

BROADSWORD



ADVENTURES FOR FIFTH EDITION
VOLUME 3 NUMBER 3 ISSUE 24

NEW FOES AND NEW MAGIC ITEMS
RECRUITING AND LEADING AN ARMY
GUIDE TO ANCIENT RED DRAGON TACTICS
HOW TO FORGE MAGIC ITEMS WITH SJELESTEIN
5 FULL-LENGTH ADVENTURES FOR FIFTH EDITION

SPECIAL ISSUE: DRAGONS

VOLUME III NUMBER 3 ISSUE 24

HERE BE DRAGONS

This issue of *BroadSword* focuses on the most famous creature of the world's oldest role-playing game. Facilitated by *BroadSword*'s unique adjustable difficulty system, you can pit parties of any experience level tier against these draconian foes.

A particular stand-out adventure is *Heroes' Feast*, wherein the party may recruit an entire army to help in their endeavor to destroy that most fearsome of foes: an ancient red dragon!

Additionally, players will find themselves puzzling out the properties of an interesting arcane bauble in the form of Sjelestein, a rare mineral that is forgeable into wondrous magical items in *The Forgedragon*.

Enjoy, and we'll see you next issue!

-Scott Craig

CREDITS

EDITOR-IN-CHIEF

Scott Craig

EDITING AND PROJECT COORDINATION

Laura Jordan

HEAD WRITER

Dave Hamrick

STAFF ARTIST

Matias Lazaro

COVER ARTIST

Liu Zishan

PROOFREADING

Laura Jordan, Roger Pugh, and the DMDave Irregulars (consisting of Jeff Maynor, Martin Maenza, Tyler Roark, Chris Spradlin, Felix Stock, and Nathaniel Weinstein)

PHYSICAL SYSTEMS DESIGN

Scott Craig ~ Vault of Wonders, LLC

MANUFACTURING

Amazon Kindle Direct Publishing



TABLE OF CONTENTS

Using this Book 4

ADVENTURES

Heroes' Feast: Lair of the Red Dragon 6

Dave Hamrick



The Sunken Temple 26

John K. Webb



Dungeons & Lairs: Fey Dragon Forest 40

Dave Hamrick



Dungeons & Lairs: White Dragon Cavern 54

Dave Hamrick



The Forgedragon 66

Dave Hamrick



APPENDICES 80

OPEN GAME LICENSE 102

BroadSword Adventures for Fifth Edition Issue 24 is copyright 2022 Hamrick Brands, LLC

"BroadSword Adventures for Fifth Edition" is trademark 2022 Hamrick Brands, LLC

BroadSword Adventures for Fifth Edition template designed by Scott Craig ~ Vault of Wonders, LLC

*The monster came quickly toward him,
Pouring out fire and smoke, hurrying
To its fate. Flames beat at the iron
Shield, and for a time it held, protected
Beowulf as he'd planned; then it began to melt,
And for the first time in his life that famous prince
Fought with fate against him, with glory
Denied him. He knew it, but he raised his sword
And struck at the dragon's scaly hide.*

-anonymous Saxon poet circa AD 900, *Beowulf*

USING THIS BOOK

DMDAVE ONLINE

DMDAVE DISCORD SERVER

Discord is a gaming communication app for your phone and computer where you can connect with fellow 5e enthusiasts. There are thousands of DM-Dave patrons online—gaming, discussing all things 5e, and sharing memes. Join the community and stay for the banter! To access the server, you must be a DM Dave Patreon member at any level.

DMDAVE PATREON

Patreon is a membership platform that allows creators and artists like DM Dave to release brand new content through a subscription service. DM-Dave offers exclusive Fifth Edition adventures and content, plus additional perks, to patrons at various monthly membership costs starting at 7 USD.



BROADSWORD ONLINE STORE



You can purchase BroadSword Adventures for Fifth Edition books in the DM Dave.com Shop! Digital downloads or physical books are offered as single books, special bundles, and even 3, 6, or 12 book subscriptions.

ROLL20 ADVENTURES

DM Dave adventures are available in the Roll20 library where you can purchase the complete VTT setup. The adventures include artwork, professional maps, dynamic lighting, and customization options. Save time and enhance your favorite parts of RPG tabletop play!



ABBREVIATIONS

The following abbreviations are used in this book.

General Abbreviations

GM = game master
PC = player character
NPC = nonplayer character
APL = Average Party Level
CR = Challenge Rating
Save = saving throw
≥ / ≤ = at least / at most
DC = Difficulty Class
XP = experience points
pp = platinum piece(s)
gp = gold piece(s)
ep = electrum piece(s)
sp = silver piece(s)
cp = copper piece(s)

Damage Types

Acid = Acid
Bldg = Bludgeoning
Cold = Cold
Fire = Fire
Frc = Force
Ltng = Lightning
Nec = Necrotic
Prc = Piercing
Psn = Poison
Psy = Psychic
Rad = Radiant
Slsh = Slashing
Thdr = Thunder

Quick Stat Blocks

hp = hit points
AC = Armor Class
Tiny = Tiny
Sml = Small
Med = Medium
Lrg = Large
Huge = Huge
Garg = Gargantuan
PP = Passive Perception
PB = Proficiency Bonus
BA = Bonus Action
Ac = Action

Alignment

U = unaligned
A = any alignment
E = any Evil
G = any Good
C = any chaotic
L = any lawful
LG = Lawful Good
LE = Lawful Evil
LN = Lawful Neutral
N = Neutral
CG = Chaotic Good
CE = Chaotic Evil
CN = Chaotic Neutral
NE = Neutral Evil
NG = Neutral Good

UNDERSTANDING THE FORMAT

A creature's name appearing in **bold type** is a visual cue informing the GM that the monster is present. Established creatures may be found in the *MM*. New creatures are fully detailed in the Appendix of this book. Also, see Quick Stat Blocks on page 5.

Spells, items of equipment, and *magic items* mentioned are likewise described either in the core rulebooks or the Appendix of this book.

Text that appears in brackets like this is meant to be read aloud or paraphrased for the players when appropriate.

Text that appears outside of the normal text flow in a shaded box like this is additional information meant for the GM.

QUICK STAT BLOCKS

Truncated versions of monster stat blocks (“quick stat blocks”) appear in each adventure to serve as easy references for the GM. These quick stat blocks are efficiently compressed versions of full stat blocks. A busy GM is reminded with a quick glance of the most important data points of a monster during an encounter.

An example:

Elephant (1); Huge beast; **AC** 12; **hp** 76; **Spd** 40ft; **Str** +6, **Dex** -1, **Con** +3, **Int** -4, **Wis** +0, **Cha** -2; **PB** +2; **Senses** PP 10; **AL** U; **CR** 4; **XP** 1,100.

► Melee. Gore (+8, 5ft, 3d8+6 prc, if moved ≥ 20ft, target DC 12 Str save or prone. If target prone, 1 stomp as BA); Stomp (+8, 5ft, 3d10+6 bldg).

MUST-HAVE TOMES

To run these adventures, you will need access to the three core Fifth Edition rulebooks, abbreviated herein as *PHB*, *DMG*, and *MM*.

GENERIC DUNGEON KEY

1 square = ten feet. Art by Tim Hartin

Door	Trap
Double door	Stairs
Secret door	Bars/gate
Secret trap door in floor	Wooden planks
Concealed door	Dais/raised platform
False doors	Fountain
Pillar	Pool
Statue	Chute Trap
Altar	Throne
Covered pit trap	Magic circles
Open pits	Thaumaturgic circle
Wells	Pentagram
Tapestry/curtain	Elevation lines
Downward slope arrow	Brazier
Turn-around trap	Teleporter
Illusionary wall	Teleporting pillars
Rubble	
Sarcophagus	
Falling block trap	
Mirror	

FACSS ICONS

The Fantasy Adventure Classification Semiotic Standard (FACSS) is used to communicate with a glance the particulars of the included adventures.

Suggested Party Tier of Play

Scalable adventure for various APL



Adventure Scope

Single Encounter

Standalone Adventure

Serial Adventure

Dominant Theme

Politics or Intrigue

Gonzo Superscience

Social Interaction

Horror

Classic Swords & Sorcery

Mystery

Warfare & Mass Battles

Adventure Setting

Nautical

Aerial

Outer Space

Dungeon or Cave

Overland or Wilderness

Extra-planar

Urban

HEROES' FEAST



This Tier III adventure is suitable for characters of experience levels 11-16.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A wilderness environment and a dungeon crawl environment are the primary location settings of this scenario.



Social interaction and warfare are the primary themes of this scenario.

Written by **Dave Hamrick**

Cartography by **Tom Cartos**

Art by **Matias Lazaro, Daniel F. Walthall, William McAusland, Rick Hershey, Maciej Zagorski, and Miguel Santos,**

ADVENTURE SUMMARY

The adventure pits the characters against a deadly ancient red dragon. An ancient red dragon is a significant challenge for a party of this level and will require every ounce of their strength and cleverness. If the characters rush into the encounter, they will surely be killed by the dragon. They must spend time researching their adversary to ensure survival against the menace.

LEVEL PROGRESSION

The player characters should gain about one half of an experience level if they complete this adventure.

GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Information may be found in the *PHB*, *DMG* or *MM*. Also see OGL Creature below.

Monsters

Ancient red dragon
Fire elemental
Fire giant
Magmin
Noble
Salamander
Tribal warrior

Spells

Forbiddance
Mind blank
Plane shift
Private sanctum

Magic Items

Elven chain
Nine lives stealer
Oil of sharpness
Potion of speed
Potion of stone giant strength
Potion of supreme healing
Ring of fire resistance
Ring of mind shielding

OPEN GAME LICENSE CREATURES

The following are released under the Open Game License and may be found in the Appendices:

Armed peasants
Trained warriors
Experienced veterans

OMERIA PLACEMENT

By default, this adventure takes place in Omeria in the northwestern part of The Summer Land. Be sure to familiarize yourself with the details of Presson's Enclave and its laws against conjuration, enchantment, and transmutation before you run this adventure in the campaign setting book *Pexia's Guide to Omeria*.

SKILL CHALLENGES

Skill challenges simulate an attempt to perform a task that takes longer and is usually harder than a single ability check. In its most basic form, the characters make a series of ability checks with the goal of earning a required number of successes before accumulating a maximum number of failed checks (similar to how death saving throws work).

Usually, the players decide which checks they want to contribute to the skill challenge. Typically, the characters may perform a given ability check only one time; if they attempt to repeat an ability check, they make the second check with disadvantage. The ability checks they make are lumped into two categories: primary and secondary. Both types of ability checks have their own DCs—more often than not, the secondary check DCs are 5 or higher than the primary check DCs. The skill challenges usually list the primary skills used for the challenge. All other skill checks contributed to the challenge are considered secondary. The characters are free to use any skill they like for secondary so long as they can give a good (and creative!) reason why it would help with the overall skill challenge. Any character can contribute a skill check to the challenge, and a character can make more than one check if they like.

So long as the characters achieve the required number of successes before achieving the number of failures for the challenge, the challenge is successful. The results for success and failure are detailed in the skill challenge's description.

THE NATURE OF HEROISM

This adventure asks a lot of characters. After all, it's an 11th-level adventure that pits a party of underqualified heroes against one of the greatest threats in the entire game. Their chance for survival is slim to none. And you, as the gamemaster, should recognize this before you run this game. *The party will probably die.* But will their deaths be in vain?

Heroes' Feast is not a normal Fifth Edition adventure. Often, players joke about "it's what my character would do!" But if they knew that they were up against an adventure where they would likely die without any chance of resurrection, would they willingly go into it? Are they the heroes that they say they are, or are they nothing more than loot-hungry mercenaries?

Soon after you reveal the nature of this adventure's threat, present this idea to the characters.

"Would your character go on this quest? Would they die to fight an evil far more powerful than anything they've ever faced? Or would they turn it down and leave it to the next hero?"

Hopefully, this adventure will showcase true heroes, those willing to risk their lives and souls to defeat the dragon, while concurrently revealing the selfish and cowardly. Furthermore, it will show those willing to think outside the box to defeat a great foe.

Take caution, traveler. There be dragons.

ADVENTURE HOOK

The characters gather in the Summer Land town of Farncombe to celebrate the 70th anniversary of the end of the War of the Burning Plains. The event is called the Heroes' Feast. Sharing its name with the cleric spell of the same name, the Heroes' Feast sees a variety of cooks from across The Summer Land gather and prepare an extravagant meal for hundreds of Pressonians. As heroes of great renown, the characters are treated as the guests of honor, each one granted a seat at the head of one of the long feast tables.

The pleasant fall weather makes for an enjoyable evening. There's feasting, drinking, dancing, and carousing. Even Anorians and Roe'd'gope join in the festivities, putting aside their cultural differences to celebrate the defeat of the dragons.

When darkness falls, the Pressonians set ablaze a colossal wooden effigy of Tostrasz the Enormous, the ancient red dragon leader of the Great Chromatics. While the revelry continues, someone notices something strange silhouetted against one of Casar's fat autumn moons. At first, the Pressonians think that it's all part of the event. Surely, it must be. After all, no dragon has come this close to The Summer Land in over fifty years. But then panic sets in. It's a *real* dragon.

The great beast swoops down from the sky and belches a great column of fire. Instantly, its breath incinerates dozens of Farncombe's citizens. Straw-thatched roofs ignite. Startled horses yank at their tethers and kick at their masters.

Before anyone has time to react, the dragon is gone. It flies west into the Basilisk's Spine Mountains where its titanic roar echoes across the land.

ADVENTURE BACKGROUND

The dragon's name is Auntyrakkan (pronounced "on-TEAR-a-kin", but colloquially known as "Auntie Rakin"). Auntyrakkan is one of only three ancient red dragons still alive on Casar. After the Pressonians defeated the Great Chromatics in the War of the Burning Plain, Auntyrakkan fled to Aegreya along with the other dragons. But Auntyrakkan's elemental blood boiled with rage and resentment. For decades, he felt that the retreat was foolish and that the dragons could have fought harder to hold onto their claim of The Summer Land. Finally, the dragon snapped and left its chambers in Vast'r Draconis. Ironically, Auntyrakkan had no idea that the Pressonians were celebrating Heroes' Feast. It was just a coincidence that he attacked when he did.

After Auntyrakkan attacked Farncombe, he returned to his old lair hidden in the heart of a volcano named the Living Summit in the Basilisk's Spine Mountains. Much to his surprise, his old hoard still hid in its old cavern, most of it melted from long exposure to extreme heat. Settled back in, the dragon began his plot to take back his birthright: the lands of men.



SCENE 1 - HELPING FARNCOMBE

The adventure gets underway immediately after Auntyrakkan makes his attack on Farncombe. Using its legendary actions, the dragon can move up to 280 feet per round while flying. It's unlikely the characters can catch up to the dragon before it escapes. Furthermore, the village is in danger. The fires burn out of control and many of its people are injured. Livestock and mounts, both staples of Farncombe's meager economy, flee in terror.

The characters can help Farncombe's citizens in one of the following ways.

CALMING ANIMALS

Many of Farncombe's animals panicked during the attack. If they aren't calmed, many will get injured or flee. A character can make a skill challenge to calm the animals (see Skill Challenges at the beginning of this book for details on how they work).

Resources: Each skill check related to this skill challenge takes 5 minutes to perform. Characters may perform their skill checks concurrently and may participate in different skill challenges in this scene. For every 5 minutes that the characters wait to participate in this skill challenge, increase the DC for each check by 1.

Difficulty: The DC for each primary skill and bonus skill is 15 and the DC for each secondary skill is 20.

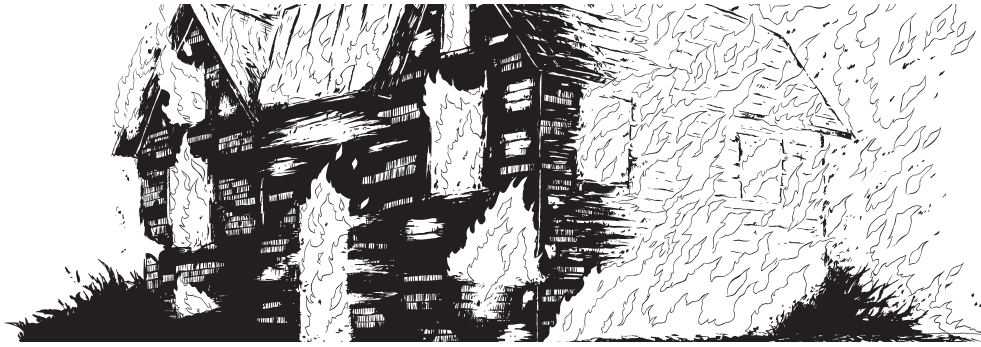
Complexity: The characters must achieve 4 successes before they suffer 2 failures.

Primary Skills: Animal Handling, Athletics, Nature

- ▶ *Animal Handling (DC 15).* You try to calm one or more animals. A character who makes this check while aided by another character who is proficient in Animal Handling makes the check with advantage. - Athletics (DC 15).* Some of the animals require the characters to dash after them, leap over obstacles like fences or knocked-over carts, and sometimes grapple with them. First success with this skill grants a +2 bonus to all additional checks made related to this skill challenge.
- ▶ *Nature (DC 15).* Spending a moment to consider the best way to help the animals. First success with this skill opens up the use of the Medicine skill.
- ▶ *Medicine (DC 15).* Many of the animals are wounded and need medical attention.

Success: The characters save most of Farncombe's livestock and mounts. The character's reputation with the people of Farncombe increases by 1. This is important later when dealing with the citizens of Farncombe.

Failure: Many of Farncombe's animals flee or die during the disaster. Farncombe's economy suffers for years.



EXTINGUISHING FIRES

Auntyrakkan's elemental-powered fire breath ignited many of Farncombe's buildings. These homes and businesses now burn out of control. If the characters wish to stop the fires, they must perform a special skill challenge detailed below.

Resources: Each skill check takes 5 minutes to perform. Characters may perform their skill checks concurrently and may participate in different skill challenges in this scene. For every 5 minutes that the characters wait to participate in this skill challenge, increase the DC for each check by 1. If a spellcaster casts a spell that creates water or deals cold damage in a large area (such as *control weather* or *ice storm*) reduce the DC for each check by 5.

Difficulty: The DC for each primary skill and bonus skill is 15 and the DC for each secondary skill is 20.

Complexity: The characters must achieve 8 successes before they suffer 4 failures.

Primary Skills: Athletics, Perception, Persuasion

- ▶ **Athletics (DC 15).** The characters must work quickly to extinguish the flames, using water, sand, or whatever else they can get their hands on. If the characters achieve a success with Persuasion, they may make this check with advantage.
- ▶ **Perception (DC 15).** The characters identify the parts of the village they should target first. First success on this skill grants a +2 bonus to all checks related to this skill challenge.
- ▶ **Persuasion (DC 15).** Using calm, concise directions, the characters can direct other volunteers to help them put out the fires. First success with this skill grants advantage on all future Athletics checks made to extinguish the fire.

Success: Although it's impossible to prevent all the damage the dragon did with its breath, the characters save enough homes and businesses to prevent a total disaster. The character's reputation with the people of Farncombe increases by 2. This is important later when dealing with the citizens of Farncombe.

Failure: The village suffers severe property damage, leaving many of Farncombe's citizens homeless. With winter coming, this might be a death sentence for many of these poor folks.

HEALING THE INJURED

Over a dozen of Farncombe's citizens were injured during Auntyrakkan's strafe. And many more suffer from wounds. If they aren't helped, the loss of life will be great. The characters must perform a skill challenge to save lives.

Resources: Each skill check takes 5 minutes to perform. Characters may perform their skill checks concurrently and may participate in different skill challenges in this scene. For every 5 minutes that the characters wait to participate in this skill challenge, increase the DC for each check by 1.

Difficulty: The DC for each primary skill and bonus skill is 15 and the DC for each secondary skill is 20.

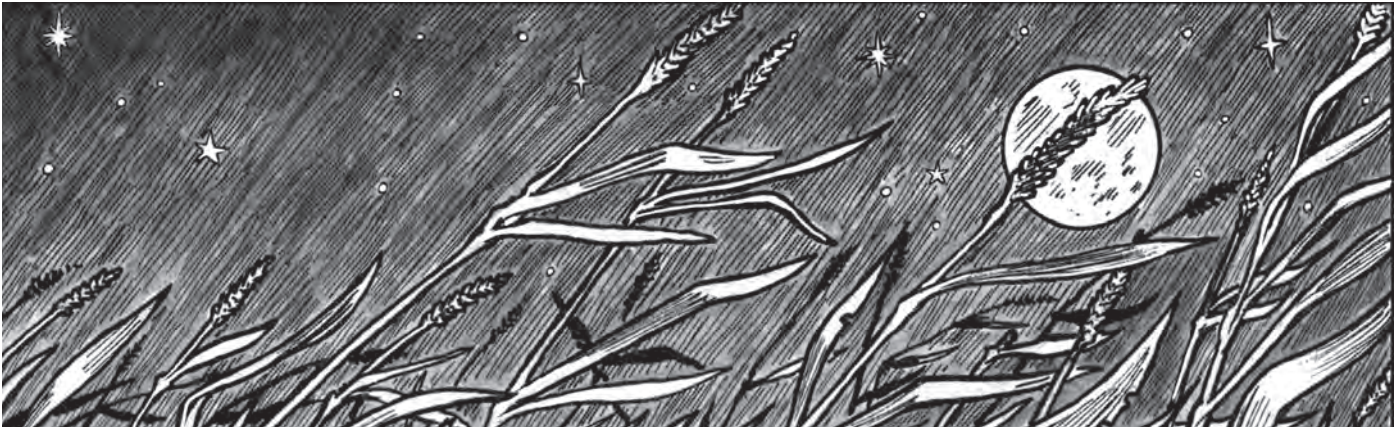
Complexity: The characters must achieve 6 successes before they suffer 3 failures. At least one success must be from a Medicine check.

Primary Skills: Arcana, Insight, Medicine

- ▶ **Arcana (DC 15).** Dragon fire does not function like normal fire does. First success with this skill grants advantage to Medicine checks related to this skill challenge.
- ▶ **Insight (DC 15).** Good bedside manners go a long way. First success with this skill grants a +2 advantage to all medicine checks related to this skill challenge.
- ▶ **Medicine (DC 15).** No matter how clever the characters are, they will need to perform some sort of healing on the injured. A character can reduce the DC for this check by using a spell or feature that heals wounds, such as the *cure wounds* spell or a Paladin's Lay on Hands. Each hit point healed in this way reduces the DC by 1.

Success: Healing the injured is the best way to improve the character's standing with the people of Farncombe. The characters' reputation with the people of Farncombe increases by 3. This is important later when dealing with the citizens of Farncombe.

Failure: Many of Farncombe's citizens die from their painful burns. Dark days ahead as many of Farncombe's citizens participate in funerals for their kin.



SCENE 2 - KNOW YOUR ENEMY

After the characters finish dealing with the disaster in Farncombe, they will likely set their sights on the cause of the destruction: the dragon, Auntyrakkan. If they don't immediately rise to the occasion, Farncombe's leader, Panagiota "Pana" Vlahouli (LN female Pressonian human **noble**), challenges the characters to do what's right.

Of course, it's not easy tracking a flyer in the middle of the night. Even if the characters manage to handle all of Farncombe's problems in only 30 minutes, Auntyrakkan will be 15 miles away from the village by the time they start their search. And by morning, the dragon will be back inside its lair roughly 250 miles away from Farncombe.

TRACKING AUNTYRAKKAN

If the characters are bound and determined to track the dragon immediately after its assault on Farncombe, they can track it by heading in the direction it flew and making a series of ability checks.

In the first hour that the characters start their search for Auntyrakkan, a character must make a DC 10 Wisdom (Perception or Survival) check, the character's choice. On a success, the characters are able to follow Auntyrakkan's path for 1 hour, at the end of which they must repeat the check. So long as the characters continue to succeed on checks made to follow Auntyrakkan, they can travel after the dragon for 1 hour. Each time the characters fail a check to find Auntyrakkan or any time 8 hours pass, increase the DC for each subsequent check by 1.

Moving at a normal pace, the characters must succeed on 60 checks to discover where Auntyrakkan went.

PREPARATIONS (DOWNTIME)

Wise characters will know that they must ready themselves against this threat if they are to stand a chance against it. Doing so will require multiple days of research, planning, and preparation. This involves downtime.

As discussed in other Fifth Edition books, downtime activities allow players and GMs to transform the time between adventures (and game sessions) into a compelling part of the campaign. The downtime activities featured here help the characters lay the groundwork for their inevitable fight with Auntyrakkan.

Complications and Rivals. Many of the downtime tasks presented in this section might introduce an ongoing complication to the adventure. Some of the complications take the form of rivals, others that stand to gain from the characters' failures. Ultimately, complications are used as a tool to advance and lead the ongoing plot of the adventure.

When a character performs a downtime task, consider what complications might arise from the task—even if it succeeds. Furthermore, consider who will benefit from the characters' downtime. Most of the downtime tasks explain when and where to introduce complications. However, if such details aren't given and you aren't sure when or where to introduce a complication, each time one or more characters participate in a downtime task, roll a d10. On a result of 1, a complication occurs. Use the task's respective complication table to determine the nature of the complication and whether or not it involves a rival.

DOWNTIME ACTIVITIES

The characters are free to perform downtime activities found in other books. However, to successfully complete this adventure, they will need to successfully execute some of the downtime tasks described below.

The length of time required for all of these downtime activities varies, but typically takes a minimum of one workday. All the normal rules for downtime must be followed by a character undertaking the downtime activity, including spending 8 hours each day engaged in that activity for the day to count toward the activity's completion.

Find the Dragon

Before the characters can face Auntyrakkan, they must first find the dragon.

Resources. Learning the whereabouts of Auntyrakkan's lair requires at least one workday of effort and incurs 200 gp spent paying for information and assisting those affected by the disaster.

Resolution. A character makes a Charisma (Persuasion) or Wisdom (Survival) check. The DC for the check equals 30. Subtract 1 from the DC for every day that has passed since the dragon's attack on Farncombe. The characters gain a +1 to the check for every workday they spend beyond the first and may also add the reputation they earned in Farncombe to the result.

On a success, the characters learn the exact location of Auntyrakkan's lair.

If the characters do not perform this downtime task or they cannot succeed at the task, they learn through word-of-mouth the location of Auntyrakkan's lair after 30 days.

Complications. In a perfect world, a danger like a dragon should unite the people and place no obstacles in the characters' path. Unfortunately, Omeria isn't a perfect world. Plenty of Pressonians wish to turn the entire affair into a political matter. Every workweek spent searching for the dragon (rounded up) brings a 10 percent chance of a complication, examples of which are on the Find the Dragon complications table below.

Find the Dragon Complications

d6 Complication

- 1 The characters accidentally offend locals affected by the dragon's wrath.*
- 2 A shrewd politician believes that the characters had something to do with the dragon's sudden appearance and believes that the characters' quest is nothing more than a ploy to build favor in the area.*
- 3 Dragon cultists confront the characters, demanding that they leave the dragon alone.*
- 4 The characters discover more people affected by the disaster who want the characters to spend time helping them fix their destroyed farm.
- 5 An uptight politician believes that dealing with the dragon is a huge waste and believes that the characters' efforts are better focused elsewhere.*
- 6 Worshipers of Yrena, the goddess of destruction, believe that the dragon's arrival is an omen that should be revered.*

*Might involve a rival.

WHAT ABOUT MAGIC?

The characters might want to use divination to find Auntyrakkan. Unfortunately, Auntyrakkan spent much of his youth protecting his lair from prying eyes and intruders. In addition to the other features noted in Scene 4, Auntyrakkan's lair is protected with permanent castings of both *private sanctum* and *forbiddance*. Sound can't pass through the barrier at the edge of the warded area. Thick smoke surrounds the mountain, preventing vision (including darkvision) through it. Sensors created by divination spells can't appear inside the lair, and creatures in the area can't be targeted by divination spells. Nothing can teleport into or out of the lair, and planar travel is blocked. The entire location is proofed against all forms of planar travel, and prevents creatures from accessing it by way of the Astral Plane, Ethereal Plane, the realm of the fey, the realm of shadow, or the *plane shift* spell. When a celestial, elemental, fey, fiend, or undead first enters the area or starts its turn there, the creature takes 27 (5d10) radiant damage. Creatures of these types already inside the lair are immune to this effect.



Research the Dragon

While the characters probably know they're facing a red dragon, they will need to learn what type of dragon that they're facing.

Resources. The characters need access to those who witnessed the dragon in action. The characters must then spend at least one workday and at least 50 gp spent on material, gifts, and reparations for the damage the dragon dealt during the assault.

Resolution. One of the characters makes a Charisma (Persuasion) check with a +1 bonus per 50 gp spent beyond the first 50 gp plus a +1 bonus for each additional workday spent interviewing Farncombe's citizens. The characters also add their reputation among Farncombe's citizens to the result. A character with a passive Intelligence (Arcana) score of 19 or better makes this check with advantage. Determine how much the character learns about the dragon using the Research Outcomes table.

Research Outcomes

Check Total	Outcome
1-5	Nothing important learned.
6-10	The dragon was enormous, measuring over 50 feet in length. Its size is Gargantuan, suggesting it was an ancient red dragon.
11-20	The dragon had sharpened spikes running down the length of its back and a large, floppy dewlap. This means it was probably the red dragon Auntyrakkan.
21+	It's believed that Auntyrakkan's hoard is still hidden in an active volcano in the middle of the Basilisk's Spine Mountains. The volcano is named The Living Summit. The Living Summit is approximately 250 miles from Farncombe. Characters who receive this bit of lore have advantage ability checks related to the Finding the Dragon downtime task.

Complications. The greatest risk in research is uncovering false information. And there are plenty of rumors circulating about the dragon and its goals. Each workweek spent in research (rounded up) brings a 10 percent chance of a complication, examples of which are on the Research Complications table.

Research Complications

d6	Complication
1	The characters accidentally damage a rare book devoted to dragon lore. The owner expects reparations of 500 gp to repair it and won't settle for a <i>mending</i> spell.
2	The characters offend local dragon experts, who demand an extravagant gift for the slight.*
3	Dragon cultists take notice of the characters and try to derail their quest.*
4	A cultist of Yrena becomes obsessed with convincing the character that the dragon is the harbinger of doom, and nothing will stop it.*
5	The characters' actions cause a stir among The Summer Land's politicians, who turn the dragon into a political issue.*
6	Someone is willing to share useful information about the dragon, but only if the characters promise to bring them a special item rumored to be hidden within the dragon's hoard.

*Might involve a rival.





Amass an Army

The characters are free to face the dragon by themselves, but once they learn that they're going toe to toe with an ancient red dragon, they might want to recruit help.

Resources. The characters must spend at least one workweek putting out the call for heroes to help them in their fight against Auntyrakkan. They must also spend the gold cost for the type of heroes that they hire, as shown on the Amassing an Army table below.

Resolution. One of the characters makes a Charisma (Persuasion) check, with the DC for the check chosen by the character according to the type of troops they wish to hire.

The chosen DC can be 10, 15, 20, or 25. A success indicates that the characters hire the selected group to serve with them during the adventure. On a failure, the characters fail to find anyone worth bringing on their adventure.

The four types of armies the characters can amass are described after the table. Each character may only amass one army to a maximum of four armies per party, and the army departs at the end of the adventure. If at any point the characters can't or won't pay the army's per diem, the army leaves the characters until the characters pay the army their per diem plus any back pay.

Amassing an Army

DC	Army Raised	Cost to Hire
10	Armed peasants	100 gp + 5 sp per day
15	Trained warriors	200 gp + 5 gp per day
20	Experienced veterans	500 gp + 10 gp per day
25	Dragon slayers	1,000 gp + 25 gp per day

Leading an Army. After a successful Amassing an Army check, you gain the help of a small contingent of soldiers that assist you on your adventures and serve as your bodyguards. The stat block your soldiers use depends on the army you successfully raised. The army's statistics function like those for creatures, except it doesn't have actions of its own. It relies on a commander to use its action to command the soldiers to take one of its command actions. Any option that appears in the Command Actions section of the army's stat block requires an action to perform.

To act as the army's commander, you must join the unit, which you may do simply by moving into the same space as the unit. While you are part of the unit, your soldiers surround you at all times and move when you move. Whenever you take damage, your soldiers take damage instead. If this damage reduces the soldiers to 0 hit points, you take any remaining damage. While you are not part of the army, the soldiers take the Dodge action on their turn.

Complications. Raising an army is hard work, and it draws a lot of attention—both good and bad. Each workweek a character spends trying to amass an army (rounded up), there is a 10 percent chance of a complication, examples of which are on the Amass an Army Complications table

Amass an Army Complications

d6 Complication

- 1 Local politicians refuse to let the characters raise an army in the area, citing misuse of power.*
- 2 The characters offend local militia members while searching for appropriate soldiers.*
- 3 Dragon cultists take notice of the characters and try to derail their quest.*
- 4 A band of peasants wants the characters to take them on their quest, whether the characters want them to go or not.
- 5 The leader of a war band agrees to travel with the characters, but only if they get to lead the quest.*
- 6 Yrenese cultists disguised as a war band agree to go along with the characters; they might betray the characters at the worst possible time.*

*Might involve a rival.

SCENE 3 - INTO THE SPINE

Once the characters' learn the location of Auntyrakkan's lair within the Basilisk's Spine Mountains, they must begin their journey to its lair. It takes the characters 10 days of travel on foot from Farncombe to the Basilisk's Spine Mountains. If the characters are mounted and not slowed by an army, they can cut this time in half.

Once at the mountains, the characters find a path that cuts through the range's impressive peaks eventually terminating in Auntyrakkan's Lair within the Living Summit. The path is treacherous and slow going, requiring three additional days of travel. Smoke and toxic fumes make flight nearly impossible overhead. Unless the characters have a clever method for circumventing the path, they will have to approach the dragon's lair the old-fashioned way.

Each day of travel, the characters have an encounter along the way, all of which are detailed below. You are free to remove, alter, or add to these encounters as you see fit.



DAY 1 - FIRE GIANTS

The characters encounter a gang of three distraught **fire giants**, who are initially indifferent towards the characters. Their names are Babikov, Simikan, and Yozhikovl. Their clan was using Auntyrakkan's Lair as their home. When the dragon returned to The Summer Land, it killed half their clan and forced the rest out. Now, the fire giants seek revenge. The fire giants aren't keen on working alongside humanoids, but if the characters spend at least 10 minutes talking with the fire giants, they can attempt to persuade the giants to travel with them with a successful DC 20 Charisma (Deception or Persuasion) check. Offering the giants all of the treasure in the dragon's hoard as a reward for their assistance grants the characters advantage on this check. On a failed check, the fire giants wish the characters well but prefer to make their own plan to fight the dragon.

If the fire giants join the characters, the fire giants act during their own initiative order. Each fire giant can move and use its reaction on its own, but the only action it takes is the Dodge action unless a character uses their action or bonus action on their turn to command the fire giant to take another action. That action can be one in its stat block or some other action. A character can also sacrifice one of its attacks when he or she takes the Attack action to command the giant to take the Attack action. If all of the characters are incapacitated, the fire giants flee from combat.

If a fire giant's hit points are reduced to half or fewer or if another fire giant dies and the fire giant witnesses it, a character within 30 feet of the fire giant must make a DC 11 Charisma (Intimidation or Persuasion) check (the character's choice). If the check succeeds, the fire giant remains with the party until it takes damage again, in which case a character must make another check to keep them from fleeing. If the check is a failure or there is no character within 30 feet of the giant, the giant's morale breaks. A fleeing giant must spend its turn trying to move as far away from the combat as it can, and it can't willingly move to a space within 30 feet of an enemy. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the fire giant can use the Dodge action.

Fire giant (3); Huge giant; AC 18; hp 162; Spd 30 ft; Str +7, Dex -1, Con +6, Int +0, Wis +2, Cha +1; Saves DEX +3, CON +10, CHA +5; PB: +4; Senses PP 16; AL LE; CR 9; XP 5,000.

► **Multiattack** 2 greatsword.

► **Melee** Greatsword (+11, 10 ft, 6d6+7 slsh).

► **Ranged** Rock (+11, 60/240 ft, 4d10+7 bldg).

DAY 2 - KOBOLD AMBUSH

Kobolds who once served another dragon in the area are emboldened by Auntyrakkan's return. Auntyrakkan, knowing that heroes would eventually try to stop him, tasked the kobolds to guard the pass. There are literally hundreds of kobolds protecting the pass, far too many to run as a combat encounter. Instead, treat the kobold army as a hazard that the characters must overcome.

Unless the characters are particularly careful, the kobolds are waiting for them. They time their attack so it happens at night, giving them the advantage thanks to their darkvision and removing the penalty imposed by their Sunlight Sensitivity.

The kobolds cover a 15,000-square-foot area. A character with a passive Perception score of 17 or better spots the ambush before the characters walk into it. If the characters spot the ambush, they can try to circumvent the passage. Doing so requires one extra day of travel at the end of which one of the characters must make a DC 15 Wisdom (Survival) check. If the check succeeds, the characters avoid the kobolds. Otherwise, they must spend another day looking for a detour or face the kobolds.

If the characters enter the area of the kobolds, the kobolds unleash the full might of their army. Use the Kobold Army rules below, which run similar to a complex trap.

Kobold Army

The kobold army consists of over one hundred normal kobolds, a dozen kobold sorcerers, assorted beasts and vermin, and plenty of traps. The army covers a 15,000-square-foot area covered with loose gravel, jagged rocks, random rises and falls, and other hazards.

Trigger. The kobold army attacks as soon as a non-kobold creature enters the area, and they continue their attack so long as the creatures remain.

Initiative. The kobolds act on initiative count 20 and 10.

Active Elements. The kobolds throw stones, crude spears, rusty daggers, and any other sharp or blunt object on which they can get their claws.

On initiative count 20 and again on initiative 10, the kobolds attack any creature that's not in full cover, with a +10 to the attack roll and dealing 5 (2d4) bludgeoning damage, 5 (2d4) piercing damage, and 5 (2d4) slashing damage.

Dynamic Elements. The kobolds use foxholes, dug trenches, and hidden tunnels to try to outflank the characters and their allies. Each round, the kobold's attack bonus increases by 1 to a maximum of +15.

Constant Elements. Each creature that ends its turn in the kobold army's area is targeted by an attack: +10 bonus; 5 (1d10) bludgeoning, piercing,



or slashing damage on a hit (the GM's choice).

Countermeasures. The characters can defeat the kobolds in a number of ways.

- **Run the Gauntlet.** A creature can try to run through the area. The part of the path the kobolds cover is a passage that is 125 feet long. Multiple traps and other dangers litter the path. When a creature tries to move through the area, it must make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check (the creature's choice). On a successful check, the creature can move up to half of its movement speed. On a failed check, the creature can't move through the area until the start of its next turn. It can, however, turn back and go the other way.
- **Attack.** A creature in the area of the kobold army can attack the kobolds by dealing damage to them. A creature can use an action to make a ranged attack or melee attack or to cast a spell. Assume that any attack rolls hit but are not critical hits, and disregard any effect of the attack or spell for this purpose other than the damage it deals. If the total damage from all the attacks or spells used on the characters' turn is 20 or higher, the army is momentarily slowed. The kobolds have disadvantage on attack rolls made against the characters until the end of the creature's next turn, and the creature has advantage on checks made to Run the Gauntlet (see above). If the kobolds take 100 or more damage in a single round, roll a d20. On a result of 8 or higher, the kobolds flee. Otherwise, the kobolds continue the fight.
- **Something Else.** Of course, the characters are free to deal with the kobolds in another creative way. They might use illusion magic to convince them that they are Auntyrakkan, or they might cause a sleet storm that momentarily disables the kobolds. Reward creative ideas.



3 - THE RUINED MONASTERY

On the last day of the characters' travels, they come across a ruined Kuzhuk monastery. During his wrath, Auntyrakkan laid waste to the entire structure, killing nearly all the monks inside. Only a lone monk named Kharchu survived the attack. He spent the last few days burying his brothers and sisters. Despite his hardships, Kharchu is friendly and allows the characters to stay and rest amid the ruins. If the characters don't already know that Auntyrakkan is an ancient red dragon, Kharchu shares this information with them now. He also provides the characters with plenty of water and warns them of the hazards of the volcano.

Kharchu is a neutral good Khuzuk human **tribal warrior**.

Tribal warrior (1); Med humanoid; AC 12; hp 11; Spd 30 ft; Str +1, Dex +0, Con +1, Int -1, Wis +0, Cha -1; PB +2; Senses PP 10; AL A; CR 1/8; XP 25.

- ▶ **Pack Tactics** Adv Atk if ally next to enemy and not incapacitated.
- ▶ **Melee** Spear (+3, 5 ft, 1d6+1 prc or 1d8+1 prc versatile).
- ▶ **Ranged** Spear (+3, 20/60 ft, 1d6+1 prc).

REGIONAL EFFECTS

In addition to the natural hazards caused by the active volcano, Auntyrakkan's regional effects grip the area. Apply as many of the following regional effects as you like. If Auntyrakkan is destroyed or flees the volcano, these effects disappear after 1d10 days.

- Small earthquakes are common within 6 miles of the dragon's lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur. Not even magic will purify this water.
- Rocky fissures within 1 mile of Auntyrakkan's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby. These creatures set fire to trees, houses, and anything else that will burn to their touch.
- Auntyrakkan can hear within a radius of 30 feet through any open flame within 1 mile of its lair.
- As an action, Auntyrakkan can create an illusory image of himself within 1 mile of the lair. The copy appears within the flames of open flame through which Auntyrakkan can hear. Once created, the image lasts for as long as Auntyrakkan maintains concentration, as if concentrating on a spell. Auntyrakkan can sense and speak through the fire as if present at that position. If the fire is extinguished, the illusion disappears.
- Open flames within 6 miles of Auntyrakkan's lair are tinged dark red, hiss and crackle constantly, and throw off embers and showers of sparks.

SCENE 4 - THE LIVING SUMMIT

The Living Summit, a perpetually active volcano, tosses fire, ash, and toxic gas into the air. There is no question that this is the home of a deadly ancient red dragon. In fact, locals swear the volcano is more dangerous than ever, rejuvenated by the presence of its old occupant.

ONE MILE FROM THE LAIR

The volcano's hazards arise within 1 mile of the volcano. The path to the cone is slow and fraught with danger. It will take the characters 30 minutes to reach the foot of the mountain from this point. Double the time if the characters move at a slow pace, or halve it if the characters move at a fast pace.

During this grueling journey, the characters must contend with the following hazards.

Difficult Terrain. All of the terrain surrounding the volcano is considered difficult terrain, costing 2 feet of movement for every 1 foot moved.

Heavy Winds. Storms surrounding the mountain create strong winds and heavy precipitation at all times. All creatures have disadvantage on ranged attack rolls and Wisdom (Perception) checks that rely on hearing and sight. The winds extinguish open flames, disperse fog, and make flying by nonmagical means nearly impossible. Any flying creature other than Auntyrakkan within 1 mile of the volcano must land at the end of its turn or fall.

Toxic Gas. Toxic gas spews nonstop from the mountain extending 1 mile from it in all directions. When a creature comes into the area for the first time or starts its turn within 1 mile of the mountain, it takes 1 poison damage from the fumes and must make a DC 15 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 hour. If the target succeeds on its saving throw, it automatically passes saving throws to avoid becoming poisoned by the toxic gas, but still takes damage as normal. Creatures immune or resistant to fire damage are not affected by this hazard, even if they aren't immune to poison damage or the poisoned condition.

THE FOOT OF THE MOUNTAIN

Once the characters come within 300 feet of the mountain, they are subjected to the following effects (in addition to those noted above).

Extreme Heat. A creature must make a Constitution saving throw at the end of each hour spent within 300 feet of the mountain or inside it or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or

immunity to fire damage automatically succeed on the saving throw.

Volcanic Storm. A churning storm cloud hangs above the mountain, centered on the mountain. The storm affects everything within 300 feet of the mountain. Lightning flashes in the area, thunder booms, and strong winds roar. When the characters and their followers first enter the cloud, each creature under the cloud (no more than 5,000 feet beneath the cloud) must make a DC 15 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and becomes deafened for 5 minutes.

Every minute the characters spend traveling under the cloud, roll a d10 to determine a random effect created by the cloud.

Volcanic Storm

d10	Result
1	Acid Rain. Each creature and object under the cloud takes 3 (1d6) acid damage.
2	Lightning. Six bolts of lightning flash from the cloud, striking six random creatures or objects. A given creature or object can't be struck by more than one bolt. A struck creature must make a DC 15 Dexterity saving throw. A creature takes 35 (10d6) lightning damage on a failed saving throw, or half as much damage on a successful one.
3	Hailstones. Huge balls of ice the size of fists drop from the sky. Each creature and object under the cloud takes 7 (2d6) bludgeoning damage.
4-10	Freezing Rain. Gusts of freezing rain assail the area under the cloud. Each creature under the cloud takes 3 (1d6) cold damage and ranged weapon attacks in the area are impossible for the next minute. Checks made to concentrate on spells are made with disadvantage. The gusts disperse fog, mists, and similar phenomena, and it snuffs out torches and unprotected lanterns.

THE CALDERA

There is only one way into the Auntyrakkan's lair: through the caldera. The steep sides of the caldera drop away from the edge of the cone, making a 60-foot descent to the lava below. The rough rock of the caldera is not overly difficult to climb, but the area grows increasingly hot as creatures descend: once inside the volcano, increase the DC for checks made to resist extreme heat by 5.



SCENE 5 - AUNTYRAKKAN'S LAIR

Auntyrakkan's Lair is hell on earth. Magma constantly churns below the mountain, spewing hot lava, fire, and toxic fumes into the air all around it.

GENERAL FEATURES

With the exception of a few areas, the entire complex was made naturally by the magma rising from the heart of the mountain. As a rule of thumb, ceilings are as high as an area is wide. The entire area over the caldera is open to the sky above (but not subject to the volcanic storm effects, described in Scene 4).

Dragon Sense

Auntyrakkan can sense the presence and location of any creature within his lair, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell or similar magic, such as a *ring of mind shielding*.

Illumination

Thanks to the hot lava that courses through the volcano's interior, most of the dragon's lair is bathed in bright, orangish light.

Intense Heat

The heat in the volcano has similar effects to those described on page 17, except the DC for Constitution saving throws made to avoid the heat's effects start at 10.

Lava

Hot lava bubbles throughout the complex. The lava sheds bright light 30 feet in all directions and dim light for an additional 30 feet. A creature that touches the lava takes 5 (1d10) fire damage and catches fire. Until a creature uses its action to douse the flames, the creature takes 5 (1d10) fire damage at the start of each of its turns.

A creature takes 33 (6d10) fire damage when it

enters lava for the first time on a turn or when it ends its turn there.

Lava is thick, too. Moving through lava requires 3 feet of movement for every 1 foot moved. Auntyrakkan and creatures native to the Elemental Plane of Fire move through the lava without any penalty.

Magical Defenses

Auntyrakkan's lair is protected by both the *private sanctum* and *forbiddance* spells, creating the following conditions:

- ▶ Creatures can't teleport into the lair or use portals, such as those created by the *gate* spell, to enter the area.
- ▶ The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, realm of the fey, the realm of shadow, or the *plane shift* spell.
- ▶ Celestials, elementals from any plane other than the Elemental Plane of Fire, fey, fiends, and undead that enter the lair for the first time or start their turn in the lair take 27 (5d10) radiant damage.
- ▶ Sound can't pass through the barrier at the edge of the volcano.
- ▶ Thick smoke surrounds the lair, preventing vision (including darkvision) through it.
- ▶ Sensors created by divination spells can't appear inside the lair or pass through the barrier at its perimeter.
- ▶ Creatures in the area can't be targeted by divination spells.

None of these effects can be dispelled by any creature other than Auntyrakkan.

Sounds

The hiss and rumble of flowing lava and the crackle of fires can be heard throughout the lair.

Random Encounters

For every 30 minutes the characters spend inside Auntyrakkan's lair, roll a d20 and consult the following table. Explanations of some of the encounters appear after the table.

Auntyrakkan's Lair Random Encounters

d20	Encounter
1-2	1 fire elemental
3	1d8 magmin
4	1d4 salamanders
5	Crust break
6	Flame gout
7	Lava rain
8	Smoke cloud
9	Sulfur cloud
10-20	None

Fire elemental (1); Lrg elemental; **AC** 13; **hp** 102; **Spd** 50 ft; **Str** +0, **Dex** +3, **Con** +3, **Int** -2, **Wis** +0, **Cha** -2; **Resist** bldg, prc, slsh nonmagic; **Immune** fire; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB**: +3; **Senses** darkvision 60, **PP** 10; **AL** N; **CR** 5; **XP** 1,800.

- **Fire Form** 1d10 fire for touch, 5 ft melee atk, enter enemy space, 1d10 fire, catch fire, take 1d10 fire at start of each turn until action to put out; **Illumination** bright light 30 ft, dim light additional 30 ft;
- **Water Susceptibility** takes 1 cold for 5 ft or 1 gallon of water.
- **Multiattack** 2 touch.
- **Melee** Touch (+6, 5 ft, 2d6+3 fire, target ignites, until doused, 1d10 fire at start of each turn).

Magmin (1 to 8); Sml elemental; **AC** 14; **hp** 9; **Spd** 30 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -1, **Wis** +0, **Cha** +0; **Resist** bldg, prc, slsh nonmagic; **Immune** fire; **PB**: +2; **Senses** darkvision 60, **PP** 10; **AL** CN; **CR** 1/2; **XP** 100.

- **Death Burst** explodes on death, creatures ≤ 10 ft DC 11 Dex save to halve 2d6 fire;
- **Ignited Illumination** BA to light up or extinguish magmin, bright light 10 ft, dim light additional 10 ft
- **Melee** Touch (+4, 5 ft, 2d6 fire, target ignites, until doused as action, 1d6 fire at end of each turn).

Salamander (1 to 4); Lrg elemental; **AC** 15; **hp** 90; **Spd** 30 ft; **Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1; **Vuln** cold; **Resist** bldg, prc, slsh nonmagic; **Immune** fire; **PB**: +3; **Senses** darkvision 60, **PP** 10; **AL** NE; **CR** 5; **XP** 1,800.

- **Heated Body** 2d6 fire for touch, 5 ft melee atk;
- **Heated Weapons** 3d6 fire additional weapon damage (included).
- **Multiattack** 1 spear, 1 tail.
- **Melee** Spear (+7, 5 ft, 2d6+4 prc or 2d8+4 prc versatile plus 1d6 fire); Tail (+7, 10 ft, 2d6+4 bldg plus 2d6 fire, target grappled, restrained (DC 14), auto hit on tail attacks).
- **Ranged** Spear (+7, 20/60 ft, 2d6+4 prc plus 1d6 fire).

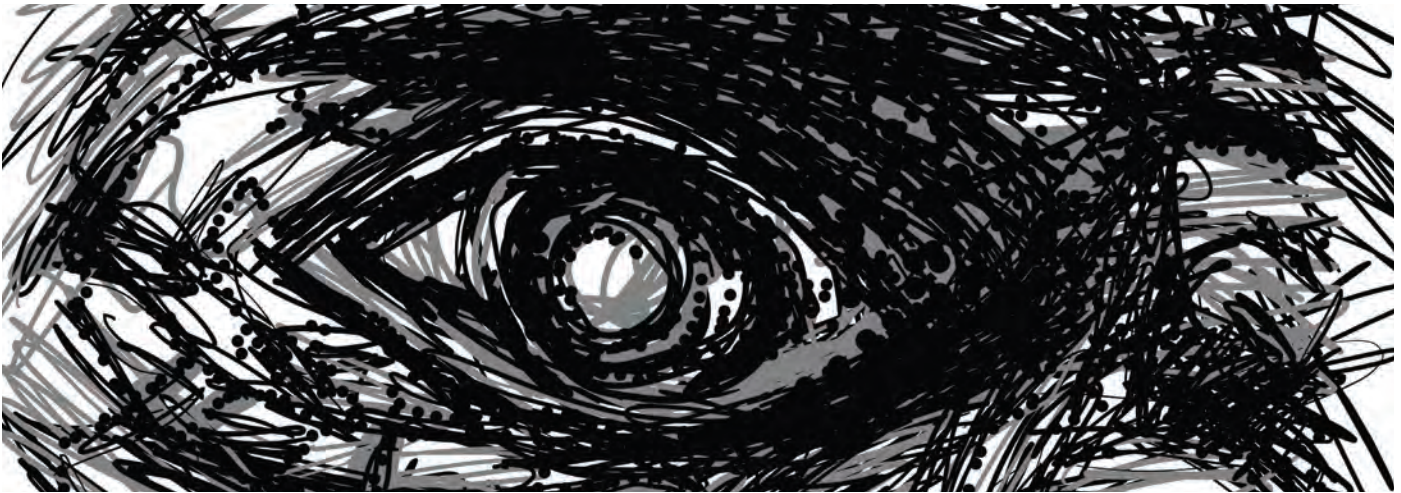
Crust Break. A random character steps on a thin spot on the floor. The character must succeed on a DC 10 Dexterity saving throw or fall through the floor. Roll a d4. On a result of 2-4, the character falls 1d4 x 10 feet into an empty magma chamber, taking 1d6 damage for every 10 feet the character falls. On a result of 1, the character falls into lava and takes damage as described earlier.

Flame Gout. A bubble of gas spontaneously ignites, creating a burst of flame in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.

Lava Rain. Lava droplets form on the ceiling and fall in a 20-foot-diameter area. Each creature that enters the area or starts its turn in the area takes 9 (2d8) fire damage. The drops ignite exposed flammable objects. The rain ends at the end of a round 2d4 rounds later.

Smoke Cloud. A 40-foot-diameter cloud of smoke fills the area, causing everything in the area to become lightly obscured. The smoke dissipates after 1d4 minutes unless wind disperses it first.

Sulfur Cloud. A discharge of noxious fumes erupts from a nearby vent in a 10-foot square. Each creature in the area must make a DC 10 Constitution saving throw or become poisoned for 1 minute.



Where is Auntyrakkan?

Auntyrakkan doesn't stay in one place while inside his lair. When the characters first approach The Living Summit, roll a d6 to determine Auntyrakkan's starting location. Although this is where the dragon starts, it's bound to move around the lair while the characters are inside.

Auntyrakkan's Location

d6	Auntyrakkan's Location
1-3	Auntyrakkan rests in the lava by his hoard in area 10 .
4-5	Auntyrakkan tries to repair the damages to his gallery in area 2b .
6	Auntyrakkan relaxes in the lava in area 1d .

Ancient red dragon (1); Garg dragon; **AC** 22; **hp** 546; **Spd** 40 ft, climb 40 ft, fly 80 ft; **Str** +10, **Dex** +0, **Con** +9, **Int** +4, **Wis** +2, **Cha** +6; **Saves** DEX +7, CON +16, WIS +9, CHA +13; **Immune** fire; **PB** +7; **Senses** blindsight 60, dark-vision 120, PP 26; **AL** CE; **CR** 24; **XP** 62,000.

► **Legendary Resistance (3/Day)** Choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 bite, 2 claw.

► **Melee** Bite (+17, 15 ft, 2d10+10 prc plus 4d6 fire); Claw (+17, 10 ft, 2d6+10 slsh); Tail (+17, 20 ft, 2d8+10 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 21 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **Fire Breath (Recharge 5-6)** 90 ft cone, DC 24 Dex save to halve 26d6 fire.

► **Legendary Actions (3)** Detect (Perception +16 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (15 ft of dragon, DC 25 Dex save or 2d6+10 bldg and knocked prone; dragon can then fly up to half Spd).

FIGHTING AUNTYRAKKAN

The **ancient red dragon** is a vile bastard if there ever was one. He gives no quarter and asks for none in return. Auntyrakkan targets any creature capable of shutting his powers down first, particularly high-level spellcasters. He does this by separating them from the group, either by enticing them to come forward or by grabbing them with his claws and taking them to the sky. Auntyrakkan also recognizes that most creatures aren't immune to fire. The dragon enjoys diving into the caldera to hide or holding grappled creatures under the lava until they're completely incinerated. If the target's allies can watch this happen, even better.

However, Auntyrakkan is hot-tempered and easily provoked. A creature can use its action to make a Charisma (Deception, Intimidation, or Persuasion) check contested by Auntyrakkan's Wisdom (Insight) check. If Auntyrakkan fails the check, he momentarily abandons his clever tactics and goes straight for a kill, leaving himself open to attacks. Going within 5 feet of one of his treasure hoards produces a similar effect.

- **Personality Traits.** "All that I survey, I could easily destroy. From time to time, it is important to remind these small creatures of the true extent of my power."
- **Ideals.** "Greed. If I desire a thing, then it must be mine and mine alone. (Evil)."
- **Bonds.** "I collect information about the worlds of the Material Plane, and I would love to visit another world someday."
- **Flaws.** "I am easily provoked and constantly lose my temper, causing me to abandon all reason and sound judgment."

KEYED LOCATIONS

The following locations are keyed to Auntyrakkan's lair, on page 22.

1. Caldera

The only way into the volcano is here, in this large, open chamber, the volcano's caldera. Hot lava boils up from the magma chamber 2 miles below the surface of The Living Summit and pools here.

The walls around the caldera are easy enough to climb, requiring no checks. From the cone, it's a 40-foot climb down to ledges surrounding the caldera (**areas 1b** and **3**), then another 30 feet down to the magma pool on the lowest level of the lair.

Encounter: Auntyrakkan. If Auntyrakkan (**ancient red dragon**) starts in this location, he spends his time relaxing in the pool of lava in the eastern chamber. If Auntyrakkan is forced to fight here and his normal tactics fail (see Fighting Auntyrakkan on page 20 for details), he tries to grab whatever creature poses the largest threat to him in his claws. He then dives into the lava pool with the target in his hands, hoping to eradicate it. While in the lava, Auntyrakkan can use his action or two legendary actions to fling lava at nearby targets. When he does, he creates a wave of lava in a 10-foot square next to the "shore." Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 22 (4d10) fire damage on a failed saving throw or half as much damage on a successful one.

2. Gallery

During the reign of The Great Chromatics, Auntyrakkan stored his favorite works of art in this gallery, using his innate magic to protect them from the destructive nature of his own lair. When The Great Chromatics fled to Aegreya, brave looters stole his collection. Later, earthquakes and fires destroy parts of the gallery, leaving some of it in ruin.

The gallery is divided into two floors. The bottom floor still bears carved runes depicting red dragons along the tiles. A mezzanine encompasses the top portion of the gallery. It is here where Auntyrakkan's paintings used to hang. The only thing that remains are empty alcoves and iron hooks.

Encounter: Auntyrakkan. If the characters encounter the dragon here, he is reminiscing over times past, when he and his siblings ruled this portion of Omeria. Unless the characters attack him, he shares anecdotes about his brothers and sisters and how humans once feared them. Once he's done sharing his stories, the dragon switches to his normal tactics (see Fighting Auntyrakkan on page 20 for details).

3. Prison

This cavern was once used to store Auntyrakkan's enemies, those he felt were worth interrogating.

Medusa Statue. The shattered remains of a statue lies on the floor. A character who observes the statue and succeeds on a DC 11 Intelligence (Investigation) check recognizes that the statue was of a medusa. Its head still bears snakes (albeit ones made from stone) and is lying face down. If the statue's head is turned around, its eyes act exactly like a **medusa's**. The magic in the statue's eyes only works in this chamber. If removed from here, they lose their magic.

Casting *dispel magic* against 6th-level spells removes the petrification effects of the statue, as does destroying it. The head has AC 18, 25 hit points, and immunity to poison and psychic damage.

4. Lava Flow

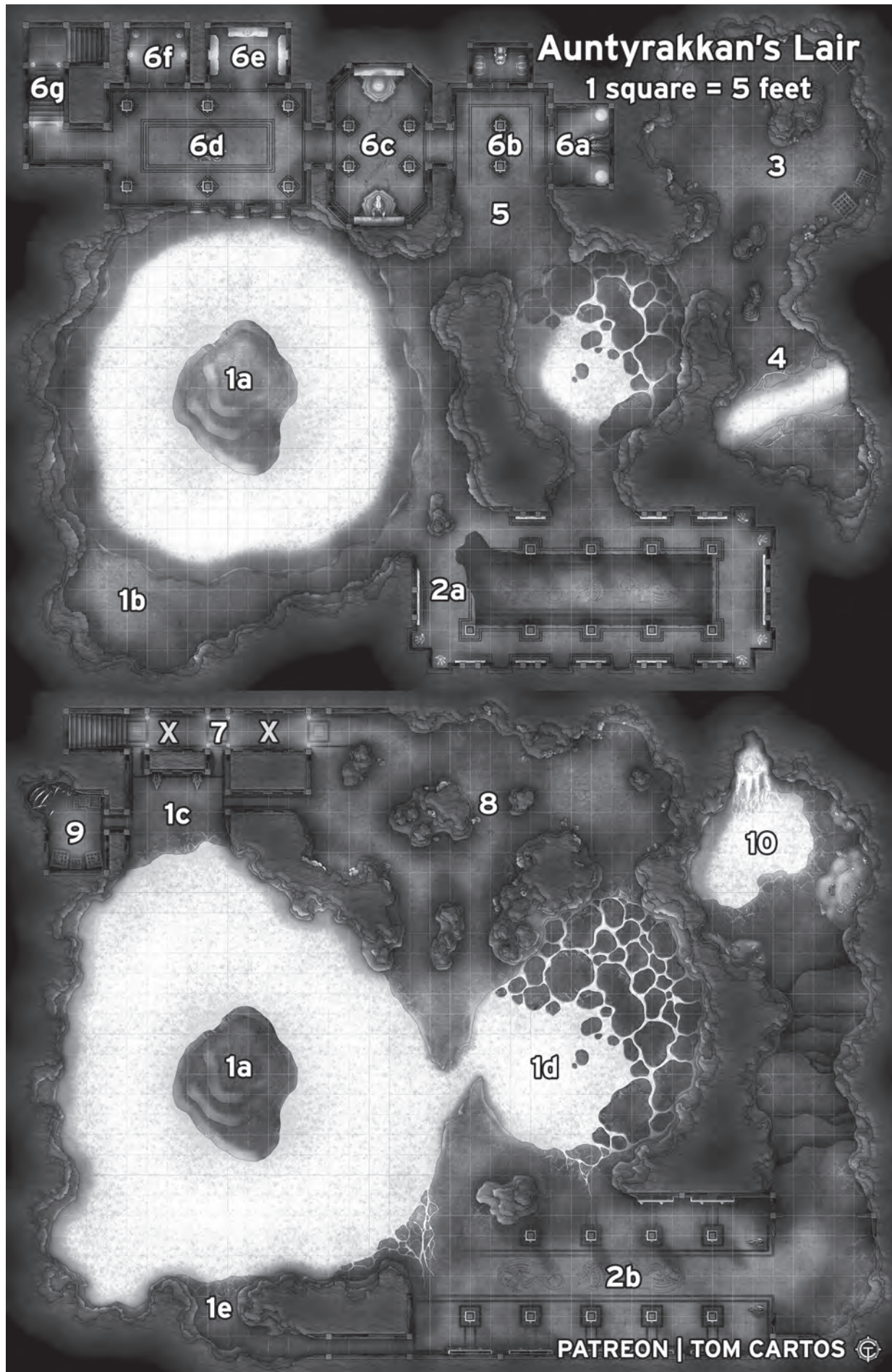
A fast-moving stream of lava cuts this small chamber in half.

5. Passageway

This natural stone passageway grants a view of the lava pools 30 feet below. The corpse of a fire giant lies on the ground, its head missing (Auntyrakkan bit it off during his fight with the giants).

Treasure: Hellreaver. The fire giant wielded a magic greatsword named *Hellreaver*. When the characters first see the sword, it's sized for a fire giant and unwieldable. However, if a character attunes to it, it reduces to Medium size. *Hellreaver* is a *nine lives stealer greatsword* with only 2 charges remaining. The sword is warm to the touch, even when outside of the volcano, and features leering faces engraved onto its surface. Celestials find the sword's presence revolting.





6. Upstairs Hallway

Stairs at the east end of the hallway (6g) connect this area to **area 7**.

This long hallway runs the length of the upper level of Auntyrakkan's lair. Once upon a time, all of the alcoves contained deadly traps designed to deter intruders. The fire giants who took up residence here disabled most of the traps, making it safe to pass through the area. Now, only the hazards normal for the volcano exist here.

Each of the old traps are detailed below. A quick examination of each trap and a successful DC 12 Intelligence (Investigation) check reveals how the respective trap once functioned before it was disarmed.

Lalorath Statue (6a). A carved black dragon head stands at the far western side of the hallway. Two iron braziers flank the head. The head once spewed acid, but now just stands there with its mouth agape.

Brizzar Statue (6b). The statue in this alcove is carved to look like Aegreya's current leader, Brizzar the Slow. It once blew a cone of cold into the chamber, but like the other traps, it was disabled.

False Dragon Egg (6c). A large, scaled egg radiating intense heat sits atop a dais in an alcove at the center of the hallway. The egg is a fake. There were once electrodes connected to the egg that would shock anyone that touched it. They, too, have been disabled.

Tyro Statue (6d). This statue is carved to look like Auntyrakkan's green dragon sister, Tyro. Before it was disabled, a mechanism inside the statue caused its wings to spread out like fan blades. The statue then rotated on its pedestal, slicing any creature in the chamber.

Rubble (6e). This alcove had a statue that used to animate as a stone golem but it was destroyed by the fire giants. Only small bits of its original frame remain.

Thranstirndrion Statue (6f). Auntyrakkan's dead brother, Thranstirndrion, is represented by this dark purple statue. The statue used to emit a cloud of toxic gas.



7. Downstairs Hallway

The stairs in **area 6g** lead down to this hallway.

This hallway runs three-quarters the length of the lair's downstairs. Because the fire giants were too large to comfortably fit into the stairway and hall, they mostly avoided it.

Pit Traps. Two pit traps hide in the floors of the hallway, both marked on the map by an "X" in a white square. When a creature weighing 50 pounds or more stands on the 10-foot-square lid of a trap, the lid buckles under and deposits the creature into a pool of lava. A target takes 33 (6d10) fire damage from the lava when it first falls in and each time it starts its turn in the lava. A target in the pit can climb out by succeeding on a successful DC 15 Strength (Athletics) check.

Noticing the pit traps in advance requires a successful DC 15 Wisdom (Perception) check. A character can use its action to hammer in a spike or similar wedge to each trap door, preventing it from opening with a successful DC 15 Strength (Athletics or smith's tools) check (player's choice).

Treasure: Gold Sconces. Because the fire giants ignored this hallway, they didn't take the gold sconces on the wall. Each sconce is worth 1,000 gp. There are eight in all. A character must use its action to make a DC 20 Strength check, prying it from the wall with a success. Alternatively, a character with proficiency in any sort of artisan's tools related to construction can remove the sconce with a successful DC 10 Dexterity check using the chosen tool.

8. Natural Caverns

This series of caverns was formed by magma flows. Obsidian shimmers in the walls, giving the entire area an eerie beauty. A character who succeeds on a DC 10 Wisdom (Survival) check discovers signs that the fire giants once lingered in this area. Judging by the animal bones, they likely used it as a mess hall.

9. Pantry

The charred remains of animals big and small crowd this small passage. During Auntyrakkan's former tenure as lord of The Living Summit, he used this area to store animals he intended to eat. The fire giants did the same.

Treasure: Dead Adventurer. A dead adventurer's charred remains lie against the wall. The hero met her fate after she erroneously challenged the giants. The giants responded by holding her head under lava for 30 minutes. A successful DC 12 Intelligence (Investigation) check made near her corpse reveals a *ring of fire resistance* (what little good it did her).

10. Auntyrakkan's Hoard

The path descends 30 feet down to the deepest part of the lair. Here, Auntyrakkan keeps his hoard. The lowest layer of the hoard contains gold coins that fused with the rock. These were part of Auntyrakkan's original hoard. Above that, the treasures the fire giants collected from the various rooms of the lair lie. It also includes the treasures gained during raids in the foothills surrounding the Spine. Finally, Auntyrakkan's latest hoard covers it all. Below is an itemized list of the treasures.

Encounter: Auntyrakkan. If the characters encounter Auntyrakkan here, he's pretending to sleep atop his hoard. If the characters examine Auntyrakkan, they realize he's not actually sleeping with a successful DC 21 Intelligence (Natura) or Wisdom (Perception) check (the characters' choice). Auntyrakkan continues to keep up the ruse until someone attacks him or tries to steal the treasure from his hoard. Auntyrakkan prefers not to fight here as this place has only one exit. He will try to escape to the caldera if possible, taking the characters with him. If the characters don't follow, he stages an ambush in his gallery.

Treasure: Auntyrakkan's Hoard. Auntyrakkan's hoard consists of the following items:

- ▶ Coins: 3,300 cp, 19,000 sp, 22,000 gp, 3,000 pp
- ▶ 2 gems each worth 10 gp
- ▶ 4 gems each worth 50 gp
- ▶ 5 gems each worth 500 gp
- ▶ 11 gems each worth 1,000 gp
- ▶ 2 gems each worth 5,000 gp

- ▶ 1 art object worth 25 gp
- ▶ 2 art objects each worth 250 gp
- ▶ 1 art object worth 750 gp
- ▶ 7 art objects each worth 2,500 gp
- ▶ The blackened skull of a young dragon that has been etched with designs and decorated with gems (worth 7,500 gp)*
- ▶ 1 *oil of sharpness*
- ▶ 1 *potion of speed*
- ▶ 1 *potion of stone giant strength*
- ▶ 1 *potion of supreme healing*
- ▶ 1 suit of *elven chain*

*This item in particular is Auntyrakkan's favorite.

Of course, removing the treasure won't be easy. Extremely heavy—and hot—with a variety of magical protections securing the compound, the only way to get it out is through patience and planning. Furthermore, it won't be easy to trade. Many of the coins in the pile are marked with the stamps of ancient Presson's Enclave and are no longer in circulation. Other coins were stolen from locals, either from the fire giants or the dragon itself. When word spreads that the dragon is dead, people will come asking for reparations. It's just as the famous bard Sir Christopher Wallace once said: "more gold, more troubles."

CONCLUDING THE ADVENTURE

If the character's survive their encounter with Auntyrakkan, their tale will be told in prose and song for centuries to come. Of course, if they don't survive, they will simply become the first entry on a long list of foolhardy adventurers brave (or insane) enough to challenge the dragon's might. Ω



BROADSWORD

ADVENTURES FOR FIFTH EDITION

Get your hands on a monthly Fifth Edition publication for both old-school and new-school fans!

Every issue is 100+ pages filled with action-packed adventures featuring brand new rules options, maps, monsters, and more.

Digital and physical copies are both available.

- Original world-class fantasy artwork
- 100% Fifth Edition compatible
- 6+ adventures for all Levels



GO TO: DMDAVE.COM/BROADSWORD-MONTHLY-SUBSCRIPTIONS