

WHAT ROUSES THE WYRM?

This sinful serpent yet slumbers, but the greed in a man's horrible heart and the fires of their ambition will awaken the beast. Whenever one of the following events occurs, roll a d6. On a 4+, mark a box until the Wyrms are awake and on the hunt.

[] [] [] [] [] [] [] []

THE DRAGON STIRRS WHEN...

1. When a Knave first speaks of treasure.
2. Whenever there is an argument.
3. Whenever gold coins are recovered or touched, including putting them in a purse.
4. When a Broodling is slain.
5. Upon entering the Prowl or the Pit of Supplication.
6. If a woman is in the party, but only if she is here with hate in her heart.
7. If a virgin is in the party, but only if they think they're not pure.
8. When something is stolen from the Hoard.
9. If a party member claims themselves a dragonslayer.
10. If a spell is cast.
11. If the Sun is praised, beatific or brass.
12. If one can be smelled by the Wyrms.
13. If one enters with desires for heroism.



"MOUNT CHARCHADOXIS, woe betide those foolish enough to enter the MAW OF THE MOUNTAIN! The Wyrms, it lairs within; its brood propagates. Long has it been since we offered up virgins to the beast, casting them screaming into the Pit of Supplication. Our sins cannot be absolved until the Wyrms are slain and its filthy lucre removed from this despoiled earth!"

A short adventure for starting Knaves, taking place within a mountain located in the Rift of Mar-Milloir. **The Maw of the Mountain** sets the Knaves off into the lair of a dragon, slumbering though it may be. The Wyrms may awaken at any moment, eager to feast on the man-flesh of would-be thieves.

The Wyrms will not be easily slain, but its spawn may be. And even if the Wyrms are not killed, plundering its lair and escaping with stolen treasure might see you money enough to flee this wretched hinterlands!

The Maw of the Mountain is written to compliment the Rakehell zine and is included in the purchase of *Rakehell Issue. 1 The Rift of Mar-Milloir*. It is a generic enough site to delve and plunder, such that it can easily be made useful in other roleplaying games with an early modern flair.

Included Within:

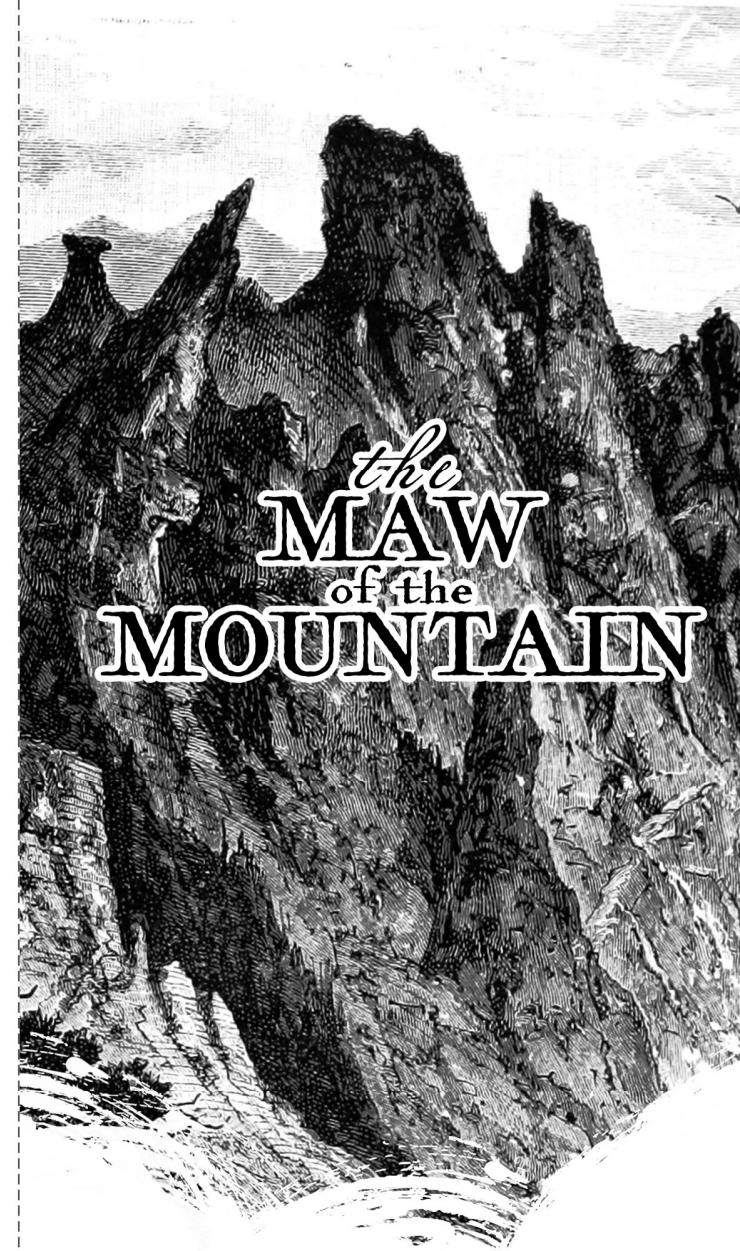
- ... A seven location dungeon with map!
- ... A countdown to awaken the Wyrms!
- ... Loot randomizers!

Why use this in tandem with Rakehell?

- ... Wyrms randomizers can help flesh out this module!
- ... This module can help flesh out wyrms encounters!
- ... To help fund the author's foolish need for food!



a Goatman's Goblet Product
www.goatmansgoblet.com
(CC NC-SA 4.0)



A treacherous raid upon the Wyrms' Lair
for use with KNAVE & Rakehell
by Brian Richmond



THE MAW

Huge entrance, filled with bones and rocks; smells of rot and sulfur. Slight decline, lose footing on bold actions (d4 damage). Many hiding places. General air of dread and unease...

THE COILS

Narrow, occasionally winding passageways. Easy for the Wyrms to lay in ambush or lay a clutch of broodlings. 2-in-6 chance of Broodlings eating old bones.

THE BROKEN PATH

Narrow, sharp rocks, low ceiling. The Wyrms cannot enter here, but can breath ancient flame within. All but delicate movement is painful (d4 damage, sound rouses Wyrms.)

THE ROILING ROCKS

Sulfur pools and latent bubbling magma. Broodlings frolic in the shadows here, hunting and prowling for fresh meat. Unbearably hot (CON save or 1d4 damage per turn). Slips and falls can be deadly (d8 damage).

THE PROWL

Almost an arena, a personal hunting ground. Battered skeletons and old wreckage strewn about. High ceilings and utter darkness. Ghosts wail for you to run. Sounds here echo towards the Hoard (and rouse the Wyrms.)

THE PIT OF SUPPLICATION

Low dipping basin beneath the plateau of the Hoard. Filled with corpses, many baked and left to ferment. The Wyrms watches down from its ledge, slumbering and malicious.

THE HOARD

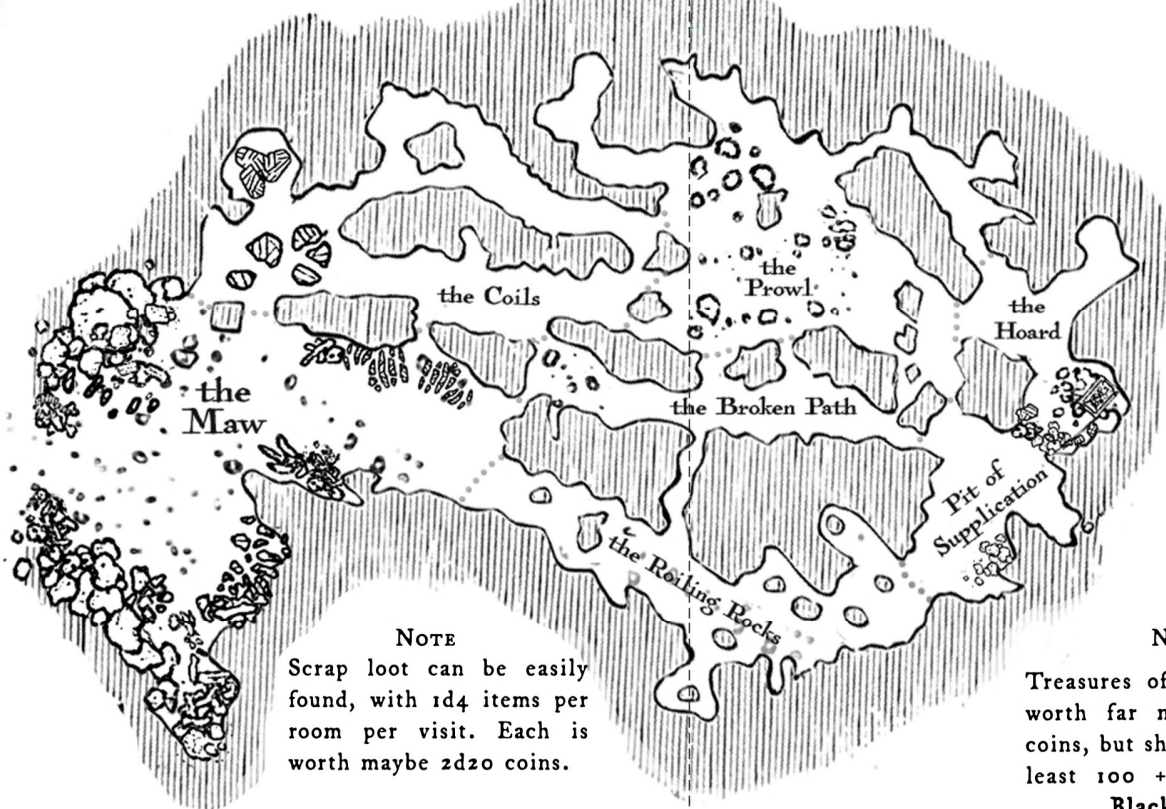
Upon a rise, this treasure lies. Atop it slumbers the Wyrms, waiting for those foolish enough to steal a coin. It dreams darkly, desiring so greatly to awaken and consume all of mankind's aspirations in baleful fire...

THE WYRM

HD 7, AD 17, ATT 1d8 (Swipe), 2d4 (Claws or Teeth), or 1d10+1d4 (Breath of Ancient Fire), Morale 10, Speed: 90'. No. Appearing: Unique.

THE BROODLINGS

HD 3, AD 13, ATT 1d6 (Gnashing Teeth), or 1d8+1d4 (Breath of Profane Sulfur), Morale 6, Speed: 20'. No. Appearing: 1d6+2.



SCRAPS IN THE MAW [D12]

1. burnt sword.
2. spade.
3. broken shield.
4. quartz chunk.
5. human skull.
6. silver ring.
7. wedding veil.
8. sacrificial dagger.
9. rum bottle.
10. horse bones.
11. wagon wheel.
12. an infant.

PROWL DETRITUS [D6]

1. tarnished sun shield.
2. flamberge sword.
3. charred knight skeleton.
4. mangled virgin.
5. dragon's scale.
6. errant coins (2d12).

ROILING REFUSE [D8]

1. cracked broodling egg.
2. glowing warmstone.
3. melted sword (as axe).
4. devoured bandit mess.
5. dragon's scale.
6. mutilated broodling runt.
7. sulfurous crystal.
8. strange black key.

SUPPLICANT SPOILS [D12]

1. insane virgin, burnt but alive.
2. silver dagger.
3. errant coin (3d20).
4. dragon's tooth.
5. half-consumed man, still alive.
6. dragon's scale.
7. black book (1d3 spells).
8. golden hair rope (30').
9. brass hand bell.
10. golden bull amulet.
11. horned helmet.
12. giant's severed hand.

THE HOARD [D20]

1. Petrified Golden Head of Saxon Reiss.
2. Gog-Molochian Silver Sun Crown.
3. Chest of 4d100 in coinage and gems.
4. Mystic's Scrying Orb (1d3 spells).
5. Red Garnet Torc of the First Men.
6. Statue of a King carved from Topaz.
7. Coral-encrusted Blunderbuss.
8. Electrum Brooch depicting the king.
10. Selenite Tentacle of pure moonstone.
11. Brass Sun Church Bell, lightly singed.
12. Pontifex War Helm with gilded mempo.
13. Obsidian eyeball fit for a Giant.
14. Screaming fiend, bound in an iron book.
15. Fine tapestries from the foreign kingdom.
16. An infant staute, carved from marble.
17. Fossilized aurumvorax in repose.
18. Mummified heliopapist pilgrim.
19. Blue flowers, a cure for the plague.
20. An intact wyrm egg, warm to the touch.