



COLLIDING WORLDS

THE LAIR OF THE DRAGON



Thank you for purchasing "Colliding Worlds". Hopefully you will enjoy it and that it will offer your campaign an added layer of fun for you and your players.

ARTWORK ATTRIBUTIONS

Maps and Adventure Notes: By Harry Mouchos -
<https://www.dungeonexpedition.com>

Battle with Kyrventh - Page 3: Created by Harry Mouchos -
<https://www.dungeonexpedition.com>

Azzinth (Silver Dragon) - Page 10: Created by David Revoy -
<http://www.davidrevoy.com>

Ehsaadi Opeshtelan (Red Dragonborn) - Page 36: Created by Thomas Elderman - <https://kazorkthedork.deviantart.com>

CONTACT DETAILS

Published by Dungeon Expedition March 2018

www.dungeonexpedition.com
www.facebook.com/dungeonexpedition
www.patreon.com/dungeonexpedition
<https://twitter.com/DungeonExpo>

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INTRODUCTION



Figure .1: Adventurers fighting Kyrventh the black Dragon

What do you find, in a fragmented city, with alleys and buildings unexplored... When its citizens are fearful of going to places not originating from here? ... Why, opportunity of course! - Kanavain Kent'tar

ADVENTURE BACKGROUND

More than ten years ago, the people of the city of Danvegan were awakened by screams and wails. Like a thief in the night, buildings or even whole sections of the city got replaced with locations from another world. The event was silent and instant, leaving behind a strange fusion of earth, wood and stone.

The people who were caught outside of those zones, were left staring at strange buildings where their homes would be, losing all of their belongings and possibly their loved ones instantly. The ones caught inside the zone were gone without a trace, and the unlucky few

caught in between... lost some of their limbs or worse they were severed in half.

Some of the new sections of the city were empty, but some others hid dangers to the citizens of the city. The Mage Guild of the city, called Telandron, led by Adder the Archmage cast rituals that wrapped these zones in opaque force fields sealing whatever lurks within forever inside. Or so the citizens thought.

The magic of the seals is failing over time, and soon the force fields will fail one after the other. The government of Danvegan is issuing rewards for groups that enter these zones and try to clear out any danger to the city before it escapes.

Inside the isolated zone lies a small section of a city from another land, continent or even world. Nobody really knows as the sections that replaced districts of the city don't always appear to be consisted with each other.

This particular isolated segment comes from a city named Ginarth, located at the base of the Callarene mountains in a land of another world. Ginarth was invaded two and a half centuries ago, by an army of serpent-people, the Noirri led by 7 black dragons who called themselves simply "Dalsein", which means Thunder and it was inspired by the sound their collective wings made when they were flying in.

The city was taken from a peaceful race of Dragonborn who were enslaved by the superior forces that attacked their beautiful homeland. Some 50 years ago, the rebellion approached an ancient silver dragon named Azzinth, and requested her assistance in liberating Ginarth. Azzinth and her brother Charunth agreed and the rebellion's chances were improving giving the rebels had a small sliver of hope that things may actually improve... and then the "Event" occurred. In the midst of battle, Azzinth was split in half, half of her body in the city of Ginarth and the other half landing right here in this zone in the midst of Danvegan market district.

ADVENTURE SUMMARY

The players will answer the call and meet with the Captain of the Royal Guard Astor Cain. He will assign the isolated zone at the western part of the city near the market. Once the Wizard Guild Members open up a gate to the isolated zone, they will start an exploration of the area stumbling into the hunting grounds of three young black dragons, and their cult.

The Players will encounter the larger of the three dragons and fight him almost as soon as they enter the area. The rest of the exploration will put them up against the Noirri Cultists and they will also encounter Dragonborn prisoners in the bone prison. Once the Dragonborn are released, their leader will reveal the existence of two more dragons, and he will gladly join them into bringing them down.

Once all foes are defeated within the zone, the players will escort the released prisoners out of the zone and claim their reward.

ABOUT THIS DOCUMENT

This adventure encounter, is part of a larger campaign setting based on an urban environment. It offers descriptions, plot hooks and adventure ideas that can be used in your own campaigns along with the Isolated Zone maps. The NPC information are written in a game agnostic method, providing physical descriptions, plot

hooks and basic tactics but they will need to be fleshed out and adapted to your own campaigns, player levels and game systems.

PLOT HOOKS

1. The King is issuing proclamations for mercenaries that can enter the Isolated Zones and dispose of any danger before it becomes a threat to the city.
2. The PCs are actually originating from the other side fighting the dragons while they are trying to escape the Zone, out into the strange (for them) city of Danvegan to explore the new world and find a way to get back.
3. The city's biggest Thieves' Guild hires the PCs to infiltrate one of the isolated zones to steal any secrets or treasure that lies therein for their own personal gain.
4. This event didn't happen years ago, but only just occurred. This would mean that the situation inside the zone would basically be a war zone as the transfer happened during the rebellion.

DMs should familiarise themselves with the main characters of this encounter and plan ahead with the way they are going to react to the players' actions. The traditional room - by - room approach of a dungeon should be discouraged, and use the entire map of the district to his advantage.

ADAPTING THIS COMPANION

This encounter could be inserted to any city. Exploring an unknown area within the city which is supposed to be familiar could lead to great adventures. The Dragonborn inside and the Noirri are supposed to be providing an exotic element to your campaign. If Dragonborn are common, then consider swapping the race with another race that feels more alien.

Telandron is the mage guild of the city of Danvegan. If you are running this encounter in another city of your campaign, then swap it with a mage guild of your own. If there is no suitable mage guild, then consider adding a secretive arcane group named Telandron for this encounter. More information on Telandron and the city of Danvegan will follow.

The elf which appears to help the PCs prior to their entry in the isolated zone, is in reality a Drow named Kanavain Kent'tar. He doesn't reveal this information during this encounter, but DMs who decide to use that character should make a mental note, as he is

going to be a prominent NPC in this campaign. More information on his agenda will be revealed in subsequent adventure notes.

Adder the Archmage of the city is a mystery figure. He appeared in the city around the same time the isolated zones did. He's been assisting in containing them and he has the King's ear however his secretive-ness keeps people suspicious. He doesn't appear in this encounter but his name may be mentioned, thus offering PCs another thread of investigation to follow.

DMs running this encounter are not necessarily limited to the number of Noirri listed herein. They can adjust the numbers to make it easier or challenge the players a bit more. For role-playing purposes several examples of names are provided to use in case the PCs decide to talk to any of them rather than fight them. Some names are: Zsumu, Yuizhill, Holku, Szotsal, Matuss, Zhuihi, Uihsey-iuh, Meztlotla, Yohtlollia, Szatstlusih, Otsheess, Shazsiu, Uiku, Ostlia, Hotlei, Szoztall, Zhuizhoshee, Tutsushal, Eskeyish and Uztoha.

A ROYAL PROCLAMATION

Dependent on the approach you decide to embed this encounter into your campaign you may need to adapt this chapter to provide a better fit for it and skip this chapter. If you follow the Royal proclamation approach then read or paraphrase the following to your PCs:

The voices of town criers break your walk in the market district of the city, and your attention is drawn to a gathering of people around the criers that nail a parchment to a wooden panel. The majority of the gathered people nod approvingly and some others wanting to volunteer already head towards the Guard Headquarters to enlist. As you make your way through the crowd you read the notice on the board.



Figure .1: A Royal Proclamation

If the characters decide to claim the reward, they will make their way to the City Guards' Headquarters to meet with Captain Astor Cain. They will encounter long queues and delays since many mercenaries will seek out the bounty in question.

MEETING WITH CAPTAIN ASTOR CAIN

Captain Astor Cain had to step up as far as responsibilities are concerned since the disappearance of the city's general. He is an experienced warrior having several battles under his belt, but his youth (28 years old) hasn't prepared him for being the leader of the entire city guard.

When the PCs finally meet the captain, he will appear rather tired after discussing for an entire day about the isolated zones throughout the city. The zone near the market district is the only one he has available for the PCs.

Astor Cain expects that he is going to be asked questions about these isolated zones and how they came to be, after all he's been having this conversation all day long to various other mercenary groups. So this is what he has to say (or what he is willing to reveal) on the matter:

What exactly happened with these zones? When did they appear?

It happened in the middle of the night, silently... quietly without even a whisper. It started 10 years ago with the last even occurring 14 months ago. Sometimes small sections other times whole districts vanished and in their place, appeared something else. An equal area but with another origin. Any people trapped inside, gone never to be seen again.

How many zones are there?

We know of 67 zones. Sometimes it's as small as a room. Others, whole buildings or city districts.

What is inside the Isolated Zone - What will the PCs face inside?

The truth is that I don't know. This particular zone has never been penetrated before. But the magic that seals it and keeps whatever danger is inside from being unleashed into the city is failing and it's better if the zone is cleared.

Why haven't the city's wizards or the Archmage annihilate any threat that is inside?

Maintaining the seals over the zones consumes a great amount of magic. Stepping into one to annihilate any potential threats would keep them from maintaining the seals and risk releas-

ing more of them

**Why not simply let the sealed indefinitely?
Why now?**

Time appears to be passing much much slower inside the zones. Creatures inside survive a lot longer than expected and the seals deteriorate over time and will eventually fail.



Figure .2: Captain Astor Cain

Astor Cain is willing to offer 500 gp to every member of the group, in addition to them keeping 90% of whatever treasure (coins) they find inside. The rest 10% will go to the families of those lost in the events.

INTERESTED PARTIES

As the PCs leave the City Guard Headquarters, they are approached by an Elf, which does not identify himself. He is the leader of a secret group operating within the city, and one of the few that has visited the inside of many of these isolated zones.

He has informants in almost every layer of the city, and he got informed quickly of the group that will take on the big one near the market district. This zone is of interest to him, and he wants to see the PCs succeed.

He is interested in information about the origin of that place. The city of Ginarth in particular. If the PCs return with a map he would pay a good amount for it. Take this opportunity to offer to the PCs equipment you deem necessary to survive within the zone. It could be potions, certain types of weapons or resources that might balance out an otherwise difficult encounter due to the circumstances of this isolated zone.

Read or paraphrase the following when the PCs encounter the unnamed Elf:

A melodic voice sounds from behind you when you walk out of the Guard district of the city.

"I was never fond of Gods. They are all the same, constantly indifferent about the mortals, caring only for the worship that gives them their power. In the eyes of a commoner the power wielded by the Archmage of Danvegan, Adder could be comparable to that of a god... after all both could annihilate him with not much more than a thought."

You turn around to see an elf wearing plain clothes, and a cloak covering his face, although his red eyes peer through along with silver hair protruding from the bottom of the cloak's hood. Before the PCs manage to respond he continues:

"Despite his immense power however, he cannot maintain the seals that isolate the zones that you are about to explore. I understand you are tasked to explore one of the larger isolated zones. For reasons that are my own, I'm interested in seeing you succeed. Should you return, we will speak again, I may have a proposal for you. In the meantime these may prove valuable..."

Suddenly, simultaneously... with movements that seem almost choreographed, a passerby drops a sack in front of your feet and continues on as if he never carried one, while in tandem a wandering salesperson drops a backpack right next to you. Kids running around laughing pass through all of you clearly playing a game, and an old woman chases them shouting at them for something they did to her. When they are gone, they also seem to have dropped bags and sacks in front of you.

Looking up, the elf is nowhere to be seen.

The sacks and bags dropped in front of their feet should be crucial for the mission the PCs have undertaken. The fact that it's so well targeted should indicate that he already knows what they are about to face. DMs should take into account what items the PCs carry, and should offer them something that will give them an

actual chance of survival (antitoxins, energy resistance to acid, potions of flying or possibly a weapon that can help them are some examples).

It is important to pass the message that he is well informed of the danger and he truly has provided them with something that can help them.

Tora and Barlar turn and face the wall in front of you and start an incantation reading from their spellbooks. The incantation takes a few seconds and when the final arcane words are heard: "Nulla ullamcorper vestibulum". The wall shimmers and an opening appears revealing an entrance to an area that doesn't match the city streets nor the climate of Danvegan.

OPENING THE GATE

Once the PCs prepare themselves they are expected to meet with a large band of soldiers and two members of the wizard guild of the city - Telandron - in a pre-specified location as discussed with Captain Astor Cain. Once their identities are confirmed read or paraphrase the following:



Figure .3: Entrance to the isolation zone

You arrive at the predefined location and you see a score of soldiers waiting in a semi-circle formation towards ... a stone wall. The group is led by a female Elf with raven-coloured hair and two piercing grey eyes with red flecks. She approaches to you as you arrive and says:

"Greetings, my name is Valania Morfalin. We are here to guard the gate in case any of the creatures inside step through if you fail to clear it out. These are masters Tora and Barlar, wizards of Telandron. They will open the gate for you to step in."

Valania then produces two earrings. One earring she offers to Barlar. The other to you. "When you are ready to come out, just say so and the gate will open. The person who speaks, wearing the earring, will be heard by the person wearing it outside."

ISOLATED ZONE EAST - ENTRANCE

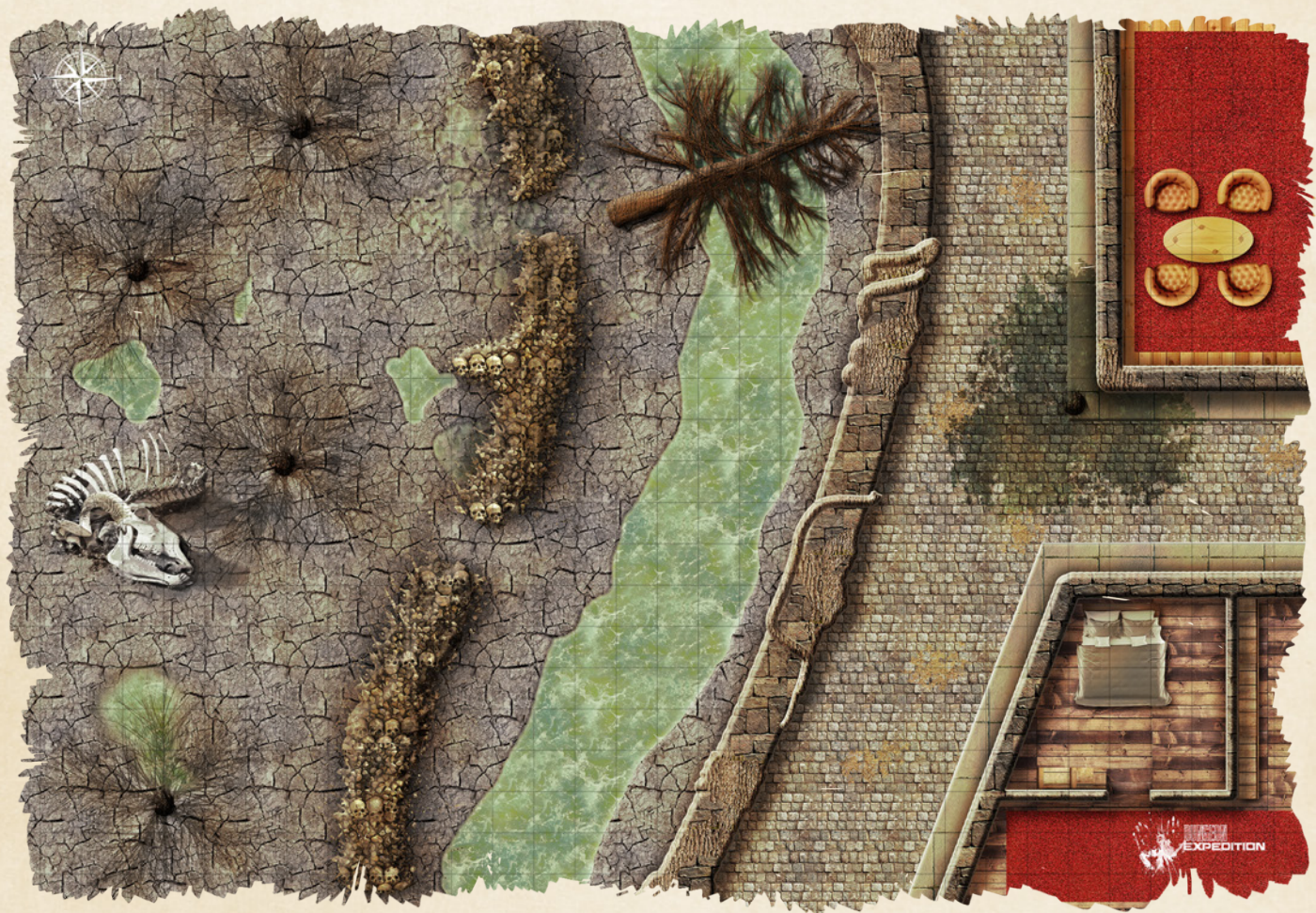


Figure .1: Isolated Zone - East

This is the first section of the map the PCs will encounter when they step through the gate of the dome. When they step in read or paraphrase the following:

You step through the opening of the dome, in what seems like an alien barren wasteland. Right in front of you flows a greenish river with a smell and fumes that instantly hint at its acidic nature. On the other side you see three piles of humanoid and monstrous bones and skulls set up like short walls.

As the gate of the dome behind you closes, you notice that the only visible way across the acid river is a fallen tree trunk that was cut in order to serve as a bridge to go across.

Arrows protruding from the trunk betray the fact that the gate has been opened once again and a fight occurred in this place before.

Dependent on whether there is an active Hunt in progress this location has a different set up. During a hunt there is none of the Noirri around. They would never dare get between their masters and their prey partly out of respect partly out of fear of becoming a meal themselves.

When there is no hunt however there are Noirri guards posted here taking cover behind the bone walls against intruders to the dome. In this case they wait until an intruder crosses the tree bridge and a second person

is walking across it to maximise damage and prevent everyone from fleeing. They begin the attack with a rain of poisoned arrows and then retreat according to the description below.

If this is the first time the PCs enter have them enter during the hunt of the Dragonborn female ranger. Otherwise if they fled and returned set up the ambush.

When Noirri scouts are here guarding the area use the following descriptions:

NOIRRI SCOUT X3

A hideous humanoid creature with a serpentine head and a humanoid body with reptilian skin is hiding behind the bone wall. (Use Malison Yuan-Ti stats from the Monster Manual.)

TACTICS

Hit and Run. There are three of these scouts in this area. They are armed with longbows ready to make some preliminary attacks when the PCs cross over the acid river. After the initial attack. they will retreat in three directions. One will run towards the central bone temple. The other will go north east to the cabin, and the last will move to the south to the big Wooden house.

This happens to maximize the chance one will escape and warn the rest of the Noirri and their draconic masters about the intrusion.

As the PCs explore the area and move further inside they come across the remains of a massive silver dragon. Her spine has been severed right in the middle. This is Azzinth, the one who was going to help the Dragonborn reclaim their city. Unfortunately whatever caused this region to fuse itself with the city of Danvegan severed the great dragon in half killing her instantly while she was in the air.



Figure .2: Azzinth the Silver before her fall

Read the following when they approach Azzinth's remains:

You approach what appears to be the remains of a great beast. Massive thoracic bones protrude from the earth, encircling a severed spine, that's been cut as smooth as if by the sharpest razor. The bones are brittle from their exposure to acid, but the head betrays what it used to be back when it was still alive... a dragon.

Allow PCs to make an investigation check (DC 14) to find silver scales on the carcass. This should indicate that what is in front of them are the remains of a good dragon.

A closer inspection reveals that there are still patches of dragon hide with silver scales.

DEVELOPMENT

The river of acid is both wide enough and deep enough for the three young dragons to swim under stealthily, or stay under indefinitely since they can breathe under water and are immune to acid themselves. After the PCs have crossed the bridge and are far away from the entrance of the Dome, Kyrventh will break the tree trunk and sink it in the acid to make a possible escape more difficult for the newcomers.

ISOLATED ZONE SOUTH EAST

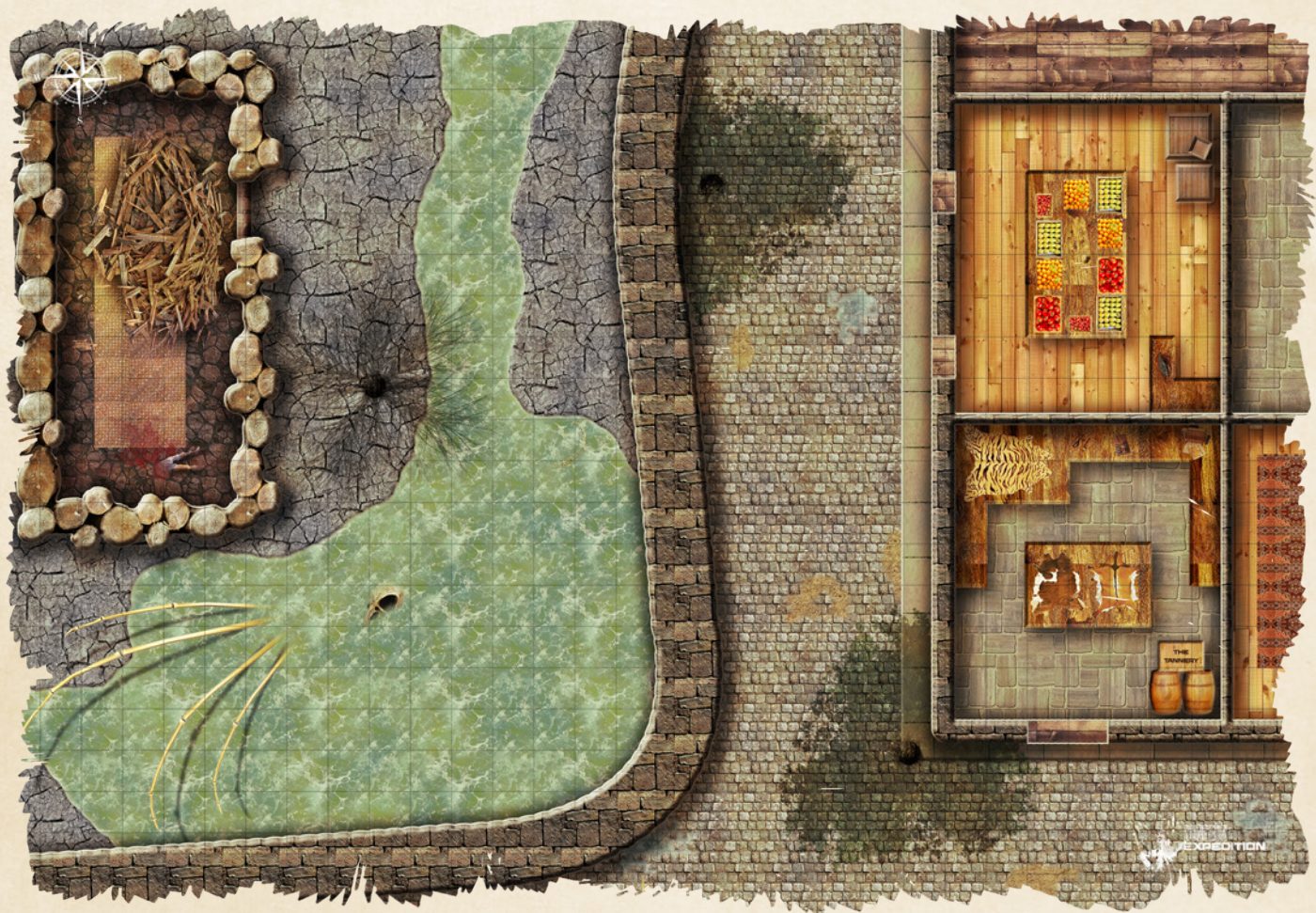


Figure .1: Isolated Zone - South East

The south eastern part of the dome is on the edge of the market district of the city. Over the years the citizens of Danvegan learned to cope with the various domes around town. Some businesses even flourished since the edge of the dome attract several visitors per day.

Outside of the dome, there are shops that thrive on the existence of the big tourist attraction next to them. One shop is selling fruit and vegetables and the other is a tannery.

Inside the dome, the river of acid continues in an L shaped flow. Read the following to the players when they move towards this area (from within the dome):

You walk south following the flow of the acid river as it enlarges into a bigger sized pool before it continues to the west around a shack that is barely standing together.

Before you pay close attention to the shack however, what catches your attention are the skeletal wings and skull of another dragon as they escape the acidic embrace of the deadly pool.

The skeletal wings belong to Azzinth's sibling named Charunth. Charunth accepted Haw-Reiun as a rider, when his own wings were injured and they rode into battle to inspire the troops against the Noirri and the black dragons.

Unfortunately as Azzinth was cut in half suddenly the

three black dragon brothers Kyrventh, Friedinuss and Jukat focused on Charunth and Haw-Reiun. Charunth fought bravely but fighting three black dragons proved too much for the young silver. With his dying breath he threw Haw-Reiun to dry land before he sank in the acid lake.

full of wooden planks and debris from the roof. Climbing over the debris, shows you a morbid sight. Dried blood everywhere leading up to its source... the decomposing bottom half of a person lies across the room, with it's top counterpart nowhere to be found.

TREASURE

The lake is 40 feet deep. Characters who decide via the means of magical acid resistance, or immunity to dive into the pool to search for treasure can find Haw-Reiun's two handed sword, Nerikin (see magic items chapter for more information).

CABIN

Read the following description to the players if they approach the cabin:

You approach the cabin, which obviously has seen better days. Most of the buildings in this area are damaged, but this is particularly more. The wooden logs forming the walls have deep claw marks stretching from side to side and there are hints of acidic damage in various locations even high up.

During the last "hunt", this cabin was the victim's last stand. Running out of time and ammunition, he decided to take shelter in this empty cabin. Hoping that the dragon was too big to go through the door and maybe ... just maybe he could get a moment's rest to come up with a better plan.

The dragon hunting him, kept on playing the same cat and mouse game he will play with the PCs. Circling the cabin while he was inside, scratching the walls and growling but at the same time walking as stealthily as a cat would maintain the panic, fear and terror that he enjoys tasting in his food.

Eventually, Kyrventh weakened the roof with his acid breath weapon and smashed through it and annihilated the poor slave that dared challenge him. Instead of eating him entirely he left half of his body in here, to rot and decompose, and serve as another method of terror to anyone who will have a similar idea.

You push the door as hard as you can, pushing debris from the roof behind it. The small cabin is a single room,

ISOLATED ZONE SOUTH

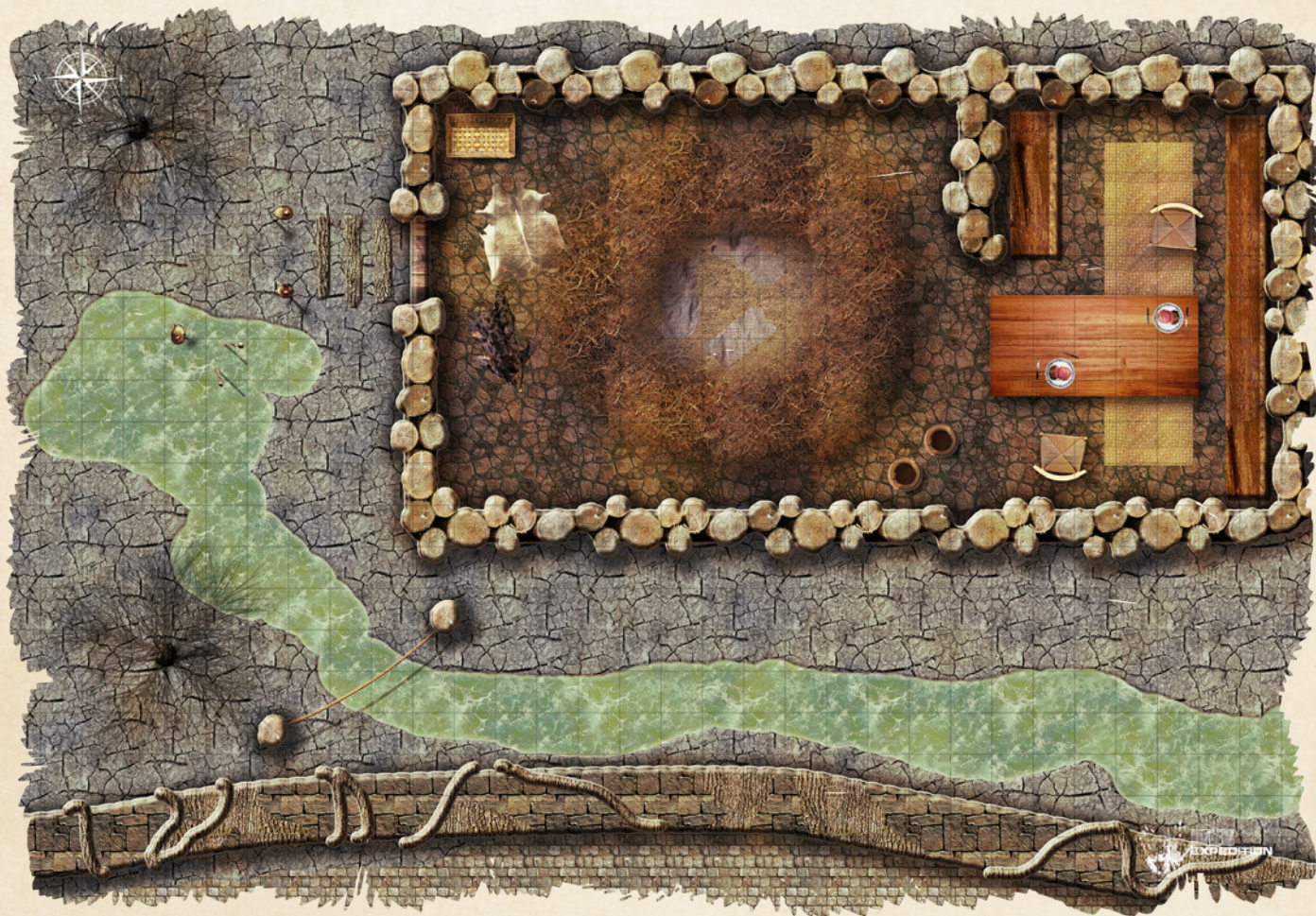


Figure .1: Isolated Zone - South

Read the following description when the PCs approach this area:

The acid river continues its flow around the big wooden cabin, finally stopping in a small pond right outside its entrance. Near the corner of the cabin two poles rise on either side of the river with a tight rope connecting them. From it you can see raw meat (some of it rotten) hanging in what seems like a tribute to someone or ... something.

A bit further in the pond outside the cabin, there are small wooden stakes with humanoid heads impaled, leading to the actual entrance of the cabin like some kind of trophies.

The cabin is inhabited by some Noirri and between the periods of two "Hunts" they are killing off a slave that is

captured to serve body parts to the dragons by hanging them to the rope.

WOODEN CABIN

When a hunt is not in effect the cabin is used as the home for several of the Noirri. If the PCs reach this area before encountering Kyrventh, he will allow them to enter and explore the house before landing on the roof trapping them inside.

The wooden door is locked from the inside. The door has a simple and rusty lock so it should be fairly easy to open. Once the PCs enter the cabin read or paraphrase the following:

You pass between the two impaled heads towards the door of the cabin, waving away flies. Once you open the door, a musty smell takes over your senses. The first thing you see is a massive nest in the center of the room. Twigs and little branches tied and twisted forming together a circle. Inside the nest you see sand covering the floor and on top some sheets spread out serving as a place to sleep to whoever lives in this cabin.

Further in the back there is a big dining table and cupboards adjacent to the walls.

Dependent on whether the PCs make a noise, the guard that usually remains in this cabin during the hunt will attempt to hide behind the separator wall. He is aware that he cannot possibly defeat them by himself so he doesn't attack when they make eye contact.

NOIRRI WARRIOR

A humanoid creature closely resembling a human, but with scaly patches of skin and serpentine eyes, waving a scimitar. (Use pureblood Yuan-Ti stats from the Monster Manual. You can also give him a couple of levels in some kind of a warrior class like fighter or barbarian if you want to increase the challenge somewhat but this shouldn't be too difficult for the PCs.)

TACTICS

Suggestion. The Noirri will attempt to use his suggestion abilities to allow him to escape. As soon as he does he will attempt to warn everyone about the PCs.

The Noirri and the Dragonborn in the dome speak a strange draconic dialect so when the PCs speak to him, it should be made clear that even if the characters know Draconic, the understanding comes through effort and they should certainly not be fluent in it. This is important for the dramatic effect of revealing there are three dragons in this area later on.

The Noirri Warrior will threaten the PCs about his Master (without specifying what he is), and he will use suggestion as soon as possible to allow him to escape. If he enters combat he will fight to the death, happy to die in service to his master.

The cabin has nothing of value and the Noirri warrior has no items of value apart from his scimitar and armor.

ISOLATED ZONE SOUTH WEST



Figure .1: Isolated Zone South West

Moving further to the south west the PCs reach the other end of the Isolated Zone they are exploring. This region of the zone, is dominated by a yellow-stone building that ends abruptly where the walls of the zone begin. The building is in a dire state of repair but is otherwise safe structurally.

The building used to be the entry way to a marvellous mansion but since it was severed and fused with the city of Danvegan it's significantly smaller since these few rooms are all that is left. The mansion used to be decorated with statues and humanoid sculptures that many museums would envy. Most of these sculpture decorations are now destroyed, since the Noirri occupiers would not allow humans hope of ever becoming anything more than their slaves.

Currently, in the zone this building has become the place

where the three Draconic siblings keep their treasure, hidden behind a secret door. When the PCs reach the entrance of the building read or paraphrase the following:

The building standing in front you has significant damage, but looks stable enough. Its southern end seems fused with the wall encircling the isolated zone. The stone used to build it has a yellowish tint not usually encountered in the streets of Danvegan or its outer region.

There is no entrance to the building allowing you to look inside, only to see an empty room with remnants of what used to be works of art, carpets or stone figure heads, now reduced to rubble. Whatever light is shed into this room is coming from a candelabra shedding a

modest light at the far end revealing another entrance to another room.

The PCs should have fought at least Kyrventh by the time they reach this building. They should feel like the worst has passed, and maybe they still have to face some of the Noirri that may hide in the various buildings before they return to Danvegan's officials as victors.

Jukat and Friedinuss, Kyrventh's brothers, witnessing (from afar) their older brother's demise, lay in waiting and bide their time before they attack the PCs. This building since it houses the Dragons' treasure is devoid of any Noirri. The dragons would never allow anyone near their treasure since they can get to it via the underground tunnels that connect the two wells of the zone.

Should the PCs escape with the treasure and try to exit the area with it, then Jukat and Friedinuss would most definitely attack to prevent them from escaping with it. When the PCs move to the second room, read them the following:

This small room is entirely empty but from a mosaic on the floor of a great black dragon. You get the sense that the creatures that inhabit this area greatly revere the great beasts.

This room has actually nothing of interest. However on the eastern side of the room separating it from the next chamber is a secret entryway. The door is a sliding door which opens downwards into the floor. The door is not trapped since no one in this area know of its existence. On top of that the Noirri would never risk angering their masters and come in here without permission.

When the PCs open the secret door read or paraphrase the following:

You slide the door downwards to reveal a chamber that is completely closed off. There are no windows or doorways whatsoever and your sense of smell is overwhelmed by the acrid scent of acidic fumes and vapour. Through the cloud you can see a stone well in the south-eastern part of the chamber, and more broken artwork to the north. A small doorway to the south leads to another room, but the doorway appears to be flooded with more acid.

The fumes in this chamber is the result of the dragons breath. It comes out from the well in the south-east corner. The well is how the dragons usually enter this

chamber. The tunnels below are connected with the well outside the slaughterhouse in the north. If anyone decides to go down the tunnels below the characted descends for about 30 feet before he encounters a pool of acid that completely floods them end-to-end. Water Breathing and acid immunity would allow a PC to swim through it however there is a 50% chance he will encounter one of the other two brothers. If he is noticed the dragon will fight to the death, so that it makes the person that jumped in never to be seen or heard from again.

TRAP

The fumes coming out of the well, are thick and extremely corrosive. Any PC walking through the fumes and spending a round in them receives 2d10 damage for every round spent inside the cloud (no save due to the thickness). A gust of wind would disperse the cloud, but it would re-form in 1d10 minutes as more acidic vapours come out of the well.

FLOODED DOORWAY

The doorway to the other chamber is flooded, but characters standing on the edge can see that this is where the treasure kept by the dragons is hidden. The difficulty lies in getting it out of there due to the acid lake in front of the door. The lake depth reaches about 2 feet deep, but the acid is extremely corrosive dealing 10d6 points of damage to anyone spending a round going through it and every round that he stays inside. The stone floor below is also extremely slippery due to the corrosive nature of acid making it extremely smooth. Anyone walking through it should make some kind of acrobatics check (or balance, or Dex check) with a DC of 16 to avoid falling in. This would increase the damage dealt to 15d6 points of damage.

TREASURE

Once the PCs go through to the treasure chamber they find the following treasure:

DRAGON TREASURE

Coins 4500 gp

Gems Black Pearl (400 gp) Rose Quartz (50 gp) Violet Garnet (600 gp) White Pearl (90 gp) Total value =

1140 gp

Art Objects Crystal Scroll Case (800 gp) Dragonscale Hunter's Cap (800 gp) Gold Pendant set with Sardonix (600 gp), Unframed Painting (500 gp) Total value = 2700 gp A miniature silver fiddle worth at least 30 gp.

Magic Items: Mithril Chain shirt, +1; Full Plate Mail, +1, and arcane scrolls with 8 spells (DM's Choice) and divine scrolls with 6 spells.

ISOLATED ZONE WEST

GROUND FLOOR



Figure .1: Isolated Zone - West - Ground Floor

The westernmost part of the isolated zone was the part that allowed the entrance into the city proper of Ginarth, the city where this area is actually coming from. The gate into the city proper was "guarded" by two gigantic stone statues of humanoid serpent (or rather draconic) folk.

The remains of one of these two statues lies here with the bottom part severed and missing. When the PCs approach this area, read them the following:

The remains of a gigantic statue lies near the wall of the dome. It's head and upper body has sunk slightly in the dry mud in front of you. It depicts a winged draconic creature with calm facial expressions. Its lower part is missing and the statue appears to be cut in half with

a razor-sharp edge, similarly to the great silver dragon you encountered when you entered the dome. Upon close inspection, the head should've had two horns but it seems those has been purposefully sawed off.

Near the great statue are two wooden-log cabins. The cabins are used by the Noirri for the hatchery of their young. They are guarded at all times even during a "hunt". The doors to both of these cabins are locked and messing with their lock could alert the Noirri that are inside.

Read or paraphrase the following to your players when the enter the bottom log cabin:

You enter the wooden cabin, only to encounter any empty room. In its center there are four nests. When you approach the nest, you realize that it is full of - ready to hatch - eggs serpent like depicted by their elongated size. On the far wall there is a wooden ladder that allows the ascend to the attic above.

Right over your heads you see the wooden beams that support the cabin, along with several wooden frames that still remain fixed to them and haven't fallen off with time.

Present along with the eggs are lowest caste Noirri, serving as carers protecting them until they hatch. They would jump in front of fireballs to protect them, gladly offering their lives in exchange.

NOIRRI EGG CARERS x3

These humanoid creatures, with scaly patches of skin and serpentine eyes are all female. They are only carrying daggers since their only purpose is to care for the eggs. (Use pureblood Yuan-Ti stats from the Monster Manual)

TACTICS

Poison Spray. The Noirri carers will do everything in their power to protect the eggs. They will not abandon them under any circumstances and will gladly sacrifice themselves for their wellbeing. They will use their poison spray ability before they attack with their daggers. However they won't attack unless they have to. If the Noirri Guards are still in the cabin they will merely provide support with their suggestion and poison spray abilities before they enter combat.

FIRST FLOOR



Figure .2: Isolated Zone - West - First Floor

Above the nests, there is a rudimentary attic formed by wooden planks on top of the supporting beams of the cabin. The attic has nothing of value anymore. It is used to store supplies and materials like rope, parchments but also crates with salted meat and other food choices that have been preserved.

PCs can get to the attic, by climbing up the wooden ladder resting on the wall, or by any magical means that can lift them up by 10 feet, through the gaps in the attic's floor. On the attic three Malison warriors with a serpentine lower torso guard the eggs day and night, armed with longbows. They attack immediately as soon as the PCs enter the cabin.

NOIRRI MALISON GUARDS X3

These creatures have a serpentine lower torso and are armed with longbows ready to attack. (Use Malison Yuan-Ti (Type 3) stats from the Monster Manual)

TACTICS

Ranged Attacks. The Noirri, will attack immediately with ranged attacks, and the use of the suggestion abilities. If they get cornered they will transform into snakes and attempt to escape through cracks on the walls of the cabin, but they will return and continue the fight from afar to protect the eggs from the intruders.

TREASURE

Use the attic as a good opportunity to offer the PCs needed supplies like healing potions or antidotes etc. It is important to have a fighting chance against the enemies they will encounter here. This is going to be left on the DM's discretion.

BONE PRISON

GROUND FLOOR

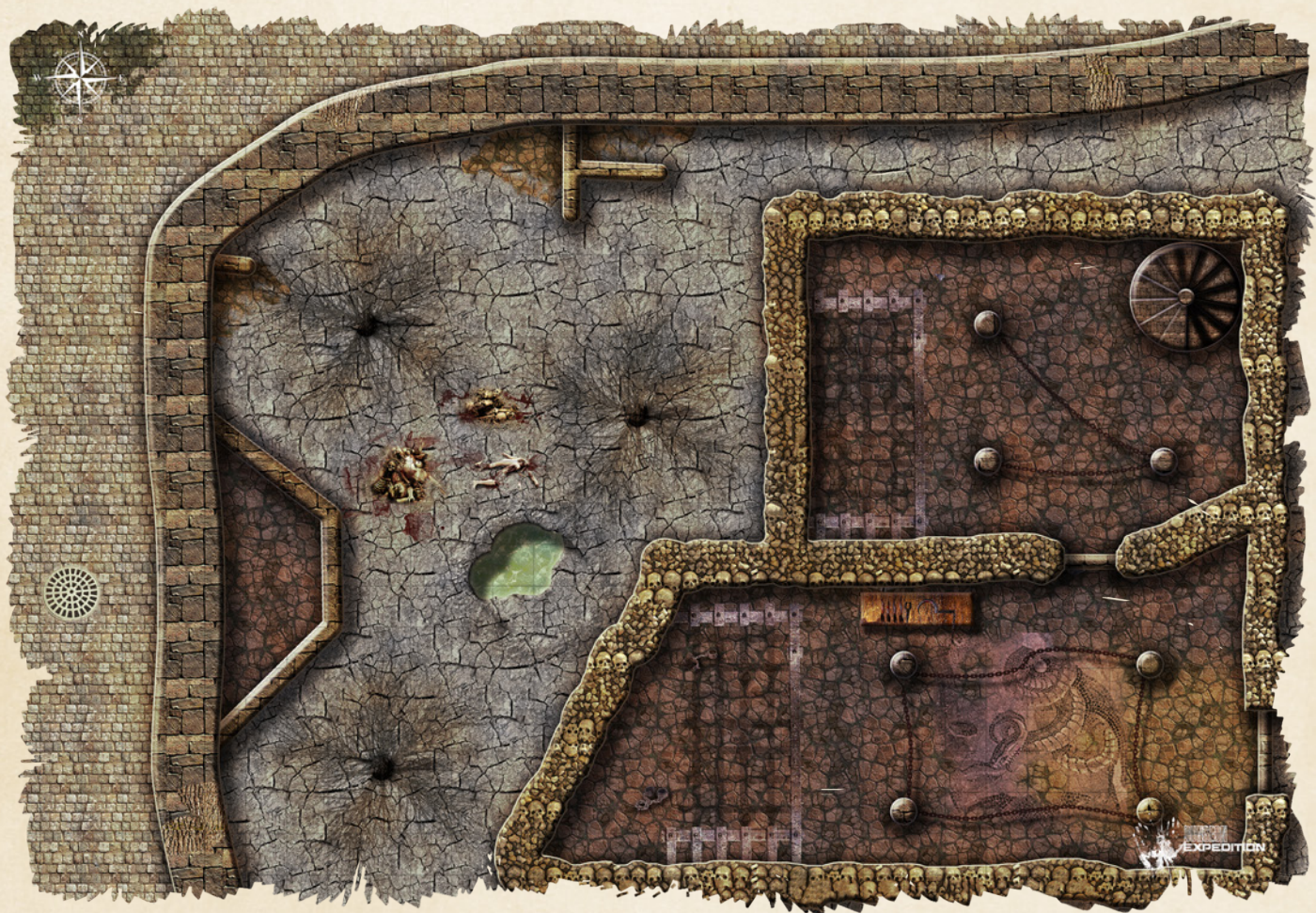


Figure .1: Isolated Zone - North West - Bone Prison - Ground Floor

When the PCs approach the area, read or paraphrase the following:

Moving towards the north western section of the dome you come across a strange looking building. This is a two story building with some narrow windows not big enough for anyone to get through. What is really disturbing about this building is that it is made of humanoid skulls and bones fused together by some sort of necromantic energy.

The building has a thick-looking metal door which appears to be the only way of ingress.

This whole dome has two buildings that are built using humanoid bones and skulls. The central Temple and this one... the bone prison.

While the temple serves as the place where the Noirri adopt the doctrines of their spiritual leaders inspiring loyalty and devotion to their masters, the bone prison is where all the cruelty comes out to punish the slaves and rebels that were captured.

The Noirri never bother burying or burning the dead who suffer at the torturers' hands. Instead they throw them back around the prison in a large pile for prisoners to see and despair.

If the PCs search the pile of bodies read or paraphrase the following:

The stink of the pile of dead bodies and body parts is what hits you first. The bodies are in an advanced decomposing state and the entire scene is repulsive. As you search through the bodies you sense movement among the body parts...

Some of the bodies have been animated and turned into zombies. As the PCs search through the bodies have the zombies make a surprise attack at anyone that is helping in the search. The zombies have nothing of value.

ZOMBIES x4

Entering the steel door is going to prove harder. The door is locked from the inside by the guards that are always stationed there. Unless the PCs have a way of teleporting inside there is no way of surprising the guards unless they disguise themselves somehow.

Opening the door will almost instantly result in a fight where the Noirri prison keepers will attack any intruders they don't recognise on sight. There are several Noirri in here. The ground floor always has a torturer plus another four Noirri warriors keeping guard of the prisoners. If the battle makes noise (which is very likely) reinforcements from upstairs will come down to join the fight.

When the fight ends the PCs can truly take in the sight within the prison. Read or paraphrase the following:

The fight ends, and this is the first time you glance around the room. A massive serpentine dragon mosaic decorates the floor, and huge chains link the four stone pillars supporting the ceiling. On the far end of the room there is a massive cage and right next to it there is a table full of torturing tools.

Inside the cage, there is a massive Dragonborn warrior, kneeling in front of you as he is bound in irons and chains. From his back protrude two great silver leathery wings, but one of them is broken. It's not often one encounters a Dragonborn with wings but this silver one in front of you hints at the fact that he would easily dwarf every single one of you in size and mass should he stand before you.

The silver Dragonborn is Haw-Reiun, a lieutenant in Azzinth's army versus the black dragons and the Noirri. After the fall of the silver dragons the remaining Dragonborn rebels looked to him for leadership. Haw-Reiun

is a fierce warrior but he has a compassionate heart. The moment he sees the PCs and judging from their equipment he quickly draws the conclusion that they are not like the rest of the humanoids in his homeland. The humanoids there for centuries have been treated as slaves and overtime they grew to be little more than domesticated animals for they cruel Noirri.

Never in his life would Haw-Reiun expect to see humanoids, capable of defending themselves against Noirri warriors never mind defeating them. He welcomed this revelation and hopes to align with these newly found possible allies against his captors and release his compatriots from this prison.

HAW-REIUN

This silver Dragonborn is a rarity amongst the Dragonborn race. Apart from being as big as a goliath, he has large silver leathery wings that allowed him to fly. Haw-Reiun is a Fighter/Barbarian

TACTICS

Flight. Being one of the few Dragonborns with wings, Haw-Reiun uses his speed to close in on his enemies and attack them in melee combat using his sword. **Mental Arcane Defence.** Haw-Reiun has been fighting the Noirri for years so he had been training his mind to resist the Noirri suggestion ability. DMs are encouraged to pick feats that allow him to be able to have an advantage on saves that are related to will (WIS and INT) saves.

Haw-Reiun broke his wing in the fight right before this section was fused with the city of Danvegan. To avoid losing the morale of the troops he was taken as a rider by Charunth. He was thrown away as soon as the black dragons attacked the silver dragon and he woke up in chains in the prison cell kept separately from his companions so he is in desperate need to learn news of their well-being especially his mate Vyra.

If Vyra is with the PCs then his demeanour would be most helpful and even grateful for returning her to him.

THREE DRAGONS

During the conversation whenever portraying Haw-Reiun's speech in draconic refer to the black dragon as singular. Ideally the PCs reached this place after fighting Kyrventh and they should think that the worst is over. They should all be confident and reassuring that the dragon has been dealt with. Allow any character that

speaks draconic an intelligence check relatively low DC as this is for added drama to realise that for some reason Haw-Reiun uses plural when he is referring to the dragon. If someone asks how many are there then he will say simply... three.

NORTH ROOM

The other room in this floor has another cage that is full of captured slaves. Humans, elves, half-elves and others are in a malnourished state. Most of them are tortured and sick. There are no dragonborn warriors in this cage. Those are kept in the next floor by the rest of the Noirri torturers.

There are eight prisoners in total in here chained up inside the cage. There three humans, an elf, two half-orcs and two dwarves. All of the prisoners are in a pitiful state partly due to their imprisoned condition here in the bone prison but also due to their being born into slavery like their parents and grand parents before them. The humanoid races are all enslaved to the Noirri and even through Haw-Reiun's side is fighting for liberation he doesn't expect much help from weak races that have no military training in this rebellion.

FIRST FLOOR



Figure .2: Isolated Zone - North West - Bone Prison - First Floor

PCs can go the next level of the Prison above by climbing the stairs in the top right corner of the room below. When the PCs climb up read or paraphrase the following:

You climb up to the next floor only to see a much more disturbing sight. Apart from the two huge cells by the western wall there are chains connecting the stone pillars supporting the ceiling of this floor.

From those chains hang several steel cages with prison-

ers inside some Dragonborn and some humanoid. There are even a couple of cages which hold a dead prisoner inside left there intentionally for the remaining to see and picture their fate.

Should they avert their gaze they would only see a large mosaic of death on the floor out there to add to the desperation and psychological terror of the prisoners.

Apart from the humanoid slaves, Haw-Reiun's remaining band of warriors are kept here as well, all except Vyra. One of them is in dire condition. The rest are still holding on.

RELEASING THE DRAGONBORN - NPC ASSISTANCE

If the Dragonborn and Haw-Reiun are set loose, then they will gladly help the PCs against the dragons. DMs should judge the resources of the PCs before he offers the Dragonborn's assistance. If the PCs are in very good shape then the Dragonborn should be presented as really injured and not of much help.

If the PCs are in a really bad shape, then the Dragonborn could be of significant assistance offering healing spells or cures (once the healer is released from his imprisonment. DMs should use their discretion.

Note, that once inside the zone the PCs should never be allowed a chance to fully rest. The first night they will attempt to spend resting, the remaining dragons will attack, thus allowing only short rests while they are in here.

At the very least among the prisoners, PCs will find the following Dragonborn warriors in the cages of this floor:

WRALIN - SORCERER

This copper Dragonborn is interested in bringing harmony and balance to the world. He is often excited with opportunities to investigate arcane relics. He has a relatively trusting outlook but he is often unreliable himself if he is not interested in his task. He is steady and focused however when he is absorbed to a task of interest. He has proven valuable due to his bravery, but he is rather rigid in his beliefs. Due to the torture he's been subjected he has suffered some mild brain damage that causes him to mix up names

TACTICS

Spells. Wralin often stays out of the fray trying to use his spells to control the battlefield and defeat his foes from afar.

RASJHAN - MONK

This blue Dragonborn left his monastery due to not being able to suppress his self-destructive behavior and was having trouble adapting to the monastery's rules. He is rather joyful as a person and even-tempered and overall maintains a confident idealistic nature. He is honest and responsible and deliberate when he applies himself to a mission. As a friend he is warm and altruistic always striving to help others in need, but he is relatively shy and makes new friends with difficulty. He has a practical sense of humour which others don't always find funny and he likes talking about art. When he is nervous he is often seen picking his teeth with his claw.

TACTICS

Martial Arts. Rasjhan uses his monk training and martial arts to assist his companions in battle.

ROGMESH - CLERIC

This gold Dragonborn is a spiritual teacher of the Dragonborn community that survives the Noirri occupation. His goal is to bring order to the world. Rogmesh, overall is a hopeful person and rather apathetic to the events around him. He's been through a lot and although he will strive to assist anyone in need, he has become a bit numb to the cruelty of life. He is meticulous and controlled as a person and he often engages in discussions with others but not necessarily about religion. He collects odd things and works with metal in his spare time.

TACTICS

Spells. Rogmesh relies on the spells provided by his deity to enhance his physical prowess before he enters combat, where he joins in using his trusted Battle axe named simply "the cleaver".

ISOLATED ZONE - NORTH



Figure .1: Isolated Zone - North - Slaughterhouse

This big wooden log building is one of the few that kept its previous purpose. This building has always been a slaughterhouse and it remains one today. The people that fall prey to the "Hunt" are dragged here for the dragons to feed. There is always a pile of rotten or fresh bodies here. The main doors are almost always locked but the keys to them are held by the Noirri Caretakers.

The caretakers drag the victims here, throw them on a pile or often hang them from hooks on the chains and then leave in a hurry. They know that their dragon masters will come here to feed through the underground tunnels.

When the PCs enter this area read or paraphrase the following:

The buzzing sounds of flies and the stench of coagulated blood betray the nature of this building. Once you open the door you see a horrible sight of skinned bodies in a pile right in the middle of what looks like a slaughterhouse. The pile of bodies is somewhat hidden by a couple of carcasses hanging from hooks in front of you, which have been mauled so much that it's not easy at first glance to distinguish if it's humanoid or animal.

Further away there is a massive chopping table with a rusted cleaver embedded in it, and a bucket of murky water with bones floating inside. On the floor you see claw marks from some kind of large beast.

Characters with Tracking skills can detect the presence of three types of claw marks if they roll high enough. If they haven't found out yet that there are three dragons

in here, then this could be the first chance to figure it out.

The next room has a partially collapsed roof and has a hole in the floor that is flooded with acid. The Dragons use this as an entrance to the tunnels below. If a big fight is on, then the dragons will often travel through the tunnels to surprise their opponents from another side.

ISOLATED ZONE - NORTH EAST

GROUND FLOOR



Figure .1: Isolated Zone - North East - Commander's Headquarters

This two floor high wooden house is situated in the north-eastern corner of the isolated zone. Its condition is very good and the military commander of the Noirri who are stuck in this zone has assumed ownership of it, since the spiritual leader has taken the bone temple.

The house is close to the point of entry of the guards of Danvegan so he uses this building as a base of operations for the defences as well as a place of observations for possible intruders.

TRAP

The door of the house is locked and is trapped with a simple pit trap that is activated if anyone attempts to

pick the lock. The only consequence of the pit trap is that the person drops 20 feet but that part of the pit is also flooded with acid due to the flooded tunnels beneath. Anyone who falls in should roll a dexterity saving throw to try and hold on. If he succeeds he manages to grab a hold and avoid emerging entirely into the acid below, but still suffers half damage of 8d6.

HOUSE INTERIOR - FOYER

Once inside, the characters can explore the two small floors of the house. The first room is simply a foyer and has nothing of interest apart from a small carpet on the floor.

CORRIDOR

The door to the corridor is also locked but hides no traps. The barrels in the corridor have smoked and salted meats and preserved food for the tenants of this house.

There is always a guard posted in the corridor. Any sound in the foyer could make him go and investigate or if it's obvious it's some intruder, alert everyone in the house.

NOIRRI GUARDS

A Yuan-ti abomination is standing guard in the corridor. Use standard Monster Manual stats on page 308.

Read the following to the characters when they step into the corridor:

The corridor isn't particularly lit. Any light comes in through cracks from the wooden log walls. A stairway directly in front of you leads up to the next floor and a few barrels are placed in the corners. To your left there is a closed wooden door with light escaping from underneath and through the key hole.

The door is locked and it leads to a small room used by Noirri warriors for some rest and meals.

RECREATION AREA

This room is used by the Noirri warriors posted here to guard the home of their Commander. If it's quiet any weapons or armor they potentially wear is out in the large chest area. The room is also occupied by three Yuan-Ti Malison with two snake arms. Otherwise if they hear commotion they take some time to equip themselves before joining any fight that is going on outside.

Vyra is kept here chained up as a slave by the Noirri fetching water and being used often as target practice just for their own sick fun. If Vyra is rescued and convinced that the PCs are friendly, she will gladly offer knowledge about who lives upstairs as well even join the fight if necessary.

VYRA - WARLOCK

Vyra is a red Dragonborn and Haw-Reiun's partner in life. Her main concern is her people's liberation from enslavement. She has an anxious disposition and is viewing the whole rebellion with a cynical point of view.

Vyra is loyal to her friends but she will often resort to manipulation and deceit if it's for the benefit of her cause and to protect her friends. Vyra is spontaneous and flirty but at the same time cautious of others. She can be narrow-minded on certain topics and is cryptic where it comes to talking about her profession.

TACTICS

Spells and Warlock abilities. Vyra will resort to her abilities during a fight and will almost always try to fight next to her loved one, Haw-Reiun. In her mind she is the one who protects him sometimes even from himself.

FIRST FLOOR

Going up the stairs leads the PCs to a small corridor simply decorated by a rug made of animal hide. The corridor is linked with two other rooms via a couple of wooden doors.

STRATEGY ROOM

This room is used as the place to strategise about defences of this area since it was split off from its place of origin, the city of Ginarth. The leaders of the Noirri have set up a table, with a map of the city of Ginarth, including this area, discussing possible points of ingress by the invaders (the guards of Danvegan) and how to set up defences.

Read the following to the PCs once they enter this room:

This room has a carpet with a green reptilian pattern and a massive wooden table with eight chairs occupying almost the entire space. On the tabletop there is a map of a city and some painted wooden pawns arranged in some patterns. Paying some closer attention you find a small region on the map of the city that closely resembles the area you are in.

The room is illuminated by a lantern on the table and by a candelabra on one side of the room. Behind the chairs there is a wooden chest locked with a masterfully crafted padlock.

This room may be occupied by the Noirri Commander and a few of his warriors. Dependent on whether the dragons are defeated or not, the Commander orders his

then he knows he is in over his head against the PCs and will surrender if his life is spared. He is a seasoned warrior, but he became the commander and lasted this long because he picked the battles to fight and which to avoid.



NOIRRI COMMANDER

information from the contents of this room. The chest itself contains documents and letters that could betray the number of Noirri warriors in this zone and their assignments. With a successful investigation check DC 18 they can even learn the names of the three dragons.

TACTICS

Additionally, by researching the map with another investigation check DC 15 they can discover the points where a trap has been set in the entire area. The map is not detailed enough for exact coordinates, so they can estimate the trap's location in a 10 foot radius of every location noted on the map. If the PCs give this map to the Elf that helped them (the Drow) then he will take it off their hands by offering 500 gp (non-negotiable).

ISOLATED ZONE - NORTH EAST

NEST ROOM

This room serves as the bedroom of the Commander. He has set up his nest so he can sleep here. This room has nothing of value other than some personal items.

BONE TEMPLE

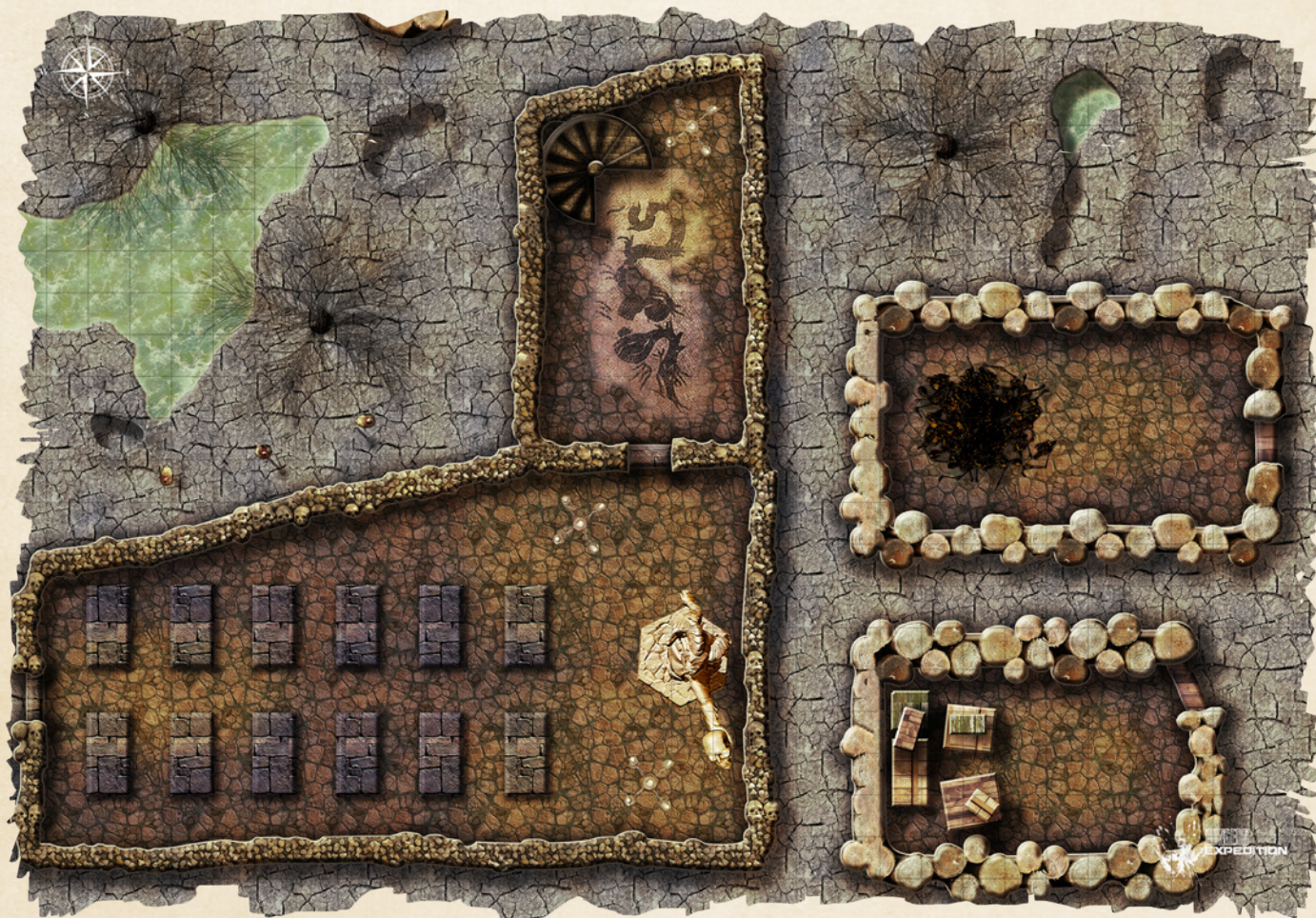


Figure .1: Isolated Zone - Center - Bone temple

CABINS

STORAGE CABIN

This cabin is used for storage. The Noirri use this room to store mundane equipment and tools. The supplies in here are limited due to their isolation from other sources, but they've managed to collect several items that could also prove useful to the PCs. If the PCs search this cabin they can find any mundane equipment listed in the Player's Handbook, but no weapons or potions.

DREAD STORAGE

This cabin was left empty on purpose. The dead people that didn't end up on the Dragons' menu were dumped

here on a pile. The pile was left there as a form of increasing the psychological terror of the people used as prey to the Dragons' hunt. Every hunted person who found their way into this cabin, would look at the pile of dead decomposing bodies, only to realise the vanity of it all.

Anyone encountering this while being hunted, must roll a wisdom saving throw DC 14 or become shaken realising the futility of keeping up against a creature like a Dragon being the hunter.

TEMPLE

GROUND FLOOR

The center of the zone is dominated by the Bone Temple. The Noirri are loyal to their Dragon overlords, however, they do worship their own god as well - Medcrath the allseeing - since before their arrival to the city. The High Priest is the spiritual leader of the Noirri in this isolated zone.

The title "High Priest" is self-proclaimed. He was the last cleric in the area when the zone was fused with the City of Danvegan, and he assumed the mantle of the spiritual teacher and guide of the remaining Noirri warriors.

When the PCs approach the temple from the outside, read or paraphrase the following:

What you see before you is a morbid looking building since its walls are made of bones and skulls. Its entrance is protected by a thick metal gate that is currently shut. Right above the gate on the first floor some narrow arrow slots reveal a peculiar green glow from the inside.

TEMPLE NECROMANTIC TRAITS

The gate to the temple is protected by necromantic energy. Anyone attempting to enter without speaking a greeting to the god Medcrath will be hit by 2d6 necrotic damage. The PCs can find this greeting by any Noirri in this zone.

Once inside any good aligned creature feels the corruption of the temple. All good aligned creatures feel the corruption of this place. This is caused by a relic on the first place that is producing a curse which is propagated by the bones in the temple's walls. Until the relic is destroyed all good aligned creatures suffer disadvantage to attack rolls and must succeed at concentration checks before casting spells. Concentration spells require a check every round to maintain.

MAIN RITUAL AREA

This is the area where the Noirri gather for their daily prayers. The High Priest is taking advantage of their situation here in Danvegan to demonise the outsiders that "trapped" them in here and he accuses everyone to increase the fanaticism that drives his flock. This helps in concealing his lack of experience and keep the others in line.

Read the following description when the PCs enter this area:

The moment you step foot in the building a sickening sense of mortality takes you over. You can feel the dark power this temple holds all the way down to your core. Initially you believe it's caused by your reaction to the bones on the walls but deep down you know that there is something about this place that's affecting you deep down in your core.

This large room is furnished with stone slabs serving as seats for the creatures that inhabit this place. To the far end you see a statue of a Humanoid creature similar to the creatures you were fighting that is holding a skull in his outstretched hand.

This room has nothing of value, but there are always a couple of Noirri warriors in here part of the High Priest's personal guards.

NORTHERN CORRIDOR

This corridor's only two interesting features are the stairs leading up to the first and the large Dragon serpent mosaic on the floor. This mosaic is magically linked to the one in the prison. They both emit conjuration magic if detect magic is cast on them. The fact that both buildings that house the two mosaics are made of humanoid skulls and bones should provide a hint to the players of their special connection.

Anyone who stands on the mosaic and drips some blood willingly on the mosaic is teleported to the other connecting Mosaic. The Commander of the Noirri, the High Priest and the Warden all know of this secret. There are more than two mosaics in the city of Ginarth, but since this zone was separated from that city and transferred to the city of Danvegan only these two are currently linked.

Allow players to guess at the magical properties of the mosaic on the floor with a high enough Arcana check. An Identify spell would reveal all information about them.

FIRST FLOOR

The stairs from the room with the dragon mosaic lead to this chamber which is partially lit by a candelabra. There is nothing of interest to this room apart from the door that leads to the room beyond. If the PCs managed to reach this area without sounding any alarms, then this is their last chance to prepare, because it is going to get harder to enter unnoticed beyond this point.

MONOLITH ROOM

This room is nothing else than an elaborate trap. Every morning the High Priest spills drops of blood on the monolith to indicate which creatures will be allowed to pass safely through this room. Everyone else will immediately get attacked with lightning bolts.

The moment the PCs step through the door, the trap gets activated and the doors on both sides slam shut. Immediately the monolith starts making lightning bolt ranged attacks to all PCs.

The monolith can be disabled by a rogue, but there are three mechanisms that need to be disabled. However each mechanism can be damaged so the rest of the group can assist. Inflicting bludgeoning damage to the mechanisms would disable them. A total of 25 hit points per mechanism is sufficient and the AC to hit is 10. However due to the materials, it has a hardness of 8, meaning for every attack, 8 points of damage is subtracted before it is applied to the mechanism.

Alternatively, a rogue can disable each one with a successful Disable Device with a DC of 19 and above.



Figure .2: Isolated Zone - Center - Bone temple - First Floor

FOYER

NOIRRI WARRIORS x2

*Two Noirri guards are stationed in this room.
Treat these two as Yuan-ti Malison warriors*

This room is guarded by two Noirri Malison warriors. If the trap was set off in this room they would be prepared

for a fight, attacking immediately after the door is opened.

STORAGE ROOM

This room is used as a storage area for the High Priest of the Bone Temple. He spends quite some time in the temple, and it is convenient to store supplies here and avoid having to exit the building often.

Characters who search this room find, ritual incense and materials, clerical vestments and food in the cupboards although it is obvious that resources are dwindling.

DMs should use this opportunity to offer some resources to the PCs, like potions should they deem it necessary.

CAGE ROOM

This room holds two cages large enough to hold a medium-sized humanoid creature. One of the cages is empty but the other holds another female Dragonborn named Alifarn. Alifarn is also in Haw-Reiun's team.

ALIFARN - ROGUE

Alifarn is a green Dragonborn. She is a competitive person and after all the hardships she has become rather apathetic even pessimistic. She is cautious and vigilant but tolerant with others. She is somewhat shy but well-adjusted to society.

Alifarn is a rogue and if released she will gladly help the PCs in their fight if they promise they release her friends from the prison. Of course if Haw-Reiun and the others are with her she will automatically fall in line with her comrades.

SACRED ROOM

Any fight outside this room will surely alert the High Priest inside the sacred room. Use this opportunity to have him cast any enhancement or defensive spells to protect himself from the enemies about to come in.

This room is where all the rituals are conducted. The relic by the western wall of the room is what is causing the corruption curse of the building. If this is destroyed then the corruption will be lifted and all the limitations as well.

Read or paraphrase the following to the PCs when they come in:

You open the door to the room which glows green as it is illuminated by four braziers in the corners with flickering green fire. The center of the room is decorated with the face of a dragon mosaic. Just further from the dragon's head there is an altar and beyond a small basin with a skeleton of a cobra protruding from its waters. Its bones emit a strange greenish glow and no matter

where you stand in the room, its eyes always seem like staring into your soul.

If the High Priest is the last person standing against the PCs he will not fight. He can see that hoping to win such a fight is pointless. He will gladly surrender offering information on Ginarth for his freedom. Even if he is captured, he will use the mosaic on the way out to teleport himself in the prison and make his escape from there.

HIGH PRIEST

Use the stats for a Yuan-Ti Abomination with a few Cleric levels. This is a foreboding creature with a single goal in mind, the acquisition of wealth. He can be reckless at times and over the years due to the isolation he started considering himself the supreme High Priest who bears the word of his god, thus feeding his megalomaniac tendencies.

Just like the relic is corrupting any good-aligned creature it is enhancing any evil one. Evil creatures gain advantage to all saving throws, and attack rolls while inside the temple. The only way to remove that is by destroying the relic. The relic is immobile, but it affects the intent of creatures from attacking it making it a hard psychological decision. In game terms, this means that the relic has an AC of 17 initially. Every time the opponent misses against it, its AC goes higher by 1 for that creature. If the creature hits at any point, it resets to 17. The Relic has 80 hit points.

Once every 1d4 rounds it can cast a fireball with itself as the center (range 0) dealing 6d6 points of damage (half of it is necrotic energy). DC for the fireball is 15.

OVERVIEW - RUNNING THE ENCOUNTER



Figure .1: Isolated Zone - The Dragons' Lair

ENVIRONMENT - CRATERS

HUNTER / PREY

The most important factor to be taken into account when preparing for this encounter are the creatures that inhabit it. In this place the rulers are the three young black dragons. Knowing they are trapped, they formed it into a lair with interconnecting tunnels and pools of acid. On top of this there is a small group of Noirri who managed to capture the few remaining Dragonborn, and whatever slaves survived the transfer.

The Noirri and the Dragons use the prisoners as food. They release one in the area to start the hunt. The released individual is given weapons and 24 hours to survive with the promise that his life will be spared

should that comes to pass (at least until the next time he is picked). During the hunt, the Noirri remain in the Bone Prison and the Bone Temple staying out of the way of their draconic Masters, otherwise they are spread in the various buildings of the area working feverishly towards figuring out an escape of the isolation dome that has trapped them.

When the PCs enter the area, they come in the middle of a "hunt". Eshsaadi Opeshtelan a female Dragonborn ranger was randomly chosen and released. Eshsaadi is an expert at hiding her tracks, and staying out of sight so she managed to survive for several hours already when the PCs arrive. But she is getting exhausted and running out of tricks.

Kyrventh is the older and stronger of the three brothers and often dominates and takes over the hunt, leaving

scraps of food to his siblings. The PCs should fight him at the peak of their abilities (i.e. when they come in).

ENCOUNTER A: HUNTING KYR-VENTH

Black dragons are the stealthiest of their kin and they should use the environment to their advantage. The three dragons are not huge in size, the largest of them (Kyrventh is simply large) and he can fit in most tunnels and rivers in the area, which he uses to deadly effect when he hunts.

It is crucial that the PCs do not know what is hunting Eshsaadi. Keep Kyrventh unseen as much as possible to heighten the effect of his presence when they do come face to face with him.

Read or paraphrase the following when you want to use this encounter after the PCs are well within the bounds of the area:

The silence is disturbed by the sounds of battle and heavy breathing. A female creature, with strange draconic features and red scaled skin and torn leather armor revealing wounds underneath, leaps from behind some bushes and trees, quite far away from you, while turning in mid-air to shoot an arrow from her bow to some unseen enemy.

Her arrow seem to hit something with a loud collision sound as she hits the ground prone on her back. Her heavy breathing slows down as she stands and faces you, and for a moment her face changes from a worrying look to that of hope, only to be replaced instantly to that of horror as she hits the ground face first, her bow and quiver thrown some 10 feet in front of her and she screams as she is dragged back through the bushes and trees she leapt from by whatever is hunting her...

Make sure that she is far enough and that the PCs cannot really do anything to help her. This will increase the suspense of the encounter. When the PCs approach the area where she was dragged from, they find her bow (plain, non-magical bow) and the Quiver of Balrin (see magic items Chapter).

There are no traces of her whatsoever. Whatever was the thing that grabbed her, dragged her all the way to the river of acid covering its tracks with those made by her fallen body. While the PCs investigate the scene, Kyrventh will circle around in the acid river, reach the

tree bridge they crossed when they got in, and in a loud crashing noise he will cut it in two causing to start burning as it hits the greenish acid.



Figure .2: Eshsaadi Opeshtelan

Kyrventh says nothing. Circling the PCs stealthily, monitoring their actions and weighing their potential power. Once he decides he will make his attack, he will cast any protective or enhancement spells on himself, and then play a bit of cat and mouse game with them. Every time they turn a corner exploring the area, he will scratch on the wall with his claw causing a creepy scratching noise, or issuing a growling noise.

Should the PCs send anyone to investigate by themselves, or an animal companion, then Kyrventh will not hold back. He will attack at maximum capacity, trying to take the scout out as fast as possible. He then uses the river or tunnels to switch locations and continue his cat and mouse game. Allow PCs with Arcana knowledge a check to piece together that what is hunting them, is probably a black dragon if they roll high enough. This might allow them to prepare some kind of strategy to take out this dangerous foe.

Should they decide to go back and exit the area, they have to deal with the broken bridge as well as Kyrventh who will attack them out in the open not offering them a chance to escape. As a dragon, Kyrventh is excessively

proud and arrogant. If he is taunted and he fails the appropriate insight checks he may be drawn into close-quarters fighting where there are more chances for the PCs to kill him.

ENCOUNTER B: JUKAT AND FRIEDINUSS

Jukat and Friedinuss are a lot more cautious than their older brother Kyrventh. They spend their time observing the PCs especially after they defeat Kyrventh. They observe the PCs fighting some of the Noirri as well. This helps them formulate a strategy before they enter combat with them.

Eventually the two dragons will attack when the PCs are in the bone prison and after they had a chance to speak to and interrogate the Dragonborn prisoners. The two dragons will use the entire arena to their advantage. They will not allow the PCs to have a long rest and recuperate. Roleplay the dragons as being cunning and relentless. They wouldn't fall for the same trick as Kyrventh and they wouldn't find themselves cornered in tight places unless they had a way out.

MAGIC ITEMS

QUIVER OF BALRINN

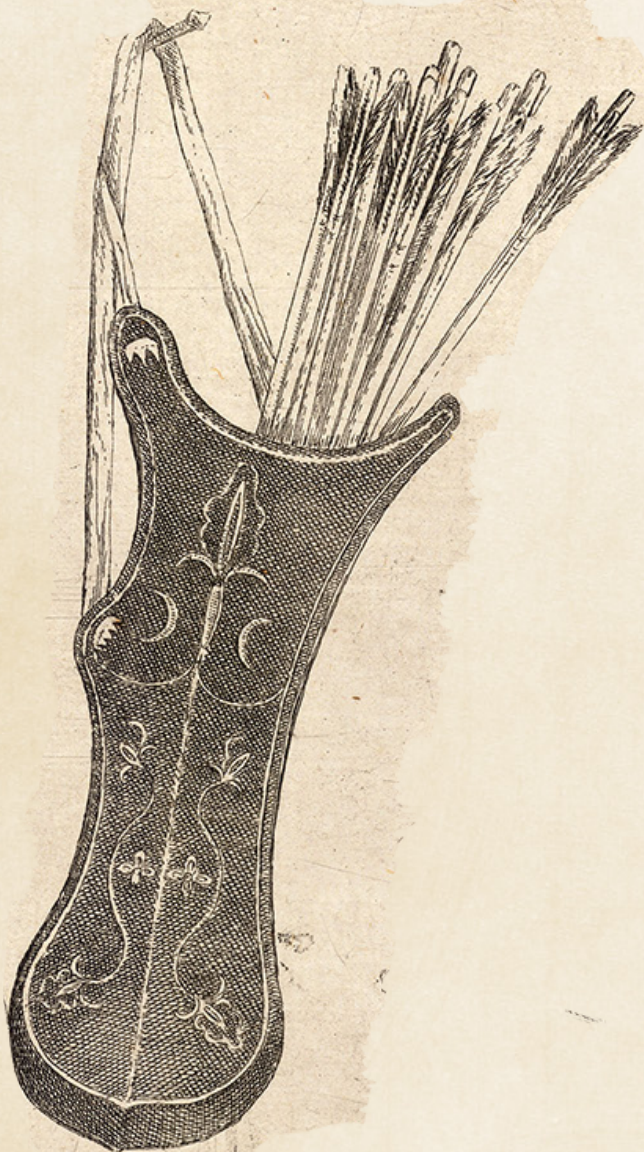


Figure .1: Quiver of Balrin

QUIVER OF BALRIN

The quiver produces three types of arrows once per day, offering to the archer that wields it magical potential. By speaking the appropriate keyword the arrow does the following:

Virednith: Produces 5 arrows once per 24 hours. Attacks made by a Virednith arrow are made with

advantage and cause an additional 5 points of damage. The arrows remain in the quiver for 24 hours unless they are used, after which they vanish.

Ossalur: Produces 3 arrows once per 24 hours. An attack made by an Ossalur arrow, heals the archer by the same amount of hit points as the damage it causes. Treat this as a normal attack.

Irisv: Produces 1 arrow once per 24 hours. This arrow causes no damage when fired upon a target. Once the target hits its destination, it transports the archer as per the Dimension Door spell. If a living creature is targeted then the archer teleports to the square right next to it.

NERIKIN



Figure .2: Nerikin

Nerikin, is Haw-Reiun's two handed sword. The blade is made out of a single Red Dragon scale, carved and shaped so that it has a hilt, and a sharpened edge to use as blade. It bears the name of the dragon that was killed before the scale was taken, and the sword has achieved a great reputation amongst the members of the rebellion, partly because of the skill of its current wielder as well as its magical properties. Restoring the weapon to Haw-Reiun's hands will certainly boost the morale of the surviving Dragonborn rebels.

NERIKIN

Nerikin is one of a rare kind of weapons in Haw-Reiun's land called Dragonedges. Dragonedges are large

two-handed blades crafted from a single scale of a huge dragon. The blade and the hilt are parts of the same scale shaped over hard-labour to provide the necessary shape. The hilt is long and usually the pommel is decorated by sculptors upon request. The hilt is often covered with leather to prevent it from slipping from the hands that hold it. The blade is sharpened from both ends, while it is shaped with a slight curve to slide off of other weapons during combat. They are extremely rare due to the lack of resource materials, and they are always of master-work quality due to the effort their construction requires.

Nerikin has the following statistics:

Label	Description
Dmg	1d12
Crit Range	18-20
Enchantment	+3
Cinder Core	Nerikin causes targets to burn from within. Every hit it makes causes the victim to burn by 1 hit point for every round up to 5 rounds. Every additional attack stacks with the previous one. This burning has no saving throw.

