

Arteris

Large Legendary Red Dragon

AC 18 (Natural Armor)

Hit Points 270 (20d12 + 140)

Speed 60 ft., fly 120 ft.

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

Saving Throws Dex +14, Wis +10, Cha +13

Skills perception +10

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive perception 20

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

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

ACTIONS

Multiattack. Arteris makes four attacks. Three 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.

Breath of Charms (recharge 5-6). Arteris exhales a magical gas in a 60 foot cone. All creatures within the cone must make a Charisma saving throw (DC 21). On a failure they become charmed by Arteris for 24 hours. On a success they become immune to his charming breath for one hour.

LEGENDARY ACTIONS

Arteris 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. Arteris regains all spent legendary actions at the start of its turn.

Detect. Arteris makes a Wisdom (Perception) check.

Tail Swipe. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.



Artwork by Godfrey Escota

The Love of Arteris

Mini Adventure by Ian Spiegel-Blum,
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Although the evidence is not entirely unambiguous, many hold to the belief that Arteris is the patron of true love. It is said that seeing him on your wedding day is the best possible omen - an augur of deep love in the years to come. Love, however, does not always equal happiness, for though it is true that Arteris grants and enjoys true love, he does not always make sure the love is requited. So in truth, the love granted will just as often turn into tragedy. To Arteris it is all the same.

In the small island village of Eassa off the coast of Southmarch in the land of Arcania, a young couple prepares to be married. Word of their impending nuptials has reached the mainland, as their happy day is tinged by tragedy. The groom has a terminal illness and is not expected to live through the fortnight. Wishing for everything to go smoothly, the priestess hired to perform the marriage ceremony has hired a band of adventurers to escort her from the mainland to the village.

WITHOUT A TRACE

As the adventure begins, the adventurers arrive at the village alongside the priestess. Upon arrival, the priestess is disturbed to discover that the docks have been abandoned. In fact, the entire vil-

lage seems devoid of people. No matter which building they look in, they find no trace of anyone. A large circle with a pavilion stands at the center of the village. It is the site where the wedding is supposed to take place. Inside the pavilion, the adventurers and priestess encounter knocked over chairs, torn decorations, and a large wedding cake mysteriously untouched.

As the adventurers examine the pavilion, they will find handwritten invitations strewn about the floor instructing the guests to visit the painter by the fountain just outside the pavilion before the ceremony begins. The painter has been tasked with capturing each guest's likeness for a portrait the bride will keep as her only image of the groom after he passes. As the party walks past the wedding cake, a gelatinous cube explodes from its center, attacking whoever is closest.

WORTH A THOUSAND WORDS

Once the cube is defeated, the adventurers can freely make their way to the fountain where an easel stands, a white sheet covering the canvas underneath. Removing the sheet reveals an extremely life-like painting of all the wedding guests and the smiling bride and groom in the center. A DC 12 *arcana* check will reveal that the painting is magical and that the people in the picture have been trapped. With a DC 12 *investigation* check the adventurers will find a note from a wizard behind the painting. The note reads: "A gift to the bride and groom, may your

love last as long as Arteris himself. Mix this potion with paint to enhance any portrait. I am sure you will find the likenesses uncanny. In case of emergency, do note that sugar reverses the effect." In order to enter the painting, the adventurers must take turns painting each other on the canvas; even stick figures will do, so long as the intention to paint themselves or another is clear. Once their painting is finished, they will be transported into the painting.

FOR LOVE ETERNAL

Inside the painting is a perfect replica of the village circle and pavilion. The guests are unable to leave their seats but the adventurers are able to move freely, as they were not given an invitation to the wedding and so were not assigned seats in the painting. As soon as half of the adventurers have entered the painting, 1d4 **gray oozes** emerging from the magical paint and attack. The adventurers now split into two groups, face different obstacles to overcome in order to succeed. Those inside the painting must feed each of the people a piece of wedding cake to reverse the effects, while those outside the painting must fend off the oozes until the other adventurers return. The bride and groom attempt to stop the adventurers from feeding their guests cake. Upon defeating the oozes, the adventurers can aid one another in rescuing the remainder of the wedding guests. The bride and groom refuse to eat any themselves, saying they always planned to get trapped in the painting to stop time

and the groom's disease from spreading. They plead with the adventurers to be allowed to stay, so that they might truly be together forever.



PRIESTESS OF LOVE