

Escotarox

Huge Legendary Neither Dragon

AC 28 (Natural Armor)

Hit Points 310 (20d12 + 180)

Speed 30 ft., burrow 120 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	20(+5)	30(+10)	14(+2)	18(+4)	10(+0)

Saving Throws Dex +11, Con +16, Wis +10

Skills arcana +8 perception +10

Damage Resistances bludgeoning, piercing

Damage Immunities slashing

Condition Immunities petrified

Senses truesight 120 ft., passive perception 20

False Appearance. Escotarox can curl up into a boulder to look like an ordinary rock.

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

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

ACTIONS

Multiattack. Escotarox makes five attacks. Four 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 10 ft., one target. Hit: 27 (3d12 + 8) piercing damage.

LEGENDARY ACTIONS

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

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

Expand/Shrink. Escotarox can shrink or expand his size to match any size.



Armorwork by Godfrey Esvata

The Spire of Escotarox

Mini Adventure by Ian Spiegel-Blum,
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The slate grey dragons of the Neitherlands have evolved to almost disappear into their surroundings, like shadows in the dark. Their wings are too heavy for flight, but they can burrow through almost anything at speeds exceeding comprehension. While most slate grey dragons are small, no larger than a mid-sized boulder, Escotarox, the Shadow, can expand or shrink his size to suit his needs. Wayward explorers report only discovering they were climbing his expanded, mountainous back when they realized the shaking wasn't an earthquake, but Escotarox's slumbering breath.

Natural slate spires jut up from the gut of the perpetually gray wasteland known as the Neitherlands. Strange energies ooze from the base of the spires creating a sense of foreboding to wary travelers. In the center of the Neitherlands stands the tallest spire within which Escotarox rests. It is said that he rests on top of a well of unimaginable magical energy, surrounded by naturally formed crystals that grow from the surfaces. These crystals are manifestations of the Neitherlands' magic and are sought after by many mages for their unique properties.

One of these alchemist mages has called upon adventurers to acquire such a rare gem for him. The mage warns the adventurers of the dangers of the Nei-

therlands and proffers a map to Escotarox's spire. He offers them their weight in gold if they can retrieve even one of the crystals. The spires have many naturally forming entrances and the mage tells the adventurers of a pack of troglodytes that has recently taken up residence in one such opening. The mage advises the adventurers to enter through the den of the troglodytes. The mage knows little of what to expect within the spire itself, but before they leave, he offers the adventurers a final warning: "Do not wake that slumbering shadow."

THE TROGLODYTE DEN

As the adventure begins, the party of adventurers finds themselves outside the den of the troglodytes. 1d6+1 **troglodyte** guards the entrance to the lair. To enter they must choose to either negotiate with the troglodytes, intimidate them, or sneak past them as they sleep. Whichever option the adventurers choose, a DC 17 check must be passed in order to pass the troglodytes and enter the spire. If they fail this check, 1d6+1 **troglodytes** join their brethren in fighting the adventurers until they flee or die.

"NO ONE MAKE A SOUND"

Inside the spire Escotarox perfectly blends in with the rocky terrain and is not immediately visible. Instead, they hear his thunderous snores and see the shimmering black crystals beginning to form along the walls. They know he is close, but in order to pin point his location, the adventurers must pass a DC

15 *perception* check. Besides the crystals, there is a mountainous hoard of other treasures. Should the adventurers at any point touch any of the treasure, Escotarox will feel the tremors and immediately awake.

In order to harvest the crystals from the walls, the adventurers must scale the walls and pry the crystals from the rock. In order to do so the adventurers must pass a DC 12 *acrobatics* check to climb, and then a DC 14 *sleight of hand* check to retrieve a crystal. If they fail and fall or drop a crystal, Escotarox will awaken. Add 1 to the DC for each consecutive crystal that the adventurers attempt to retrieve, as they need to climb higher and higher in order to reach them.

If Escotarox awakes, he will hunt the adventurers until they leave the spire. If they have stolen any of his treasure, he will attempt to get it back. Escotarox can shrink or expand his size and will follow them wherever they go.

THE ESCAPE

Should the adventurers leave the lair without waking Escotarox, they can leave through the den of the troglodytes.

When they return to the troglodyte den 2d6+3 **troglodytes** have returned. If the adventurers fought their brethren as they entered the den, they are now on high alert. This time the troglodytes cannot be reasoned with and the adventurers must either fight them or pass a DC 20 *stealth* check to sneak past them.

If they have awoken Escotarox and stolen some of his treasure, he will join

the battle and will not stop until he has been able to retrieve the stolen treasure. If no treasure was stolen, Escotarox will return to his slumber.



ALCHEMIST MAGE