

AMUNRAHX THE INTREPID

TYRANT — CHALLENGE LEVEL 5 TO 10

Summary

Amunrahx the Intrepid is your typical red dragon, with one important difference: he draws power not just from the size of his hoard, but from the amount of trade and commerce flowing through his domain. Proud, egotistical, and self-centered, “The Intrepid” is a title he gave himself.

Amunrahx is a Tyrant. As a dragon, he is powerful and dangerous, but he is no match for a party of heroes and can’t stand up to an army on his own. Amunrahx depends on minions and lieutenants to deal with obstacles, and constantly seeks to acquire more forces. As his domain grows, he gains more and more influence over the surrounding economy, creating a vacuum of wealth and skilled talent that chokes the life out of nearby cities, while Amunrahx simply lounges about and savors his victory.

Personality

Amunrahx enjoys success, feeling powerful and taking long flights over subjugated villages. He is a stereotypical dragon through and through, and derives immense satisfaction from being an object of awe and terror in the eyes of humanoids. Flattery is supremely effective on him, so long as he perceives it to be genuine. He is quick to anger, and will incinerate those who offend him with the slightest insult.

Because he draws power from the expenditure of wealth in his domain, Amunrahx prefers to work with mercenaries and merchants. He encourages traders to settle in his villages so that the mercenaries he hires will spend their coin there, and he takes a



mild tax on all purchases, which he funnels back into the infrastructure of these villages to stimulate their growth. While this may seem like a good thing, it has disastrous consequences for the surrounding region and the mental state of all who live there. Coin flows into Amunrahx's domain, but never leaves, draining nearby cities of their wealth, resources, and population. Artisans and traders in Amunrahx's cities find themselves in an endless of cycle of buying and selling, losing fractions at every turn.

Roleplaying Amunrahx

Adopting a strong persona for your villain each time the players interact with them will help them hate the villain, not you. Amunrahx is even more of an egomaniac than most dragons. Pause before answering their questions, and hold eye contact intensely with your players when speaking to their characters. Maintain eye contact while waiting for them to answer, then turn away while considering your response. Keep a satisfied smirk on your face at all times. Speak slowly, as though in total control of the situation. Avoid fillers like "uh" or "uhm"; try to replace them with a drawn-out "hmmm" with as much arrogance as you can muster.

Consider standing up while roleplaying as Amunrahx, speaking down your nose in a supercilious tone. If you have the space for it, pace around the room. Walk around your players, circling the table, forcing them to constantly shift in their seats to follow your movements, as though you're a predator circling its prey.

Goals & Motivations

Amunrahx is a special breed of dragon. Where most dragons hoard wealth, he spends it freely, for as coin flows through his domain, he grows in strength. Initially he must work from a distance, acquiring minions and lieutenants while he builds up his

domain. He ultimately attempts to orchestrate a purchase of a set of powerful magic items for an almost unimaginably vast sum of gold. If he completes this transaction, he will gain so much power that he will become a true Archvillain and be nearly unstoppable.

Amunrahx desires the three wondrous items of singular power: the *tome of clear thought*, *tome of leadership and influence*, and *tome of understanding*. These potent wondrous items will bolster his mental faculties, making him smarter, wiser, and more influential than other dragons. He plans to capitalize on his long lifespan to exploit these tomes of power, as it is said each regains its potency every hundred years.

Amunrahx's domain creates an economic vacuum, draining the wealth of nearby cities and luring skilled workers away from their hometowns. This creates a challenging situation for the rulers of those cities, who know that something must be done, but are hesitant to declare open warfare. Amunrahx does whatever he can to discourage outright conflict, at least until he feels ready to expand his territory.

Introducing this Villain

Rumors and hearsay will likely herald Amunrahx's coming. If you choose to place his lair nearby, the players may catch sight of him as he flies high above them. Depending on how quickly you want the players to confront him, you can vary the subtlety of your hints about his true agenda. Merely sighting a dragon won't compel most groups to chase it down right away, though if you have any players in your group who really like dragons, even a hint about one may be enough to get them interested. In either case, tabletop RPGs are about choices, and Amunrahx is best introduced in the background, steadily advancing toward the fore as he executes his schemes in and around the players. This will let your players decide how much they care about the nearby villages and cities.

AMUNRAHX'S SCHEMES

Establish Amunrahx by executing his schemes in the following order. Often these schemes build on one another, each expanding the dragon's influence in the area.

Scheme 1: Destruction

Locate a Town and Clear the Surroundings

Summary

Amunrahx begins his reign by locating a home base. He requires a mountain in which to make his lair, and a nearby village that is poised for rapid growth. If you have a town in your game that would be a good fit, you can use that, otherwise we'll introduce the village of Anterloch. See the "Anterloch" section of Amunrahx's Lair for more information.

Once Amunrahx has located the site of his lair, he begins purging anything he believes will be a threat to him in the future. Hill giants, tribes of orcs, and any other monsters that don't spend coin are all targets of his wrath. After securing the area, he visits the town personally, declaring himself its patron, and stating that everyone there is under his protection. He politely requests the mayor step down, and unless the players have intervened in some way, Amunrahx meets no resistance from the townsfolk.

Rumors

The classic rumor, "A dragon has been sighted," should be met with derision and skepticism, as well as conflicting reports of the beast's size, color and actions. At this stage, the rumors are utterly lacking in useful information, providing no hints as to the dragon's location or goals. These rumors seek to make the players aware of the dragon, rather than enticing them to seek him out. That will come later.

A dragon giving gold away and protecting a town is an unusual and noteworthy event, and is likely to attract quite a lot of attention. The players will almost certainly hear about this, and the rumors should portray the dragon as generous and good. Most people will assume a dragon that does such an act of charity to be a kind soul indeed.

Event

If the players are in the area, they may see Amunrahx flying overhead. Amunrahx avoids confrontations with the players regardless of their actions, but if they try to follow him, attack him, or otherwise get in his way, he will make a note to keep an eye on them. If the players arrive while Amunrahx is actively destroying his opposition, he may fire his breath weapon at them before retreating. He has no wish to get caught up in a pitched battle. If the players pursue him to his lair, he will defend it, but attacking his lair so early is not likely to go well for them.

Complications

The main complication to this scheme will come because of player intervention. While Amunrahx is unlikely to take direct action against them at this juncture, if they force his hand he will send two groups of minions at the players to encourage them to leave the area.

Consequences

If Amunrahx successfully establishes his lair in the mountain, he gains 5 power. If he becomes the town's patron, he invests 200,000 gold pieces in the merchants there, granting him another 5 power.

If Amunrahx is unable to accomplish this scheme, he retreats from the area, going into hiding for a time while he formulates a new plan. He will proceed with future schemes, but will do so from behind the scenes, avoiding the public eye until he has at least 20 power.

Scheme 2: Acquisition

Direct the Anterloch Thieves' Guild

Summary

Anterloch has a small but active thieves' guild, and Amunrahx's vast infusion of wealth only encourages the guild to grow. Fully aware of this, the dragon seeks to make a connection with them, leveraging them as an alternate means of acquisition and commerce. Coin spent on illicit goods and services is still coin spent, and all transactions benefit Amunrahx. The dragon's goal is to provide substantial incentive for the guild not to steal from the citizens of Anterloch, but rather to rob nearby cities and bring the spoils home.

Rumors

Crime waves in big cities aren't unusual, but if the players investigate, they learn that several cities have experienced a simultaneous uptick in criminal activity. A bit of investigation and research reveals that all the affected cities neighbor Anterloch, the only city that hasn't experienced a rise in burglary. At the same time, Anterloch is growing at a rapid pace, quickly turning from a small hamlet into a thriving city. These facts in tandem should be all they need to consider a visit to Anterloch, but you shouldn't push it. It's up to the players to decide how important this is to them.

Event

The thieves employed by Amunrahx are unremarkable save for their unusually well-equipped nature. They are reasonably loyal to their guild and, if captured, won't give up any information about their true goals unless they are severely interrogated. It will need to be the players that do this, as the local guards in the various cities will treat them like any burglar and toss them in prison without a second thought. They don't wear any insignia or brands associating them with Anterloch, their guild, or Amunrahx, so unless the players have a reason to suspect something larger at work, they won't know the right questions to ask.

Additionally, Amunrahx prefers to work through the guild itself, rather than individuals within it. Therefore, only the higher-ups of the guild will have any knowledge of the dragon's association with the increase in crime.

Complications

If a large number of thieves are captured, Amunrahx will change targets, calling on the thieves' guild to retreat and begin robbing caravans and other travelers. He encourages them to target trade caravans that don't include Anterloch on their route, as he wants merchants to feel safe and welcome in his domain.

If the players try to stop the thefts, they will encounter a group of minions at each robbery site. Defeating two of these is enough to force the plans to change.

If Amunrahx has 15 power or more, he equips all minions involved in this scheme with *potions of invisibility*, making them much more difficult to catch.

Consequences

If the players fail to stop the thieves, Amunrahx gains 3 power from the extra wealth they bring into town. If the players force the thieves to change their tactics, Amunrahx instead gains 6 power, as robbing trade caravans causes more merchants to take the safer routes to Anterloch. This does, however, bring more attention to the city. Any future rumors should point to Anterloch as the source of the disturbances.

Scheme 3: Acquisition

Recruit a Lieutenant

Summary

Amunrahx desires a right hand, and who better to serve him than a mortal with red dragon blood in her veins? He has heard from his network of thieves that there is a powerful sorcerer, Voyardun, in a

nearby city. Amunrahx makes her an offer she can't refuse: a yearly salary of 100,000 gold pieces and the opportunity to work alongside a powerful dragon. Voyardun accepts.

Rumors

Voyardun is a proud woman, and does not hesitate to boast about her new assignment. She leaves out details, of course, but nonetheless the players are likely to hear about a sorcerer hired by a dragon for a vast amount of coin.

Event

Amunrahx must make Voyardun an offer, and to do so, he sends two groups of minions to her home city. It is possible the players will intercept them, either deliberately or by coincidence. If, for whatever reason, the minions don't make it to Voyardun with an offer, and Amunrahx has at least 20 power, he will visit her personally. This will draw extreme attention to him, but he cares little, believing himself to be in a position of great strength. He will not attack or otherwise damage the town while he is there, but he has little patience for interference, and may maim or injure the town guard if they try to stop him.

If Amunrahx has less than 20 power and is unable to get his minions to Voyardun, he will send another two groups. If this plan also fails, he puts this scheme on hold until he has 20 power or more, at which point he will make a personal visit to Voyardun.

Complications

If the players hear about Voyardun's new employment and try to stop her, she will most likely cast *teleport* and travel to Amunrahx's lair. She's not looking to pick a fight with the party at this point.

Consequences

Amunrahx's primary reward here is the acquisition of a powerful new lieutenant to further his designs. If he recruits her successfully, she begins to accompany groups of his minions on future

schemes to ensure their success. Consider including her with any "two groups of minions" sets, as these are commonly missions Amunrahx has specific interest in succeeding at.

She is a powerful and dangerous foe, and the players would be wise to take extra precautions when she is around. That said, she is also a bit of a coward, and will prioritize escaping with her life over killing the party. If the minions she is accompanying are all slain, or her life is seriously threatened, she will flee, once again relying on *teleport* to escape safely.

If Amunrahx is not able to recruit Voyardun, but she remains alive, there is always the possibility he will reach out to her again later and succeed. If she is slain, Amunrahx will avoid recruiting a lieutenant for some time, and will move in a different direction when he does. See "Scheme 5: Recruit a Lieutenant" for details.

Scheme 4: Fortification **Establish Trade Routes to Anterloch**

Summary

Amunrahx turns his eye toward bringing greater sums of wealth to Anterloch. He extends generous contracts to miners, paying them fantastic wages with the stipulation they must live in Anterloch and purchase all necessities there. This creates an even greater economic vacuum, siphoning wealth and welfare from nearby cities and sparking great discontent among the ruling class.

Rumors

Skilled workers of all trades are disappearing from cities across the land. They all speak of an artisan's utopia: Anterloch. At this point, the players should be getting the message loud and clear: something is wrong in Anterloch. Amunrahx is growing bolder, and will allow himself to be seen more and more frequently. The citizens of Anterloch sing his praises at their growing wealth, but secretly fear him.

Event

If it hasn't happened already, Amunrahx orders his minions to begin attacking any trade caravans that don't include Anterloch on their trade routes. The players may find themselves targeted while traveling between cities if they appear to be wealthy. Each attack involves one group of minions, though if the players start to defeat many of them, Amunrahx will begin sending two groups of minions to attack each caravan, who may be accompanied by Voyardun if she has joined the dragon.

Even if the players aren't a target of this scheme, they will most certainly hear about it. This is a prime opportunity for them to get engaged, fight some minions, and learn the true extent of Amunrahx's influence.

Complications

If the players do a thorough job of stopping these attacks, Amunrahx will rally two groups of minions (and his lieutenant, if available) to deal with them directly. If this group is slain or forced to retreat, Amunrahx will marshal his forces and prepare a direct attack on the players, leading the charge himself, along with two more groups of minions. Amunrahx will most certainly retreat if he feels in any danger, and if he is forced to flee, he will begin avoiding the players until he has acquired additional resources.

Consequences

Amunrahx is creating an economic whirlpool, with wealth coming in to Anterloch from outside and never leaving, swirling in circles around the city as it is spent again and again by the inhabitants. More and more people are leaving the surrounding cities and entering a mindless haze of consumerism. This grants him 10 additional power as soon as this scheme begins. Reduce his power by 2 for each time the players successfully interfere. After five times, Amunrahx abandons this scheme.

Scheme 5: Acquisition Recruit a Lieutenant

Summary

Amunrahx travels far to the south to seek out a fire giant. Though they are hardly the kind of mercenaries he normally works with, he persuades one to join his cause. Fire giants are fiercely loyal, and the ambitious warrior, Fubb Ironbender, is happy to take this chance to see the world and earn a fair chunk of coin for his efforts.

Rumors

Rumors of a fire giant siding with a dragon will spread quickly, and sightings of the giant in and around Anterloch will likewise rapidly make their way to the players. If your players aren't familiar with fire giants, now might be a good time to throw in some rumors about them being generally evil and unpleasant toward humanoids, and highlight just how odd it is that this one seems to be acting amicably toward the people of Anterloch.

Event

Unless your players are keeping very close tabs on Amunrahx, they are unlikely to notice his departure to acquire a new ally. If they do, they might attempt to stop him from reaching his destination, but they will likely remain ignorant of his purpose. If he has Voyardun, he will simply fly both of them to the south, and once they have recruited Fubb Ironbender, Voyardun will use *teleport* to return all three of them to Amunrahx's lair.

If the players manage to wound Amunrahx or otherwise inhibit him from reaching the fire giant city to the south, he will give up on recruiting a giant ally from there, at least for the time being. He may try again if he knows the players are occupied and unlikely to interfere.

Complications

This event is very straightforward, and the only complications are going to be ones introduced by your players. Remember that Amunrahx is primarily concerned with self-preservation, and wishes to avoid dying in battle to a bunch of adventurers. He won't hesitate to retreat, or even to leave his newly-acquired ally to die if he believes it necessary.

Consequences

If successful, Amunrahx acquires Fubb Ironbender as a lieutenant (second lieutenant if Voyardun has been recruited). Amunrahx generally keeps Fubb close to Anterloch. The giant acts as doorman and bodyguard for Amunrahx's lair. If he must send Fubb out, he prefers to do so alongside Voyardun so the sorcerer can watch out for the giant and *teleport* him to safety if needed.

Scheme 6: Fortification Develop the Mountain Lair's Defenses

Summary

With two lieutenants potentially acquired and quite a bit of power attained, Amunrahx is ready to buckle down for the long haul. He fortifies his lair with traps and other magical defenses.

Rumors

This scheme is unlikely to generate rumors, save that Amunrahx hasn't been seen for a few days.

Event

The actual fortifications require a week of digging and the services of Voyardun for enchantments.

Complications

Your players may choose to investigate, in which case they might interfere, but Fubb Ironbender will do whatever it takes to keep them out of the lair, calling on Voyardun for assistance. Amunrahx himself will get involved if necessary.

Consequences

If Amunrahx successfully fortifies his lair, it gains a number of improvements detailed in the "Amunrahx's Lair" section. This also grants him 3 power.

Scheme 7: Acquisition Recruit a Lieutenant

Summary

Before he moves on to the final stages of his plan, Amunrahx requires the services of one more lieutenant. He seeks out a cleric and finds Ortaz, a red dragonborn who is likely to view Amunrahx as an avatar of the goddess of evil dragons herself.

Rumors

Word of a powerful priest coming to town should reach your players quickly, especially since Ortaz is a red dragonborn. If this doesn't set off warning bells, start having more and more word about trouble in Anterloch reach your players.

Event

If Voyardun has joined the dragon, she'll do the recruiting, using illusion magic to appear as a normal traveler. As such, unless the players are tracking Amunrahx's lieutenants, they likely won't notice until it's too late. Once Ortaz is recruited, Voyardun again uses *teleport* to return to Amunrahx's lair with the new lieutenant.

Otherwise, Amunrahx follows similar steps in recruiting Ortaz as he did with Voyardin: sending minions, then travelling himself if his minions are thwarted.

Complications

Voyardun is even less interested in dying than Amunrahx and will flee at the first sign of trouble, using every ability at her disposal to escape. She will make another attempt if stopped once, this time accompanied by Amunrahx himself and using no illusions. Amunrahx will abandon this scheme if the players stop this second effort.

Consequences

Recruiting Ortaz gives Amunrahx a lot of additional leverage in combat, and allows him and his lieutenants to return from death via *raise dead*. Dispatching the dragon menace thereby becomes an extremely challenging proposition, and makes his reign that much more difficult to end. Due to the high value of Ortaz and his spells, Amunrahx only sends the cleric out into battle if it is absolutely critical. Otherwise he keeps Ortaz around Anterloch, making sure everyone is happy and comfortable.

Scheme 8: Acquisition Arrange Purchase of the Tomes

Summary

This is it: the final stage. Amunrahx contacts the Thieves' Guild of Anterloch, requesting they acquire a set of three potent magical tomes he has been made aware of. He seeks the *tome of clear thought*, *tome of leadership and influence*, and *tome of understanding*. The Thieves' Guild accepts his contract, agreeing to recover the tomes for the absurd price of three million gold pieces. But acquiring such powerful items is no easy task, and the guild begins to worry about the wrath of Amunrahx should they fail to deliver. They may contact the players for assistance, or they may not. In either case, it takes them many weeks to succeed, but eventually they do. This massive transaction crashes the economy in the surrounding area, triggering Amunrahx's Finale.

Ultimately, with his ingrained control of the region's economics, Amunrahx can easily re-acquire the gold "spent" to get the tomes, if he so desires.

Rumors

This scheme should set the rumor mill on fire, with reports not just of the magic tomes, but also of numerous interested parties inquiring about their locations. Ties to Amunrahx and Anterloch should be obvious, as this is the players' last chance to step in before things get very, very bad.

Event

The Thieves' Guild takes three months to track down all the tomes. This gives the players plenty of opportunities to interfere and get involved on either side. Each expedition involves two groups of minions, and if there's trouble involved, Amunrahx will send all his lieutenants to make sure the tomes are recovered.

Complications

If the players have contacted the Thieves' Guild and are on good terms with them, the leader of the guild, Vildy Winters, will reach out to them for assistance. If Amunrahx's power is at 30 or higher, she will tell them she needs help finding the books to appease the dragon. If his power is below 30, she will say that the players need to help her take down the dragon because the tomes can't be found.

If the players do help her find the tomes, you should devise an appropriately challenging dungeon for each one to be hidden in, or have them in the possession of a powerful NPC who is not eager to surrender them. You should also decide if Vildy is trustworthy, or if she will betray the party to Amunrahx.

Consequences

Funneling that much gold into the economy causes massive panic and riots across the land. Amunrahx gains 10 power. Furthermore, his Finale begins.

Finale Riots O'er the Land

Summary

The cities near Anterloch descend into chaos: riots erupt in the streets as banks across the land run out of coins, as Amunrahx calls in debts, empties accounts, and otherwise congregates his assets for a single purpose. Panic kicks in at the ever-widening domain of Amunrahx the Intrepid.

Rumors

If your players aren't in the affected cities, they should hear about them almost immediately. Armies and militia are mobilized to deal with the rioters, and powerful NPCs should get involved, beginning to raise armies to take on Amunrahx directly.

Event

The riots are not meant to challenge the players – their characters can likely handle plenty of commoners – the point is that Amunrahx is destroying the campaign world. The longer the situation continues, the worse the damage will be.

Complications

Feel free to add as many complications as you can think of to this scheme, but keep in mind the goal is to push your players toward confronting Amunrahx. If they don't stop him, no one will.

Consequences

This scheme is ongoing, and the longer it lasts, the worse the consequences will be for your campaign world. See the "Aftermath" section for suggestions on how to proceed after this scheme is stopped.

AMUNRAHX'S POWER

A villain's power is a measure of their resources and their ability to influence the world. While the effects of power vary tremendously from villain to villain, it is always represented as a single number that increases or decreases based on how the villain's schemes play out. The "Power" table provides a guideline for how Amunrahx leverages his power, which he uses primarily to acquire minions and better equip them.

In this table, "Minions" refers to the number and type of creatures that Amunrahx can spare to complete a scheme. If a scheme says he sends "one group of minions" that means he sends all the minions listed in the minions column on the power table for his current power level. If it says "two groups of minions,"

he sends double the listed numbers, and so on. If his power is low, his minions can be defeated in a direct battle by the players. If his power grows too great, however, his forces will be too powerful for a direct confrontation. You may wish to be candid with your players in this situation and tell them their characters don't believe a frontal assault is wise.

Amunrahx's influence increases prices of goods and services in all nearby cities. These aren't cities within his domain, but rather ones close enough to feel the economic side effects. This is represented with a percent increase in all costs as listed in the "Markup Nearby" section of the "Power" table.

Minion stat blocks can all be found in the 5th Edition SRD or appropriate sourcebook. Note that lieutenants are separate from minions, and must be acquired by successfully completing schemes as previously noted. Amunrahx retains all acquired lieutenants until the lieutenants are removed by the players in some fashion (killed, converted, banished, etc.); lieutenants never leave without player involvement, even if Amunrahx's power is reduced to 0.

Scaling with group size

These minion groups were designed with a party of 5 player characters in mind. If your party differs in size, here are some simple adjustments you can make to keep things balanced. For every player fewer than 5, remove 1 strong creature and 1 weak creature from the minion group. For every player above 5, add 1 strong creature and 1 weak creature to the minion group. Strong and weak minions are designated relative to the group, but that generally means one creature with a high challenge rating in the minion group, and one creature with a low challenge rating in the same group. Some minion groups contain unique and powerful creatures; you should leave those as is and instead add or remove minions that are already in multiples. If your player party is smaller than 3 or bigger than 6 players, you may need to make additional tweaks to keep the fights balanced. Small parties will struggle with some of these battles, and will require the most modification on your part before the game.

POWER TABLE

POWER	MINIONS	DOMAIN SIZE	MARKUP NEARBY
0-4	3 Berserkers, 2 Spies	10 miles	50%
5-9	3 Berserkers, 2 Spies, 1 Knight	15 miles	100%
10-14	2 Knights, 2 Berserkers, 1 Cult Fanatic	20 miles	150%
15-19	2 Knights, 1 Veteran, 1 Cult Fanatic	30 miles	200%
20-24	2 Knights, 2 Veterans, 1 Cult Fanatic, 1 Priest	40 miles	250%
25-29	2 Gladiators, 1 Cult Fanatic, 1 Priest	50 miles	300%
30-34	2 Gladiators, 2 Spies, 1 Cult Fanatic, 1 Priest	60 miles	350%
35-39	2 Gladiators, 1 Knight, 1 Cult Fanatic, 1 Priest	70 miles	400%
40-44	1 Gladiator, 2 Knights, 1 Mage	85 miles	500%
45-49	2 Gladiators, 2 Knights, 1 Mage	100 miles	600%
50+	1 Gladiator, 1 Assassin, 1 Mage	150 miles	1,000%

Adjusting Power on the Fly

Sometimes your players will come up with clever ideas you weren't expecting, and it's always good to reward creative thinking. If your players do something unexpected that hinders or helps the villain, feel free to adjust the villain's power stat appropriately. Some suggestions:

- ♦ If the player action impacts (inconveniences or benefits) the villain for a single day, adjust their power by 1.
- ♦ If the action causes up to a week of impact, adjust power by 2 to 4 points.
- ♦ If the action causes more than one week of impact to the villain, 5 points are appropriate.

You shouldn't go overboard on tweaking a villain's power using these methods, as doing so can quickly move them out of the appropriate level range, making future encounters unmatched. Because Amunrahx's power primarily affects his minions, going too high or low isn't going to break him as a villain – it's just something to watch out for.

AMUNRAHX'S LAIR

We'll cover two things in this section: Amunrahx's mountain lair, and the town of Anterloch. While you can substitute any town in your game in place of Anterloch, you should maintain Amunrahx's mountaintop lair, as it's an important part of his design as a villain.

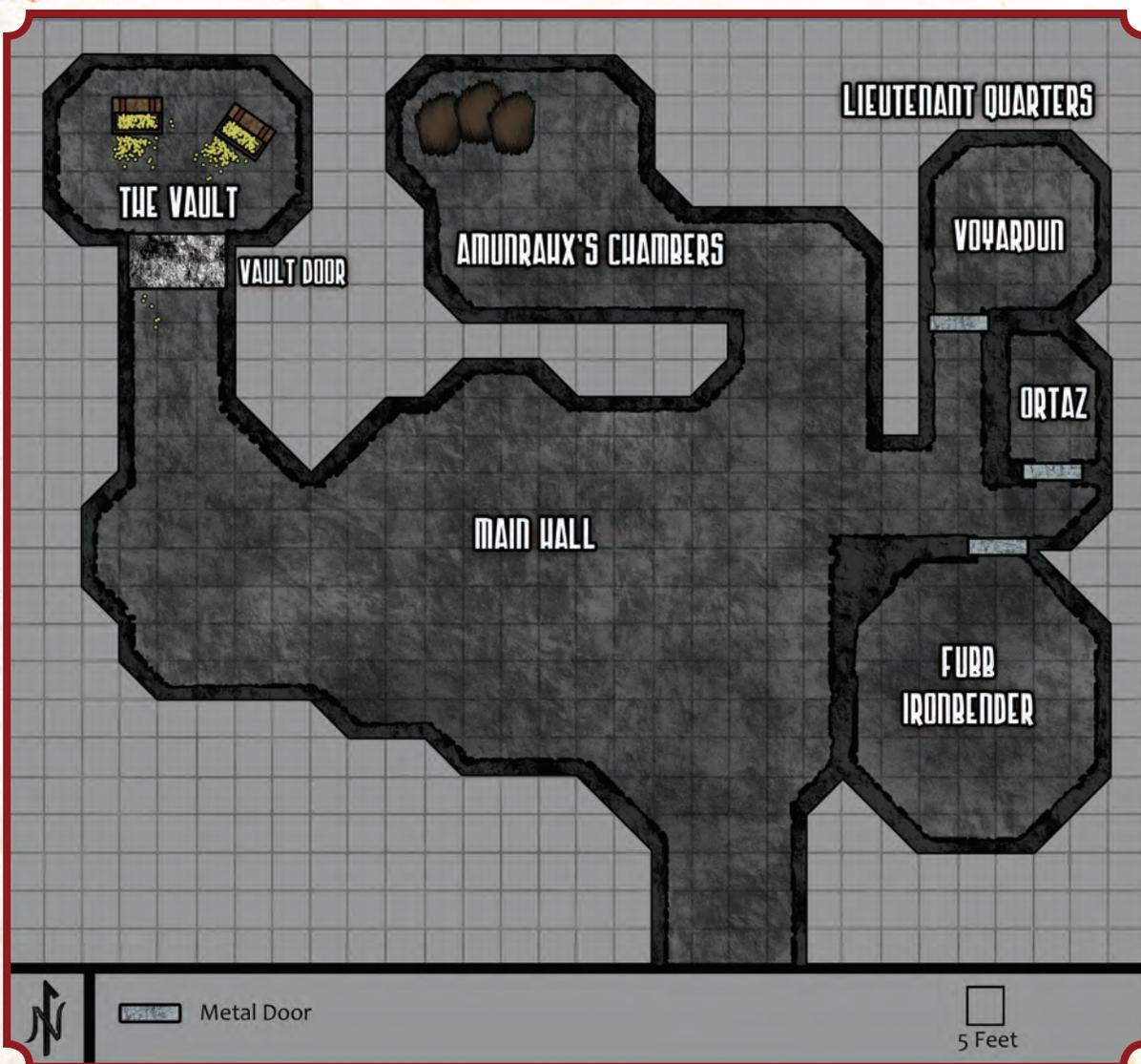
The Mountain Lair

Amunrahx is a red dragon, and red dragons like mountains. Once he has settled on a location, he begins carving out a large cavern system to house himself and his wealth. While he keeps much of his wealth in circulation, he does need some coin on-hand for purchases, bribes and admiring.

If Amunrahx successfully fortifies his lair (Scheme 6), the rooms gain additional defensive features detailed in their descriptions, as well as a contingent casting of *guards and wards*. This spell effect requires any creature who enters his lair to

speak the password “Iä Draconis” or it will activate immediately. The saving throw DCs for all *guards and wards* effects are 15, and the spell is treated as 6th level for purposes of *dispel magic*. Note that casting *dispel magic* only removes a single specific effect; it doesn’t end the *guards and wards* spell.

Room 1 - The main cavern, and the first place intruders are likely to end up. The main cavern is initially empty, but may be fortified with traps depending on how “Scheme 6” has transpired. The three exits here lead to three different chambers, and all are large enough to accommodate a dragon.



Amunrahx's Mountain Lair

If fortified, Amunrahx carves secret tunnels in the ceiling of each room, running between all of them (except the vault). The tunnels are large enough for him to traverse without issue, though he must use his climb speed, not his flying speed. Additionally, the *guards and wards* spell creates the following effects:

- Magical webbing covers the floor of this room, acting as the *web* spell.
- The illusion of a smooth stone surface appears over the secret tunnel in the ceiling, as a *major illusion* spell.

Room 2 - Amunrahx's personal chambers, the floors are lined with coin and lush furs. This is where the dragon sleeps. If plundered, the players can recover a total value of gold pieces equal to 200 times Amunrahx's current power. This is split among gold coins, gemstones, art objects and other valuables.

If fortified, the chamber is trapped with a fiery trap (see "Amunrahx's Surprise" sidebar) that targets anyone other than Amunrahx who enters the room. This trap rearms each round, and activates continuously, damaging any creatures other than Amunrahx that start their turn within his personal chambers. The *guards and wards* spell causes the following effects:

- Intrusion into the room activates an *alarm* spell, alerting the dragon telepathically of the intrusion.
- A *solid fog* spell activates in the room.

Room 3 - Amunrahx's vault, where he stores items of true value and his spending wealth. The vault is sealed by a massive stone slab, requiring a DC 26 Strength check to move. Amunrahx moves it by taking 20 on his Strength check, essentially spending as much time as is required. Without magical assistance, the players are unlikely to succeed on this check.

If plundered, the players can recover a total value of gold pieces equal to 500 times Amunrahx's current

AMUNRAHX'S SURPRISE

Tier 5, Cost 32, 4,440 XP

Mitigation Perception DC 15 Disarm DC 15

Trigger Magical Trigger (Cost 4)

Target Basic Targeting (Cost 0)

COMPONENTS

Universal Upgrades: Continuous (+15 Cost)

Energy Damage, Tier 3 (Cost 10), Upgrades: Saving Throw (+3 Cost)

DESCRIPTION

Creatures that start their turn in Amunrahx's Lair must make a Dexterity saving throw DC 15, taking 14 (4d6) fire damage on a failed save or half as much on a success.

power. This is split among gold coins, gemstones, art objects and other valuables. Additionally, Amunrahx stores all items of noteworthy value here. If he has taken something from the players, or acquired magical items of note, they'll most-likely be found here.

If fortified, the vault and its door are protected by a permanent *antimagic field* effect (negating magically-powered attempts to move the door). Additionally, the *guards and wards* spell causes the following effects:

- The vault is filled with *web* and *stinking cloud* spell effects.
- A *suggestion* spell is cast on anyone who walks into the vault, compelling them to drop all their possessions and leave, shutting the vault door behind them.

Room 4 - Lieutenant's quarters, where any recruited lieutenants can rest and recuperate. There is one room per lieutenant recruited, up to the maximum of three if Amunrahx recruits all the help he desires. These are well-furnished and ostentatious chambers; though each is still carved out of a cavern, there are numerous decorations and works of art on the walls. The players

can find a total value of gold pieces in each room equal to 100 times Amunrahx's current power.

If fortified, each room gains a metal door, locked with a key belonging to that lieutenant. These locks require a DC 32 Thieves' Tools check to successfully pick (thanks to an *arcane lock* spell effect on the door, keyed to the room's owner). Each room also gains a secret tunnel that leads to the main hall. The *guards and wards* spell creates the following effects:

- Secret tunnels in the rooms are cloaked by an illusion, as by the *major illusion* spell.
- A telepathic *alarm* spell alerts the lieutenant associated with the room to the intrusion.

Regional Effects

Amunrahx's domain consists of everything within 5 miles of his lair. As he grows in power, the size of his domain increases as indicated on the "Power" table. The following effects are always active while within the domain.

- Amunrahx is aware of the location of any coin, gemstone, or other form of currency that has ever been in his possession. If Amunrahx's power is 30 or greater, he also knows the identity of anyone who currently owns any coin, gemstone, or other currency he once owned. This does not foil stealth or attempts at concealment - instead affording the dragon a general understand of the location of the treasure, but nothing specific enough to be used in combat.

- When intelligent creatures are in a marketplace, store, or other place of trade in Amunrahx's domain, they must succeed on a DC 10 Wisdom saving throw or feel compelled to purchase something. The purchased item is always something of interest to them, and they will never spend more than 5% of whatever coin they are currently carrying. This is a charm effect. Each creature can only be affected by this once every 24 hours. Creatures not carrying money are immune to this effect.

THE TOWN OF ANTERLOCH

The town of Anterloch begins as a small village with very little to recommend it. There is a single blacksmith, one tavern, a general store, and a very laid back mayor, totaling a few hundred humanoids. The following table provides some insight into the city and how it grows, as well as suggested names and available services in the town.

TYPE	NAME	OWNER	SERVICES
Mayor's Office	Hall of Fair Leadership	<i>Mayor Isandra Westerby</i> Human woman, middle-aged. Friendly, doesn't like to work too hard.	None.
Tavern	The Resplendent Meadow	<i>Boris Chumka</i> Human man, middle-aged. Balding, gruff, hates strangers.	Ale, mead, bad food, lots of gossip.
General Store	Kells' Emporium	<i>Swently Kells</i> Halfling woman, young adult. Cheerful, bubbly, loves to haggle.	Generic items, no potions of any kind.
Blacksmith	Swords to Plowshares	<i>Rigby Sims</i> Human man, young adult. Enjoys his work, a little slow on the uptake	No weapons or armor, can acquire artisan's tools and other equipment .

After the town begins to grow, you can add additional points of interest, detailed on the table below.

TYPE	NAME	OWNER	SERVICES
Thieves' Guild	Shadowed Scale	<i>Vildy Winters</i> Half-elf woman, young adult Quick witted, charming, a suspicious character	Can acquire things... for a price. Refuses to steal from anyone in Anterloch.
Temple	In Warmest Spring	<i>Mauricio Montagane</i> Dragonborn man, adolescent Warm and welcoming, loves to talk, worships good-aligned dragons	A very small temple – more of a gazebo, really. Mauricio can cast 1 st and 2 nd level cleric spells for a donation of 50 and 150 gold pieces, respectively.
Blacksmith	Where Warriors Go	<i>Arvis Frendleton</i> Human man, middle-aged A little grumpy, all business, hates small talk	Offers surprisingly high quality weapons and armor. Refuses to talk about where he gets his materials, claims professional courtesy.
Marketplace	Anterloch Artisans	Communally owned by a number of artisans: <i>Misty Rells</i> Elf woman, painter <i>Shorin Shamblecrash</i> Dwarf man, stonecarver <i>Forbis Bortannis</i> Halfling man, gourmet chef <i>Teddin Trask</i> Human man, perfume maker <i>Sarcosa Rene</i> Half-elf woman, clothier and tailor	Each artisan offers merchandise at several price points, from entry level items for 10 gold pieces all the way up to incredibly fancy and overpriced goods at 500 gold pieces each.



AFTERMATH

Depending on how far Amunrahx's schemes have progressed before he is defeated, your players may be facing a catastrophe even if they triumph over the foul dragon. If the economy of the surrounding towns was crippled completely, it will take them decades to recover and restore trade routes. While your players likely have little stake in the economics of the region, it can be a good opportunity to involve them in the development and upkeep of their own town as the area rebuilds. For their assistance, they can almost certainly be granted land and a stronghold of their own.

In Anterloch itself, the 'Thieves' Guild likely reigns supreme. Unless the players take steps to deal with them, the guild quickly seizes control of the town.

They do a decent job of running it, keeping wealth in the city and protecting its citizens, but it's very much an organized crime town and there are problems with narcotics and corruption in government even if petty crime is kept off the streets.

The gold of Amunrahx is an interesting thing, and rather than describe exactly what happens, here are a few options to consider:

- ♦ All gold that belonged to Amunrahx disintegrates with his death. This is a rude option that may upset your players, but it will also save you from dealing with the ramifications of them coming into possession of potentially millions of gold pieces. Consider it if you don't trust your players to spend their money in ways that are fun and interesting to the game.

AMUNRAHX THE INTREPID

Large Dragon, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Insight +8, Stealth +4, Deception +8

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

TRAITS

Tomes: If Amunrahx has acquired the three tomes from his Finale, his Intelligence, Wisdom, and Charisma scores are improved to 16 (+3), 13 (+1), and 21 (+5), respectively after he finishes reading them (48 hours per book).

ACTIONS

Multiattack: Amunrahx makes three attacks: one with his Bite and two with his Claws.

Bite: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6): Amunrahx exhales fire in a 30 ft. cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

VOYARDUN, SORCERER LIEUTENANT

Medium Humanoid (Human), Lawful Evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Con +7, Wis +6, Cha +9

Skills Perception +6, Arcana +6, Insight +6, Deception +9, Persuasion +9

Damage Resistances fire, damage from spells

Senses passive Perception 16

Languages Common, Draconic

Challenge 10 (5,900 XP)

TRAITS

Magic Resistance: Voyardun has advantage on saving throws against spells and other magical effects.

Dragon Wings: Voyardun has a pair of red dragon wings growing from her back, giving her a flying speed equal to her current speed.

Spellcasting: Voyardun is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Voyardun has the following sorcerer spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, shocking grasp*
- 1st level (4 slots): *detect magic, identify, magic missile*
- 2nd level (3 slots): *web, hold person*
- 3rd level (3 slots): *counterspell, dispel magic, fireball*
- 4th level (3 slots): *wall of fire, greater invisibility*
- 5th level (2 slots): *cone of cold, seeming*
- 6th level (1 slot): *mass suggestion*
- 7th level (1 slot): *teleport*
- 8th level (1 slot): *power word stun*

ACTIONS

Poisoned Dagger: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

- The gold that belonged to Amunrahx tarnishes and corrodes, becoming equivalent to copper pieces in value. This diminishes the wealth acquired substantially while still letting your players profit.
- Nothing unusual. The gold is there. It's real. It's up to your players to decide what to do with it, but remember that everyone around is going to want a piece of the riches of Anterloch, and without a dragon watching over them, thieves will feel a lot braver.

Amunrahx's lieutenants, if they survive the final battle, will quickly disperse and seek their fortunes elsewhere. They may take a bunch of gold with them, if they can, but they have no loyalty to the town. They are open to making a deal with the players, forfeiting money in exchange for their lives.

The minions of Amunrahx disperse immediately, retreating to wherever they came from and seeking other, less dangerous means of employment.

SCALING BY LEVEL

The Challenge Level range of Amunrahx, 5 to 10, isn't intended to mean that the players meet him at level 5 and do battle with his minions until level 10, though it might work out that way if you're running a very fast-paced campaign. Instead, it means Amunrahx and his schemes all scale within that level range. A level 10 party can take on Amunrahx at the height of his power, battling through his minions and defeating the tyrant himself, though it won't be an easy fight. A level 5 party will need to weaken Amunrahx severely, seek help from other factions in the world, and can only defeat the dragon if they have a clever plan. That said, it's helpful to adjust the starting power of the villain based on what level the player characters are when you introduce Amunrahx to your game.

FUBB IRONBENDER, FIRE GIANT LIEUTENANT

Huge Giant, Lawful Evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR 25 (+7) **DEX** 9 (-1) **CON** 23 (+6) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

Saving Throws Dex + 3, Con +10, Cha +5

Skills Perception +6, Insight +6, Deception +9

Damage Resistances fire

Senses passive Perception 16

Languages Common, Giant

Challenge 9 (5,000 XP)

ACTIONS

Multiattack: The giant makes two greatsword attacks.

Greatsword: *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Rock: *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

Because Amunrahx can only gain at most 36 power from his schemes, this helps keep him a challenge for higher level groups. Don't adjust his power when the player characters level up; you want them to feel like they're gaining an advantage and getting stronger, not like they're in a video game where every creature is always scaled to their level.

PC LEVEL	STARTING POWER
5 th	0
6 th	0
7 th	10
8 th	15
9 th	25
10 th	30

ORTAZ, CLERIC LIEUTENANT
Medium Humanoid (Dragonborn),
Lawful Evil

Armor Class 18 (chainmail, shield)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR DEX **CON** **INT** **WIS** **CHA**
16 (+3) 10 (+0) 18 (+4) 10 (+0) 18 (+4) 12 (+1)

Saving Throws Con +8, Wis +8, Cha +5

Skills Perception +8, Insight +8

Damage Resistances fire

Senses passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

TRAITS

Life Domain: Healing spells that Ortaz casts restore additional hit points equal to 2 plus the spell's level.

Spellcasting: Ortaz is a 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Ortaz has the following cleric spells prepared:

- + Cantrips (at will): *sacred flame, guidance, light*
- + 1st level (4 slots): *healing word, cure wounds, inflict wounds, guiding bolt*
- + 2nd level (3 slots): *blindness/deafness, spiritual weapon, lesser restoration*
- + 3rd level (3 slots): *revivify, dispel magic, spirit guardians*
- + 4th level (3 slots): *freedom of movement, death ward*
- + 5th level (2 slots): *raise dead, scrying*
- + 6th level (1 slot): *heal*
- + 7th level (1 slot): *symbol, divine word*
- + 8th level (1 slot): *antimagic field*

ACTIONS

Mace: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Breath Weapon: Ortaz exhales a destructive cone of fire in a 15 ft. cone. Creatures in the area must succeed on a DC 16 Dexterity saving throw or suffer 18 (5d6) fire damage, taking half damage on a successful saving throw. After Ortaz uses his breath weapon, he can't use it again until he completes a short or long rest.

SCALING BY TIME

Many of Amunrahx's early schemes run in the background, which can be problematic for a group that plays infrequently. As a general rule, the more often your group meets, the more subtle your hints and rumors can be. It can be very helpful to encourage one or more players in your game to take notes during the session about what they feel is important, and then have them handle the recap at the start of the next session. This will clue you in to whether or not the players are picking up on the hints you're giving them. If they mention the rumors they've heard about Amunrahx, you know the plot is fresh in their minds. If they don't, you should amp things up and be more direct. And if they forget a crucial piece of information, don't be afraid to remind them. It's better to break character for a moment and have a conversation about important plot details than to have your players feel lost and confused because they didn't remember something from three months ago.

While not covered in the promo, in *Tyrants & Hellions*, this section will include a detailed description of how to adjust the encounter for games meeting weekly, bi-weekly, and monthly. It will talk through how to skip schemes for those sessions that meet infrequently, and how to expand schemes for more-frequent meetings.