably the personal sigil of each dragon, and is worth 500 gp. Another 700 gp worth of arcane divine reagents, for use in the ritual, can be salvaged from the interrupted ritual.

#### Winged Putrescence (W)

Large natural animate (dragon, undead)

#### Level 9 Elite Brute

XP 800

Initiative +4 Senses Perception +4; darkvision

Stench of Decay aura 2; any enemy within the aura takes a -2 penalty to attack rolls.

HP 240; Bloodied 120

AC 23; Fortitude 25, Reflex 19, Will 19

Immune disease, poison; Resist 10 necrotic; Vulnerable 20 against critical hits; radiant (a winged putrescence that takes radiant damage is dazed [save ends])

Saving Throws +2

Speed 6, fly 4 (clumsy)

Action Points 1

Claw (standard; sustain standard; at-will)

Reach 2; +12 vs. AC; 4d4 + 6 damage, and a Large or larger target is grabbed and immobilized (both until escape). When the winged putrescence sustains the grab, it deals 4d4 + 6 damage to the target. It can't make other attacks while grabbing a target.

Wing Beat (standard; recharge 3/3/3)

Close burst 3; +10 vs. Fortitude; 2d6 + 6 damage, and the target is pushed 1 square and knocked prone.

Putrid Blast (minor; recharge 3/3) ♦ Acid, Necrotic

Close blast 5; +10 vs. Reflex; 3d6 + 6 damage, and the target is immobilized and takes ongoing 10 acid and necrotic damage (save ends both).

Alignment Unaligned Languages –

Str 22 (+10) Dex 10 (+4) Wis 10 (+4)

Con 20 (+9) Int 1 (-1) Cha 3 (+0)



