



THE SHADOW OF FLAME

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A ancient dragon returns to an age-old lair to bind its wounds.

The Shadow of Flame is a short adventure for four to five player 10th-level characters. Although designed for the *Feudal Lords Campaign*™, this adventure is suitable for any medieval fantasy setting.

This wilderness encounter is best set in a mountainous region within a forested valley.

ADVENTURE BACKGROUND

Ancenagri once held dominion over the forested valleys within the Shadkhanim mountains during an age long forgotten. Though lasting, the reign of the dragon came to an end as grand citadels climbed mountain peaks and the stone beneath swelled with dwarven kin.

Bards of old sing tale of Nóg and Vigr, two dwarven warriors from the Útanlands, who roused the fire within the bellies of their brethren and drove the great beast from its lair. Though victorious, the fracas devastated the land and shattered the economy of the region. Those that survived left the dwarven citadel of Halagar for greener pastures and richer veins.

INTELLIGENCE (HISTORY) Learned adventurers that make a skill check remember the following information:

- **Easy (DC 10):** Well-read characters (or those that frequent taverns often and enjoy the songs of bards) know the information presented above. ¹
- **Medium (DC 15):** Nóg and Vigr are ancient dwarven words for *abundant* and *able to fight*. The two names are not of heroes, but of clans. Furthermore, the Útanlands is a fabled region and simply translates as *abroad*. ¹
- **Hard (DC 20):** A very old dwarven prophecy reveals: *The true hoard of Ancenagri holds the key to the doors of Halagar. With the portcullis breached, the dwarves will once again return home.* ¹
- **Very Hard (DC 25):** Ancenagri is ancient draconic for *The Burner of Fields*.

¹ Dwarves do not need to make an Intelligence (History) check to know the information presented above.

ADVENTURE SECRETS

Ancenagri, an **ancient red dragon**, attempted to reclaim the region the fiend once dominated ages ago, though thwarted by another ancient dragon, Gullhyrindr. The epic clash wounded both great wyrms leaving them vulnerable to mortal blades. While Gullhyrindr returned to Halagar, Ancenagri scoured the land for one of its primitive lairs hidden within the valley. The dragon now rests, weak and wary of intruders.

Gullhyrindr the Gold-Horned, an **ancient gold dragon**, guards Halagar and awaits for the dwarven peoples to one day return to their halls of stone.



NOTES ON MUND

To make Mund memorable, here are a few suggestions:

He cowers at strength.

When adventurers draw a weapon or some other mundane item, Mund says with a grin, "Nice."

He blinks often, though not in tandem; one eye at a time.

Quotes:

"Oooo, nice! Really nice."

"Nice, nice!"

"Niinnice."

LJÓTUR ORC TRIBE Drawn to its power, an orc tribe gathered in the age-old ruins set in the mountainous crag where the dragon now lairs. Ancenagri crushed the skull of the tribal leader and demanded worship. The draconic beast granted leadership to the shaman, Geyma.

While Ancenagri ponders the orcs and their adoration, the dragon intends to devour all but the most utile to regain its strength. The monster avails the shrewdness of Geyma towards this purpose. With each passing day, Geyma selects a fresh sacrifice from among his people to satiate the anger of the beast. In secret, the most defiant orcs call the shaman, Geyma the Bone-Herder.

THE PROPHECY The *true hoard* within the dwarven prophecy is the *heart* of Ancenagri and the *portcullis* refers to the ribcage of the beast. Within the lair, the death of the **red dragon** will lead to the key to Halagar and usher a new age for the region.

INTELLIGENCE (NATURE) The most mythologized creatures on Terra, the origin of dragons hide amongst obscure riddled mysteries. To learn about these magnificent creatures and their secret nature, adventurers must seek them out. Although, astute trackers and lore masters that make a skill check may remember gleaned the following information about dragons:

- **Medium (DC 15):** The ancient Elancai word for dragon is *drakonta*, meaning to *watch* or to *hoard*.
- **Hard (DC 20):** There are no dragons younger than adult, although many found fossilized remains lending credence to a time when dragons could reproduce.
- **Very Hard (DC 25):** Many modern firsthand accounts attest that most dragons are either black, brown, or green. However, over the years scholars attached a specific color based on early, frightening encounters. For instance, a man running for his life after a dragon emerged from inky swamp waters, with black mud clinging to its scales, described the creature as a black dragon. Another early account tells of a red dragon basking near a lava pool, when in reality, the red glow of the magma reflecting from its brown scales might make such a beast appear red or even orange.
- **Nearly Impossible (DC 30):** An astute few believe that their innate draconic attraction to gold, jewels, and other riches, is to actually to control and regulate humanoid commerce.

WOUNDED Ancenagri is wounded and though it is ancient, represent the beast with the **young red dragon** statistics. It is still gargantuan in size.

QUESTS

An expedition to vanquish a dragon holds great glory for the most stalwart of fortune-hunters and is quite an undertaking. The following quests can further inspire adventurers to act.

WATCHER IN THE WOODS An **orc**, known to his kin as Mund, follows the company in secret once the group enters within five miles of the lair. Attentive adventurers might notice something or someone watches their movement from the woods. Attempts made to glimpse the intruder are at a disadvantage.

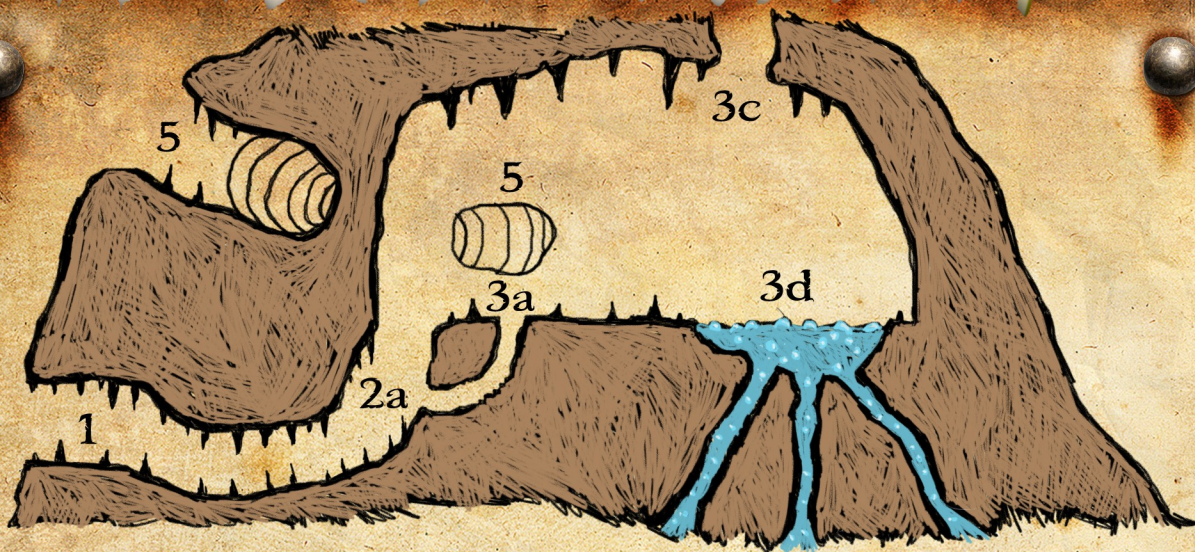
Mund fears for his tribe and knows Geyma cannot be trusted. The orc offered himself to the dragon as a finer petitioner than the shaman in hopes to later undermine the beast. Ancenagri answered in blood and bone. The dragon ripped the left arm from the orc and swallowed the appendage after a quick snap with its jaws.

Ancenagri drew an elven cloak (see *Treasure*) from beneath its scales and then awarded it to the brazen orc with the instruction to survey the surrounding area. Confused and frightened, Mund now serves as the eyes and hears of the dragon while it recuperates.

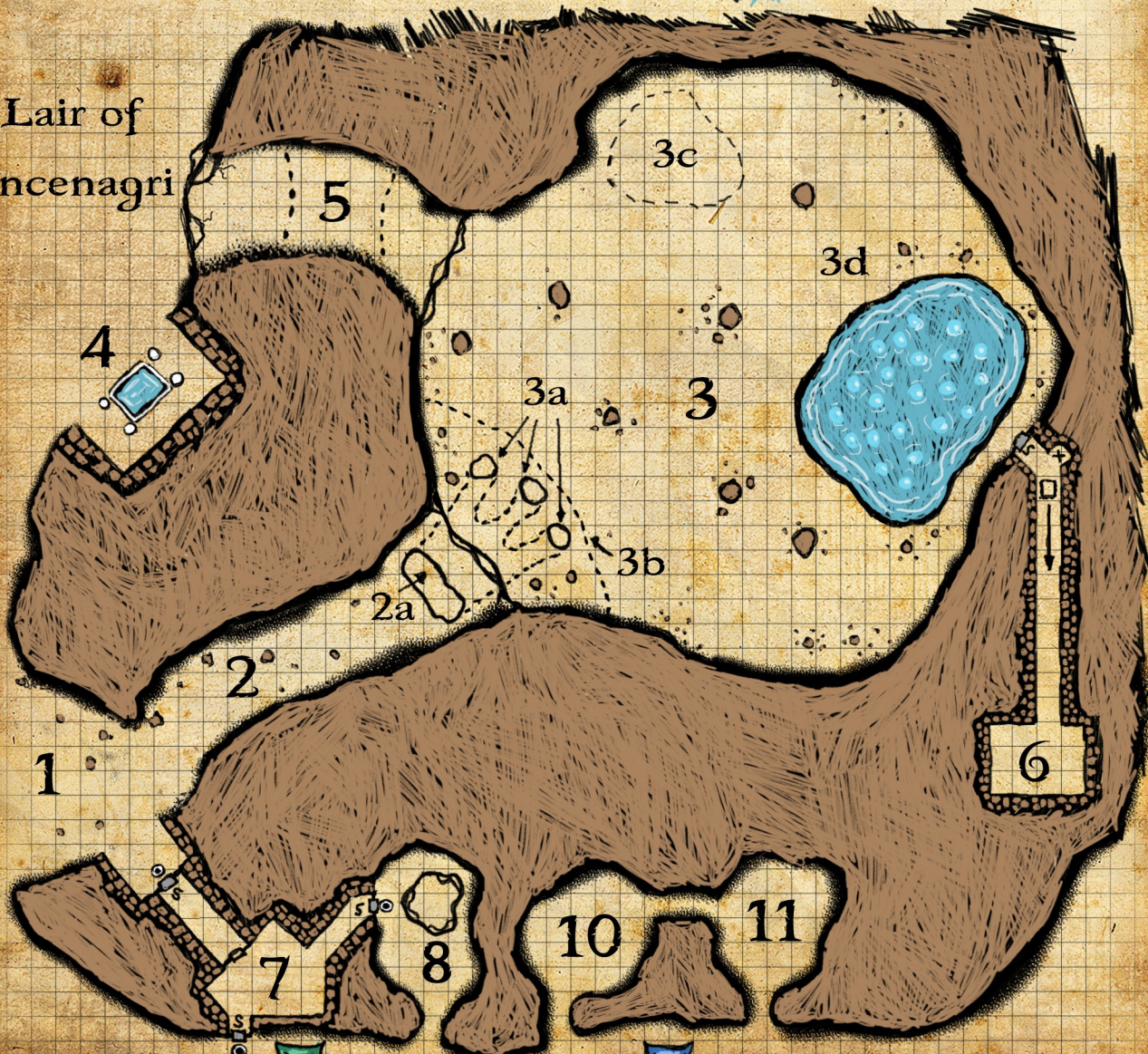
Once confronted, Mund surrenders to the company rather than run. The orc sees the arrival of the adventurers within the region as a propitious moment he can exploit. The creature has the following goals:

- Drive the beast from its lair or offer a more enticing sacrifice to save his people from doom. The orc gleaned from Geyma that the dragon prefers female flesh; in particular, human flesh.
- Murder or undermine the control of Geyma to gain leadership of the tribe.
- Escape from the shadow of the dragon with his son, Einga (**Area 8**), into the wilderness should all fail.

Mund does not need to accomplish all his goals. One would suffice. The orc offers his services as a tracker and guide. He further offers them the cloak as well, though adventurers must first promise to aid in freeing his son. Mund is reluctant to part with the precious gift for he recognizes it will later aid in



Lair of
Ancenagri



1 SQUARE = 5 FEET



NOTES ON EGILL

While travelling with the company, the dwarf often asks to drag or haul gear for the adventurers.

He admits, he is stronger than most pack horses and ornerier than a mule.

He hopes to soon return to his beloved human wife, Ethra.

She is lonely when he is away.

The dwarf does not accompany adventurers into the lair. Instead, he instructs them to return when Ancenagri is dead. Then, he will reveal the secret vault.

He further reminds them that the treasure that rests upon the marble dais is his and not to be touched.

his flight with Einga.

Mund cannot be trusted. If the orc can accomplish his goals by betraying the company, he will.

HERMIT OF STONE Egill Draga, an old dwarf, lives in solitude within the valley of his ancestors. With his stone cunning, the dwarf gathers hewn brick from the surrounding ruins and delivers them to local masons. *Draga* means *to haul* in the dwarvish tongue and Egill wears the moniker with pride.

The dwarf was within the ruins of the great crag when Ancenagri returned to the old lair. Egill fled and now fears for the small villages and hamlets that depend on the richness of the valley to survive.

The hermit also knows of the dwarven prophecy and the small creature becomes elated when adventurers cross his path. The dwarf believes it a good omen and encourages the company to slay the beast.

Though a poor man and not interested in riches, the dwarf entices adventurers with the location of a secret treasure vault within the ruins (**Area 6**). Without further detail, the dwarf invites adventurers to take what they wish from the vault, though there is one treasure that must remain. Egill further relates an increase of **orc** raids as the creatures spread across the valley in search for human sacrifices to satiate the beast.

Egill has the following goals:

- He interred his late wife, Ethra, within the secret vault to spend eternity among the splendor of the ancients. He fears the orcs or dragon will uncover the tomb and defile her remains. While he is concerned with the plight of the local villagers, his love for her place of rest is paramount.

When Egill speaks of his wife, it is in the present as if she was still alive. Adventurers should not know of her passing until discovering the secret vault.

THE ENVIRONS

As adventurers draw closer to the lair of Ancenagri, the company witnesses events to indicate that the very presence of the dragon changes the landscape and twists the nature of magic in the valley.

BURNING TREE Temperatures begin to rise within the valley. While journeying the wooded paths, the top of a tall pine bursts into flames. Burning pine needles and pine cones

rain down upon adventurers. Those failing a DC 13 Dexterity saving throw suffer 1d10 fire damage.

MINOR EARTHQUAKE The ground rumbles beneath causing adventurers to lose their balance. Those failing a DC 13 Dexterity saving throw fall prone.

FLAMING PORTAL As adventurers relax around the campfire for the evening, the blaze erupts into large bonfire. While the company attempts to get the flames under control, the fire begins to take shape as **3 fire elementals** emerge.

FLAMING EMISSARIES An alternative to the *flaming portal* event, adventurers befriend a group of druids (Rowena and Trahern) that watch and protect the valley. They have come to investigate the changing landscape and discern the cause. They offer their talents to guide adventurers through the valley. As the company relaxes around the campfire for the evening, the three druids begin to convulse into a seizure. Unable to harness their wild shape feature, the two druids burst aflame and transform into frantic **fire elementals**. Once destroyed, charred corpses are all that remains of the druids.

FISSURE The ground trembles and quivers until the earth beneath the company splits creating a huge fissure. Those failing a DC 15 Dexterity saving throw fall 40 ft. and suffer 4d6 bludgeoning damage. To further endanger those who fell deep within the fissure, **15 magmin** or **magma mephits** clamber from exposed lave tubes.

WILDFIRE MAGIC Spellcasters that weave an evocation spell must make a DC 10 Concentration check or lose the ability to harness the magical energy. While it does not disrupt the spell, the surge of power spawns a number of **fire snakes** equivalent to the spell level.

LAIR OF ANCENAGRI

While the main lair and cave is a natural formation, the ancient people of Imperatoria constructed the surrounding ruins as a dedication to the Gemina mystery cult.

GENERAL FEATURES The religious edifice endured the fall of the Imperatoria Empire. It once served as a place of wonder and mystery to the Gemina cult long before Ancenagri settled the valley.

- **Light:** The areas or rooms are not intentional lit. Depending on the time of day, natural light does seep into areas exposed to the wilderness. The light is bright and stretches 20 feet from the entrance, then an additional 20 feet of dim light.
- **Ceilings:** 10 feet high unless otherwise noted.
- **Secret Doors:** Designed to blend with the natural environment, each door rests in nested hinges and carved from a single, solid block of stone. Before three of the doors, a marble basin sits upon a stone pedestal. Ancient acolytes created a smoky haze in the basins which would conceal the high priest entering or leaving the area. Once discovered with a DC 14 Intelligence (Investigation) check, a DC 10 Strength check opens doors.
- **Speleothems:** Stalagmites and stalactites blossom in natural caverns. The formations can provide **half cover** to those that take refuge behind them.

AREA 1 The cave entrance is 20 feet high and filled with a variety of speleothems. Adjacent to the entrance rests an ancient alcove that once served the high priest during ritual ceremonies. Uxi, an **orc war chief**, awaits an audience with Geyma. Two **orc eyes of the orcish god** serve as acolytes to Geyma and also wait for the shaman.

AREA 2 As with the broad entrance, stalagmites and stalactites crowd the cavernous passage. The ceiling is also 20 feet in height and slopes to a steep incline 70 feet from the entrance.

Read or paraphrase the following as adventurers move deep toward the lair:

The air is thick and hot. Mouths are dry. Sweat pools along the brow then trickles downward to hamper vision. Skin burns and threatens to blister.

Ahead, a powerful heaving reverberates

UXI

Uxi is a figurehead for the Ljótur orc tribe since Ancenagri crushed the skull of the previous tribal leader. He serves as an agent for Geyma. Though the orc chief does covet more power, Uxi is a coward and will not oppose Geyma unless an opportunity presents itself. Should the skirmish with adventurers prove futile, Uxi offers to aid the company to draw Geyma into an ambush. If the adventurers agree and devise a plan, Uxi will fight as an ally. Despite any good intentions, Mund will plunge a dagger in the back of Uxi at the first apt moment, killing the war chief. Mund dismisses the act, explaining the chieftain planned to betray the adventurers to the dragon. In truth, Mund is eliminating any competition for his eventual leadership over the tribe.

throughout the cavern. Damaged and discarded dragon scales mingle amongst bone and sinew beneath a splintered shield of a long dead noble house.

You hear a stalagmite crumble as a tail sweeps across the chamber floor while the gentle crackle of fire and bubbling water lick your ears. Sulfur and rot penetrate the nostrils and push the fetid odor deep toward the gut.

AREA 2A The steep slope leads to **Area 3**.

It is 30 feet in height and requires a successful DC 15 Strength (Athletics) check due to the worn and smooth surface. Within 10 feet from the start of the climb, a gaping cavern offers reprieve from the ascent. Those with a light source notice the passage, within 15 feet, splits into three ancient lava tubes (**Area 3a**), each with a sheer stone staircase carved into the wall.

Adventurers that choose the latter soon regret their decision as Ancenagri fills one of the tubes with its fiery breath. Those within the tubes have a **disadvantage** on Dexterity saving throws while adventurers still in the chamber do not.

While adventurers reach this area, Ancenagri begins a conversation at first believing it to be Geyma.

"Ek heg enga orf fyrir ig, Geyma. Ek er ekki hungar e augnablikinu. Lata mig hvíla bein mín."

Orc Translation: *"I have no need of you, Geyma. I do not hunger at the moment. Let me rest my bones."*

Ancenagri further engages the adventurers:

"Ahhhh, you do not smell of orc, but of sweet flesh. I am very familiar with the taste of each of your kind. Approach no further. I am in no mood to verify ancient stories or to bathe artifacts you wish destroyed in my fiery breath. Handle your own affairs and leave me be."

If adventurers still approach, read the following:

An orc's hair usually is black. It has lupine ears and reddish eyes.

Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt.

Orc acolytes mutilate their skin in habitual devotion to their god. Upon initiation and in a state of fervor, the orc removes its right eye without a murmur.

Dragon Breath, 16db. DC 17 Dex save for half.

Stalagmites are on the ground and stalactites hang from the ceiling. Or is it the other way around?

Half Cover +2 AC bonus and Dexterity saving throws.

5

NOTES ON ANCENAGRI

When dragons war upon one another, injuries from their draconic kin do not heal as normal often lingering for years, even decades depending on the severity of the wound.

Though Ancenagri is a red dragon, the creature has scales of a dark auburn, or red-brown. Although, it lost a lot of blood from its injuries leaving the creature with a sick, white pallor.

Both Mund and Egill describe the dragon as white. Mund further adds that the creature appears injured and often spends most of its time sleeping.

Spell saves DC 16.
Spellcasting Ability +8

Counterspell, pg. 228
Fireball, pg. 241
Haste, pg. 250
Hypnotic Pattern, pg. 252

ANCENAGRI

Ancenagri is an **ancient red dragon**, though with the injuries the beast sustained, it is greatly weakened. Therefore, use the statistics of a **young red dragon**. The dragon is gargantuan and has the following spells prepared with the ability to cast each 1/day:

3rd level: *counterspell*, *fireball*, *haste* (C)¹, *hypnotic pattern* (C)

¹ Spells active before combat.

TACTICS

Ancenagri is vulnerable and feels any attack a serious threat. Therefore, the dragon is not reluctant to kill one or more adventurers. Though Ancenagri cannot fly for any great distance, the dragon has enough strength to reach the ceiling where it clings to the stalactites. With its girth and long neck, the dragon can span the 50-foot distance with its 30-foot cone of fiery death to cover a wide area below.

The dragon will cast *fireball* to further weaken foes and after *haste* ends, attempts to enthrall enemies with *hypnotic pattern*. Should adventurers succumb to *hypnotic pattern* and with much of the threat diminished, Ancenagri will drag victims to the bubbling pool, (**Area 3d**) and thrown them in to watch as they squirm.

LAIR ACTIONS

Ancenagri has **lair actions** described in the *Monster Core Rulebook*, though instead of magma erupting from the ground, instead have super-heated steam or boiling water gush from open fissures.

LEGENDARY ACTIONS

The dragon is too weak to utilize its normal **legendary actions**. Though, while upon the cavern ceiling, the dragon can take the following legendary action a turn:

Throw Stalactite: *Ranged Weapon Attack:* +10 to hit, range 100/120 ft., one target.
Hit: 11 (1d10 + 6) piercing damage.

ESCAPE

Ancenagri will only fight to the death if it feels trapped or the attempt futile. The dragon is reluctant to leave its lair knowing that Gullhyrindr remains in the valley. Should adventurers flee, the dragon does not pursue beyond the entrance (**Area 1** or **Area 5**). Though, it will enlist the orc tribe to hunt down the transgressors and return them to the beast for retribution.

TREASURE

Ancenagri holds coin and gems beneath its scales, though most lay scattered across the valley from the skirmish with Gullhyrindr (adventurers might stumble across a few coins before confronting Ancenagri). The following coins and gems remain: 80 gp, 10 pp, and 1,000 bits of crushed ruby and sapphires (1 gp each). Furthermore, a sword, buried to the hilt, rests in the back of the dragon just below its left wing. It is the remnants of the failed assault led by Sir Aethlard Talbot 132 years ago. It requires **attunement** to pry it from Ancenagri. It is a **sword of vengeance**.

"You still come forward? Still risk yourself to seek and audience with me? I have no treasure here, glory-seekers, or has Gullhyrindr the Gold Horned One tempted you to seek me out? Come then, I am here!"

AREA 3 The huge cavern spans nearly 100 feet from any of the entrances leading into the chamber. The height of the ceiling is 50 feet. A natural chimney to the north of the cavern

exits from the mountainous crag (**Area 3c**) while a large spring bubbles in the southeast part of the chamber (**Area 3d**). Underground volcanic vents heat the pool. Once adventurers enter the lair, read or paraphrase the following:

Bone fragments litter the scorched limestone floor. It wreaks of filth. Along the naturally uneven surface, long spires of rock reach to-

ward the ceiling while stalactites dangle from above. The rock and mineral formations offer scant protection for those seeking refuge from the great draconic beast that rises before you.

With its wings shredded and the tip of its tail chewed to a mashy pulp, the dragon still stands proud and poised to fight. Its scales, the color of a sick, white pallor, fester from its grievous wounds, though glints of sapphires and rubies persist to sparkle from beneath puss and blood.

AREA 3A Ancient lava tubes lead from **Area 2a**. Steep stone staircases carved from the rock once aided priests of the mystery cult to ascend into the main cavern. Geyma now escorts sacrifices for the dragon through these tubes when the beast demands to be fed.

AREA 3B The ledge is dangerous and close to collapse. The lava tubes (**Area 3a**) weakened the rock eons ago, though the recent return of Ancenagri and the minor tremors in the valley has made it a precarious place to stand.

When the dragon performs a **tremor lair action**, the ledge cascades down the steep incline in **Area 2**. In addition to the normal effects associated with the **tremor lair action**, those on the ledge must make a DC 15 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save, or half on a successful one. Adventurers still within the lava

tubes instead suffer 10d10 bludgeoning damage and are also **restrained** on a failed save, or half as much damage should they succeed. As an action, adventurers can make a DC 15 Strength (Athletics) check to free themselves from the rubble and end the **restrained** condition.

AREA 3C This natural chimney allows the dragon to enter and leave the large chamber without the need for **Area 1** and **Area 5**. With its wings marred, however, Ancenagri must climb through the opening should the dragon need to escape.

AREA 3D Ancenagri often soaks in the scolding pool to ease its bones and cleanse the wounds that now ail the beast. Bloated bodies of half-eaten ores and mountain goats float and writhe upon the bubbling waters. Volcanic vents heat the water and anyone submerging themselves must make a DC 15 Constitution saving throw, taking 10d10 fire damage on a failed save, or half damage on a successful one.

AREA 4 This is an ancient bath. Fading and crumbling frescoes adorn the walls depicting the mystery cult engaged in philosophical discussions and worship. Each of the priests depicted in the paintings are paired in a group of two. Imperatoria priests bathed petitioners

If released, the orc females flee the area.

Should adventurers have yet to encounter Uxi, the orc chief may take this opportunity to approach the company with his plan to rest away control from Geyma.

Geyma and his bodyguard, Brynja, are found in either Area 4 or Area 7.



before the oracle would receive them.

Geyma instructed his acolytes to bath the orcs the priest has prepared to sacrifice. There are **4 orc eyes of the orcish god** poking and prodding screaming **orc** females into the scalding waters.

- **Bath:** As with the pool in **Area 3d**, this bath is heated from underground volcanic vents. Anyone entering the water suffers 4d10 fire damage. For each further round of exposure to the scalding water, characters take an additional 1d10 fire damage.

AREA 5 This cave entrance is similar to **Area 1**, though it is 60 feet from the ground and requires a DC 15 Strength (Athletics) check to enter.

- **Deadfall:** Loose rock and rubble overhead threatens to collapse upon encroachers should any venture too deep in the cavernous passage. The recent rumbling in the valley has left the route too dangerous to enter. Ancenagri avoids this passage. Cautious adventurers detect the deadfall with a successful DC 15 Wisdom (Survival) check. A further successful DC 10 group Wisdom (Survival) check avoids causing a cave in. Otherwise, debris cascades down upon interlopers. Those within the deadfall suffer 10d10 bludgeoning damage and are also **restrained** on a failed DC 15 Dexterity save, or half as much damage should they succeed. Furthermore, those adventurers that are successful must declare which direction they attempt to leap for safety—forward or toward the rear. This determines whether adventurers are either trapped inside or outside the lair. As an action, adventurers can make a DC 15 Strength (Athletics) check to free themselves from the rubble and end the **restrained** condition.

If unaware of their presence, the deadfall spirits Ancenagri to take immediate action. The dragon brings its full fury upon those adventurers who remain exposed after the collapse. Furthermore, the passage also crumbles once Ancenagri performs a **tremor lair action**.

AREA 6 An undiscovered secret door reveals a long, downward sloping passage into a room that once served as the vault for the mystery cult. Should Ancenagri meet its demise at the hands of the adventurers, Egill fulfills his promise and exposes the entrance.

Upon entering the corridor, a stone idol of two twin brothers rest within an alcove along

THE STORY OF KYN AND AGIRNI

Should Egill be present, the dwarf can translate the script and offers his interpretation:

"I am not sure about the ritual practices of ancient humans, though my people have a tale of caution that resembles this mind-boggler. It is of two twin brothers, Kyn and Agirni.

"When Clan-King Akaft passed, the two inherited the treasures of the kingdom. Kyn wanted to enrich the people, for greed filled King Akaft, thus they suffered, and Agirni wished for war to reclaim lost lands."

Should the company boasts any humans, Egill further adds:

"I would recite the entirety of the epic poem—it is nearly one-hundred thousand lines in length—though the life of a human is too short and your heart too impatient. When I courted Ethra, it only lasted a year. Can you imagine a courtship only lasting one year?"

Afterward, and with a laugh, the dwarf continues:

"Kyn soon had a revelation. Gold is not in the heart dwarves. It is stone. Stone is everlasting. As long as his people have the mountains, they will prosper. Therefore, he left Agirni with the treasure and his desires.

"Agirni outfitted a company of sellswords and warred only to die a horrible and inglorious death on the battlefield. So I thought to myself when I first encountered this inscription and recalled the tale of Kyn and Agirni—stone. Stone is the answer. It is the only answer.

"Therefore, whenever I venture down this passage, I pile a heap of stone in the alcove. With stone, I am protected to hold my treasure.

Egill does not know the details or the nature of the trapped passage leading to **Area 6** only to reveal that he has learned throughout his travels that the hearts of men are as covetous as a dwarf—and religious men, as covetous as a dragon. Therefore, he errs on the side of caution.

with an inscription in ancient common:

*Two twins of old, one devout and one bold,
together devoured a treasure of gold; one to
behold and one to share, each warned the other*

Players should choose in secret which direction to leap to avoid the deadfall. Have each send a text or write a note.

to beware.

One knelt and prayed and tried to save the other from his covetous ways, though time in prayer was time he could share, and left his brother with the gold as his grave.

Those that succeed at a DC 5 Intelligence check can translate the archaic script. As for its meaning, that is left to the interpretation of the adventurers. Adventurers that decide to ignore the fable and bound down the corridor, soon discover a dangerous trap.

- **Flooded Passage:** For each one adventurer that proceeds down the sloping corridor, one must remain in the alcove. If this does not occur, a hidden stone panel opens from the floor and fills the passage as well as the vault in scalding water from the pool in **Area 3d**. Those succumbing to the trap must make two saves: a DC 20 Strength saving throw and a DC 15 Constitution save. Adventurers that succeed in the Strength save manage to climb back toward the alcove, while those that fail are swept into **Area 6**. An adventurer failing a Constitution save suffers 10d10 fire damage from the heated water or half as much damage on a success. For each further round of exposure to the scalding water, the character takes an additional 1d10 fire damage. To swim against the rushing water as it floods the passage requires a DC 20 Strength (Athletics check). After 3 rounds, this becomes a DC 15 Strength (Athletics) check and the DC is further reduced to 10 after another 3 rounds.

While a successful Intelligence (Investigation) check of the alcove reveals pressure plates, the exact amount of weight needed remains unknown. Both the inscription and the tale Egill shares about twin brothers should offer a clue.

Those that enter the vault without falling victim to the trap, behold the glorious wonders of ancient treasure. The marble walls and floors contain the following vast riches:

- A scattered pile of coins and gems comprised of 500 cp, 10,000 sp, 2,200 gp, 120 pp, a blue diamond (400 gp), a fire opal (140 gp), a white opal (130 gp), and a purple corundum (120 gp).
- Ivory statuette of Gemina twins, each holding 2 star rubies (290 gp).
- Two silver-plated ritual daggers with 2 emeralds embedded in the hilt (230 gp each).
- An etched silver urn with three canary diamonds along the rim (2,180 gp).
- A pair of ritual mystery cult masks dedi-

cated to the Gemina twins (90 gp each).

- 6 silver plates, each depicting a different heroic exploit of the Gemina twins (80 gp each).
- *The Bows of Gemina* (see Treasure).

THE TOMB OF ETHRA Wrapped in soft, *dwarven linen* (see Treasure), the body of Ethra rests upon a marble altar. Though now marred, four reliefs at the base once depicted scenes from the religious fables of the Gemina twins. In place of the reliefs, Egill sculpted crude images of his life together with Ethra.

AREA 7 Once the revered chamber of the two Gemina priests who maintained the religious site, it now serves as the living quarters for Geyma and his bodyguard, Brynja. This chamber is well preserved and features running water, a small bath, and privy. Rich mosaics decorate the floor and walls depicting ritual instruction for priests as well as storied images of the Gemina twins.

Within the chamber, 4 **orc eyes of the orcish god** rummage through broken tablets and vials of scented oil in hopes to glean insight into the wonders of the ancients.

AREA 8 This cave is an unfinished shrine and at one time housed an bath similar to that of **Area 4**. The recent seismic changes caused the bath to collapse into a network of silent volcanic tubes. Geyma holds sacrificial victims in the pit before being bathed and escorted to the dragon.

Geyma discovered the toxic gases belched from the volcanic tubes weakens those in the pit, thus none of the victims attempt escape. After the first 1 hour within the pit, a creature incurs 1 level of exhaustion. For each day, thereafter, the creature suffers another level of exhaustion.

Adventurers that investigate the volcanic tubes suffer 1 level of exhaustion for each 30 feet they travel. At your discretion, these tubes can lead to **Area 2a** or **Area 3**.

Einga, the son of Mund, is in the pit along with 15 others. Furthermore, orcs bring any captured adventurers to this cave and imprison them into the pit. Ten **orc** warriors guard the cave and the victims below.

AREA 9 The orc encampment spreads from the great rock formation and into the surrounding valley. The Ljótur tribe boasts upward of 200 **orcs**. While most of the tents near the lair are noble pavilions captured during previous raids and thus reserved for warriors, others of the tribe labor to build a more permanent settlement. Nonetheless, the nox-

Ancenagri blessed

Geyma with archaic draconic blood magic to increase the power of the orc shaman. To represent Geyma, use the statistics of a cambion with the following changes:

3/day each: burning hands, command, detect magic
1/day: fireball

Geyma also does not have wings and cannot fly.

Brynja, the bodyguard of Geyma, is also blessed with draconic blood.

Use the half-red dragon veteran to represent Brynja and make the appropriate aesthetic changes.



DRAGON HIDE

Adventurers may wish a memento or souvenir to mark the grand occasion that comes from slaying a dragon.

A successful Dexterity of Strength check with leatherworker's tools can yield 1 sq. yard of dragon hide, while with cobbler's tools an adventurer can produce enough material for a fine pair of boots.

A Strength check with smith's tools, one can craft a dragon tooth dagger or a dragon scale shield.

As a rule of thumb, it requires 1 day per age category of the dragon to acquire 5 gp worth of materials. Therefore, Ancenagri being ancient, requires 4 days of downtime to attain 5 gp worth of material.

Afterward, normal crafting rules apply.

ious gases from the volcanic tubes in **Area 8** will poison the tribe in a few months.

AREAS 10 and 11 These two conjoining caves serve as storage for the tribe and 10 **orcs** warriors stand guard. The air is foul as the heat of the caves slowly cook unprepared deer and humanoid carcasses. For every 5 lbs. of mundane goods taken from these caves, an adventurer can maintain a poor lifestyle for 1 day.

DEFEATING ANCENAGRI

Should adventurers defeat the dragon, the valley begins to revert to its previous natural state. If Egill Draga is alive and well, and adventurers did not desecrate the tomb of his beloved, the dwarf spreads the tale of their glorious triumph to all who will listen. Likewise, should Mund accomplish his goals with the aid of the adventurers, the **orc** treats them with respect in future dealings. He may guide the company through orc infested lands or teach a few several phrases of his natural tongue.

KEY TO HALAGAR A DC 15 Intelligence (Investigation) check beneath the scales near the breast of the dragon reveals a wrought iron key of ornate design (see *Treasure*).

TREASURE

This adventure presents the following treasure, although feel free to place treasure of your own choosing.

DWARVEN SHROUD OF VIGR

Wondrous item, rare.

This is a burial shroud of dwarven artisanship woven from the silken thread of crystal spiders. A dead creature wrapped in the *dwarven burial shroud* does not suffer ill effects of being returned to life as described in *raise dead* and *resurrection*. Once returned to life, the *shroud* dissipates. Preparing the body of a dead creature requires a short rest. While wrapping the body, a light somber, harmonic tune is heard.

Once prepared, should a creature remove the body from the shroud, the creature is cursed. The ill-fated creature suffers a –4 penalty to all attack rolls, saving throws, and ability checks. After a long rest, reduce the penalty by 1 until it disappears.

ELVEN CLOAK OF GREETING

Wondrous item, uncommon (requires attunement).

This cloak of neutral, green cloth proves identical to a normal cloak of the same color. Though, when a fey creature looks upon the cloak, it appears regal with intricate thread and knot work. Should a creature touch the fabric, it harkens a brief pleasing memory, such as the smell of fresh baked bread or sausages sizzling upon warm fire.

When an attuned wearer of an *elven cloak of greeting* casts the *friends* cantrip, the target does not become hostile afterward. The wearer must finish a short rest before he or she can use this feature again.

VARIANT: ELVEN CLOAK

At your discretion, you can elevate the rarity of this magic item to rare and combine it with the features of a *cloak of elvenkind*.

KEY TO HALAGAR

This is a large key of winter-forged, dwarven iron. It bears dwarven knot work and the name *halagar* in dwarven script, though in the language of giants.

Despite its appearance, the *key to halagar* is not magical. Although, it does hold great significance to all dwarves who view it. When revealed to an adventurous dwarf, it is a symbol that it is safe to return to the ancient halls of Halagar. A dwarf will treat the holder of the key with kindness and may relinquish a small keg of fine dwarven ale in celebration.

TWIN BOWS OF GEMINA

Weapons (a pair of longbows), very rare (requires attunement).

You gain a +1 bonus to attack and damage rolls made with these magic weapons.

These are a pair of identical oryx horn bows with carved images of horsemen on the hunt. When you succeed in a critical hit, if the next attack from the other wielder of the bow hits against the same target, it too is a critical hit.

By taking an action to concentrate, you know the direction of the other bow from his or her current direction. Should you distance yourself for more than one hundred feet from the other bow, you and the other bearer suffer sadness and weep when swamped with overwhelming odds.

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