

SIVITRI SCARZAM

Sivitri Scarzam was born with the blood of ancient sea dragons flowing through her veins. As a young girl, the ocean called to her, and many times her parents pulled her from its waters after she swam too far into its blue-green depths. As she grew, her sorcerous abilities began to surface with uncontrollable power—the tide would swell and tower before her in the form of a giant serpent, then crash at her feet. Often when this would happen, her eyes would roll back and she would begin speaking an unknown tongue.

People began to fear her, whispering that she was marked by evil. Sivitri did not understand the power that was emerging within her, and was terrified by what she might become. At night her dreams were filled with wild visions of a dark, underwater realm ruled by a scaled serpent that sat coiled in the dark, its cold eyes silently speaking to her, filling her mind with arcane symbols and magical secrets.

Her only refuge was the sea, and each time she entered its soothing depths the world faded into its deep blue void. In the embrace of the ocean Sivitri could know peace away from the chattering crowds and the confusion that clouded her mind. But she was always limited by how long she could hold her breath, her burning lungs forcing her back to the surface and its noise.

She began to stay under longer and longer until one night she entered the sea with no intention of returning to the surface. She surrendered to death. But instead of dying, Sivitri walked through a blinding veil into another realm. She passed into the Dragon Stronghold—an undersea dimension where the Scarzam dragons had created their lair—to find a great sea serpent waiting to reinstate her into the lineage of the ancient sea dragons. Her draconic blood had opened a portal to her birthright and a power beyond death—the ability to walk between worlds.

Sivitri stayed in the dragon's realm to learn magic that filled her blood with energy as she uncovered a history far older than the memory of humanity could fathom. Knowledge of that history instilled her with a purpose. When she emerged from the ocean years later, she was born anew. Her mortal self was long gone and her reign of immortal power had begun.

ITEMS

As a planeswalker, Sivitri has traveled all over the multiverse. And as a master of magic, she's amassed a small trove of magic items (feel free to choose several from the *Dungeon Master's Guide*). In addition, here are two iconic items that Sivitri has fashioned herself:

SCARZAM ARMOR

Sivitri created the *Scarzam armor*, forging it in the cold fire located at the center of the Dragon's Stronghold



where Sivitri learned about her draconic bloodline. It has the following properties:

- The *Scarzam armor* magically bonds to the wearer's skin upon attuning, covering it with a flexible but strong chiton, adding +3 to Strength up to a maximum of 21. While wearing this armor, you also gain a +3 bonus to your AC.
- The armor grants the wearer the Amphibious trait, allowing them to breathe air and water.
- The wearer gains a swimming speed of 40 ft.

SCARZAM SADDLE AND BRIDLE

This saddle and bridle were created by Sivitri especially for riding the Scarzam dragon and its magic effects only work on that particular kind of dragon. The saddle is made from shark skin and adheres to the dragon's hide like a barnacle. The bridle is fashioned from silver and is inscribed with magic sigils. The bridle and saddle have the following properties:

- While in the saddle, the rider and the dragon can communicate telepathically.

- While conscious, the rider can't fall off the dragon, even if inverted or swimming underwater. They can be knocked off by an opposing force (such as being buffeted by an air elemental's whirlwind attack).
- While in the saddle, the rider can speak and understand Draconic.

USING SIVITRI IN YOUR GAME

Sivitri Scarzam is a powerful sorcerer and there are many ways she can interact with the characters in your game. She could be looking for an ancient magic item that she needs to attain the next level of power. She could need the assistance of adventurers to lure a foe into her clutches or to acquire an object for her. She could also be the mousetrap that is guarding a very delicious piece of magic cheese that the adventurers are set on stealing from within her tower (or underwater sanctum). Here are a few ideas:

FOIL THE PLAN

While on a search for a powerful magic item, the trail leads the adventurers to Sivitri's island. They must sneak onto her island and attempt to break into her tower and

steal the magic item before she uses it to create a tsunami and wipe out a city. Sivitri has a host of giant crabs, merrow, sharks, and other ocean critters guarding her lair. Those monsters stand in the way, but if the characters are too loud or clumsy in their assault, the ruckus might bring the wrath of Sivitri herself down on their heads.

HEAL THE DRAGON

In this scenario, Sivitri's dragon is dying and she doesn't know how to cure it. When the characters hear of this via a rumor, one of them may remember a dream, a vision, or a story from a venerable grandmother about how to cure the dragon. It may be that they need to get a special blend of herbs that can only be found in certain areas of the world, or they need to procure a special magic item and sacrifice something dear to them to get the antidote that heals the dragon.

DRAGONNAPPED

In this adventure, the Scarzam dragon has been taken to the Abyss by a balor and its demonic host. Sivitri needs some high-level adventurers to help her get it back before the demons roast it over an Abyssal fire.

SIVITRI SCARZAM

Medium Humanoid (Human)

Armor Class 20 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	21 (+5)	25 (+7)	20 (+5)	24 (+7)

Saving Throws Dex +13, Int +14, Cha +14

Skills Arcana +14, History +14, Insight +12, Persuasion +14

Damage Resistances poison; lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 15

Languages Aquan, Common, Draconic

Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Amphibious. Sivitri can breathe air and water.

Legendary Resistance (3/Day). If Sivitri fails a saving throw, she can choose to succeed instead.

Benthic Mind. Sivitri is immune to magic that would ascertain her thoughts, truthfulness, alignment, or creature type.

Planeswalker. Sivitri can use an action to cast the *plane shift* spell (no spell slot or components required), targeting herself only, and travel to the chosen plane, or from that plane back to the Material Plane. Once she uses this boon, she can't use it again until she finishes a short rest.

Actions

Multiattack. Sivitri makes four attacks, three attacks with her

chilling hair, deathly claw, and poison quill in any combination, and one spell attack.

Chilling Hair. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) cold damage.

Deathly Claw. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage and 10 (3d6) necrotic damage. If hit points are lost this way, Sivitri gains 10 hp.

Poison Quill. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and 10 (3d6) poison damage.

Spellcasting. Sivitri casts one of the following spells, using CHA as the spellcasting ability (spell save DC 17, +14 to hit with spell attacks):

At will: *control water, frostbite*

3/day each: *lightning bolt, wall of water*

2/day each: *cone of cold, eyebite*

1/day each: *chain lightning, power word stun*

Legendary Actions

Sivitri can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sivitri regains spent legendary actions at the start of her turn.

Swift Move. Sivitri moves up to her speed.

Attack. Sivitri makes one attack with her chilling hair, deathly claw, or poison quill.

Freezing Gaze (Costs 2 Actions). Sivitri can look at one creature. That creature must make a DC 26 Constitution saving throw, taking 44 (8d10) cold damage and be paralyzed for 1 minute on a failed save, or half as much damage and not paralyzed on a successful one.

SCARZAM DRAGON

The Scarzam dragons were once powerful and feared, and all save one have been wiped out. This dragon is now the last of its kind and is bonded to Sivitri by blood. Some claim that Sivitri was the creator of these unique dragons, while others say that long ago the Scarzam dragons foresaw their demise and mingled their blood with humanity, in the hopes that one day the bloodline would bring forth a human who could be a champion of their lineage.

SCARZAM DRAGON

Huge Dragon

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	20 (+5)	16 (+3)	18 (+4)	17 (+3)

Saving Throws Str +12, Con +10

Skills Perception +9, Stealth +9

Damage Immunities Cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one Bite attack and one Tail attack. It can choose to replace its Tail attack with its Constrict attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 30 feet away from the dragon and knocked prone.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one creature. *Hit:* 18 (2d10 + 7) bludgeoning damage and 16 (3d10) lightning damage and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the dragon can't constrict another target.

Electric Breath (Recharge 5–6). The dragon exhales a 60-foot cone of crackling energy. Each creature in that area must make a DC 19 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Move. The dragon moves up to its speed.

Tail. The dragon makes one Tail attack.

Bite (Costs 2 Actions). The dragon makes one Bite attack.