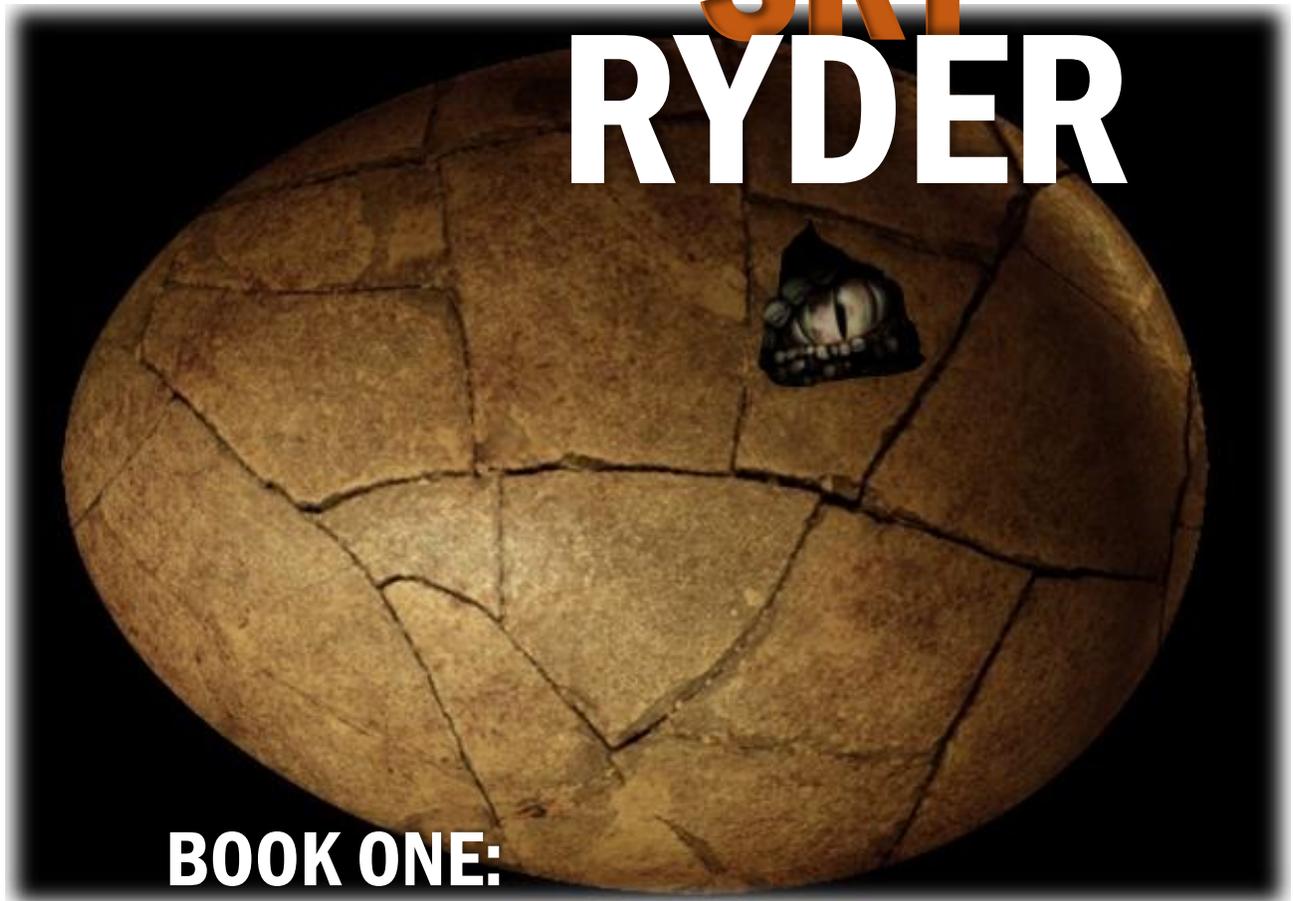




presents

# SKY RYDER



## BOOK ONE: GODDESS OF FIRE

For hundreds of years, your friendly neighbors, the metallic dragons, have not raised their young. Their eggs, sadly, remain unhatched. End this mysterious situation and the reward will be every adventurer's dream.

WRITTEN BY NEIL PASCALE  
CONTRIBUTORS: NOAH PASCALE AND TRAV REAGAN

5e

A unique module for  
Dungeons & Dragons' 5<sup>th</sup> edition

**SPECIAL NOTE TO READERS – PLEASE READ!**

“Sky Ryder, Book One: Goddess of Fire” is written for the clients of Heroes B&B to enjoy as part of their ultimate gaming experience weekend with us. Heroes B&B is a Twin Cities-based company that caters to gaming groups in Minnesota, Wisconsin and Iowa who wish to heighten their RPG 5e gaming experience. If you’re planning on spending a weekend playing with us as part of our B&B package that includes 15 hours of gaming, then **STOP right here!** We don’t want to spoil your fun by giving away all the plot twists in “Sky Ryders.”

If that’s not the case, then enjoy this extended adventure module that provides equal doses of RP and combat, not to mention some unique gaming moments.

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For monsters, we’ve either created them from common creature templates or made recommendations on which ones to use from our favorite 5e publisher, Kobold Press.

All images/visuals were used from Creative Commons sites; we would like to thank these generous and talented artists for their work!

Last, a heartfelt thank you to 5e enthusiasts who have reached out and asked us to create an adventure designed especially for families. We hope you enjoy this module, the first of a Sky Ryder trilogy. By the way, a few of our Heroes B&B followers added their own twist to this module in the dragon wyrmling quirks section. (Thanks guys!) Don’t miss these!



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## **ABOUT THE ADVENTURE**

A trader, making his first trip to the farming community of the Two Rivers, carries valuable resources and an intriguing rumor. The trader knows of a “Mother of the Earth,” a being of vast knowledge who could end a mysterious situation that has plagued the largest of the Two Rivers’ dwellers: its metallic dragons. For hundreds of years, the dragons have been unable to rear their young as their eggs lie dormant, unwilling or unable to hatch.

The Mother of the Earth may be able to change the dragons’ plight if the adventurers are able to discover a secret path into the Goddess of the Fire, a volcano rising thousands of feet high.

Even if the adventurers can accomplish this challenging task, two daunting obstacles will surface: a menacing power that caused the dragon’s age of rearing to end, and a separate, equally powerful evil awaiting to return from the shadows to claim what is his rightfully his.

## **ADVENTURE OVERVIEW:**

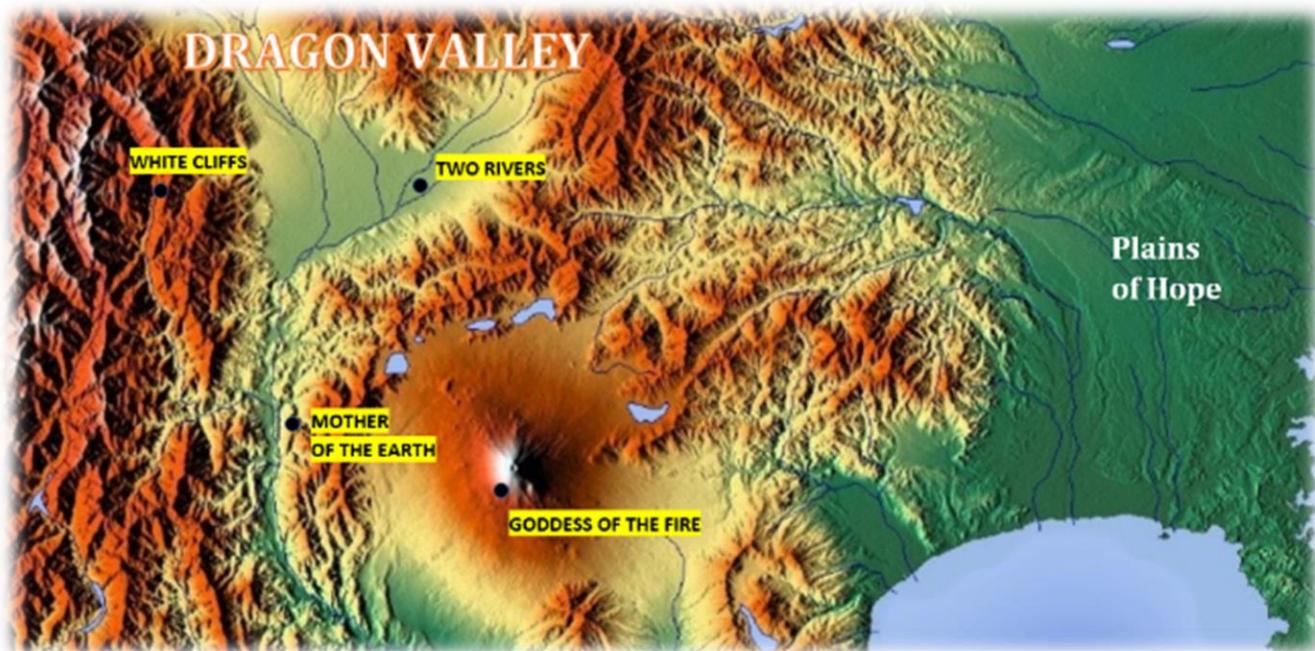
Here are special notes on the module:

- It is intended to take at least 15 hours to complete;
- It has been written to accommodate all players levels in 5<sup>th</sup> edition Dungeons and Dragons; GMs will need to change creatures and conditions depending on player levels;
- We have provided monster recommendations as well as where to find these monsters’ stat blocks in different 5e publications;
- Locations are loosely described in most parts of this module as Heroes B&B gamers play 5<sup>th</sup> edition adventures in a unique gameplay environment that features high-detailed maps, multiple monitors and a sound system.

## **ADVENTURE BACKGROUND & HISTORY**

The PCs, young adults of various races, reside in Two Rivers, a prosperous and peaceful farm village that lies where the mighty Green River splits into two meandering waterways. The village is in a large, narrow valley that is surrounded by towering, white-capped mountains. Beyond its widespread farms, Two

Rivers is little known outside of its region, for there is more rumor than wealth in this often wet, humid area. Among the rumors, hardly mentioned by travelers for it seems preposterous, is the notion that Two Rivers folk are innately magical and share an ability to speak in the tongue of dragons.



For those curious enough to inquire about such outlandish rumors, they discover these so-called magical abilities originate from a story told generations ago by a wandering priest. The priest, whose name has been lost to the ages, tells of coming across a rancher whose farm bordered the mountains north of Two Rivers. The priest encountered this rancher on the morning of the fall's first frost packing the few possessions he and his family had in anticipation of moving from their beloved farm. When the rancher was asked why he was moving, he confessed to the priest that he had given his wealth of cattle to a dragon, who in turn promised him, his family and his friends a reward that would last generations. The rancher's agreement set in motion a series of events that would, many generations later, provide the means of ridding the valley of a mysterious and powerful menace.

#### **ABOUT DRAGON VALLEY**

Dragon Valley is a mountainous region, with its two primary mountain ranges separated by a stretch of land that appears like the shape of a flower. To the southern edge of this region is the stem-like portion of the flower, with the

“stem” being a narrow width of land separating the eastern and western mountain ranges. At the northern edge of this valley is an open area consisting of a spacious valley and the farming village of Two Rivers.

The other dominant feature of the region is the “Goddess of Fire,” a massive volcano reaching thousands of feet high. The volcano lies in the southeastern portion of the region, surrounded by a barren desert. The volcano is dormant but still spits out an endless supply of steam. Lava, however, has not flowed from its lofty heights for many an age.

Dragon Valley is largely secluded as most peoples of this land live in the more populous Plains of Hope, a sprawling grassland east of the valley. There are river-going traders that provide resources and rumors from the Plains of Hope to Two Rivers, but they are few and far between as the route is perilous and the wealth of resources found in Dragon Valley is minimal.

#### The PCs

PCs who were born in the Two Rivers area have two unique qualities that are a result of their

community's long-going friendly relationship with dragons:

- They can speak with dragons and have some knowledge of their history (+3 to history checks dealing with dragons);
- They have innate magical abilities that allows each of them – regardless of their class – to cast the following spells: mage hand, fog cloud, minor illusion, mending, dancing lights, create or destroy water, friends and fire bolt. They can cast these at-will unless they cast fire bolt. If the latter happens, their innate magical ability (not all of their spell-casting) ceases until the following day. When the Two Rivers folk were gifted this ability by the dragons, they were told it was done to provide them help, not the means to harm other creatures. Two Rivers folk are taught this as part of their upbringing so unless they're in extreme danger, they're unlikely to use damaging spells, like fire bolt.

### The History

Generations ago, the mountain ranges of Dragon Valley teemed with metallic dragons. Gold, bronze, silver and brass dragons lived amongst the highest reaches of these mountains and used the valley floor to hunt and occasionally dwell with the small humanoid populations found there. The two, humanoid and dragon, lived peacefully together and it was not uncommon to hear a dragon's voice singing joyfully in the valley's few dwellings. During this time, once every decade, on the eve after the fall's first frost, the dragons would leave the valley. They would fly southeast, far beyond the Two Rivers area, past a sprawling desert and converge upon the Goddess of Fire, the region's immense volcano. Once here, adult dragons would fly into the depths of the volcano, select

a spot to rest their eggs on lava-heated rocks and wait patiently for the eggs to grow warm enough to hatch. In due time, the newly hatched dragon wyrmlings would be carried by their parents back to their cavernous homes in the heights of the Dragon Valley mountains.

This rearing tradition lasted for ages; when and why it ceased has never been revealed by the dragons, who are proud and stubborn creatures. After this tradition stopped and a number of humanoid generations passed, the dragons' numbers began to dwindle and their songs were heard less often in the valley. Conversely, the humanoid population in the valley grew until a small village, named Two Rivers, emerged and grew into a widespread community. Throughout this change, the relationship between dragon and humanoid never faltered, which is why Jake Reeves, a Two Rivers rancher, took pity on an adult silver dragon named Mikkassis (pronounced Mi-kaus-is). The dragon approached the rancher on the first frost of the fall with two, underfed wyrmlings at her side. The dragon had been grievously wounded and had been unable to provide food for her young. Mikkassis, fearing for her wyrmlings, asked the rancher to give his considerable number of cattle to her and her young to eat so they could survive the coming winter. In return, Mikkassis promised the rancher undetermined, future gifts that would help his family, friends and his community for generations to come. The rancher agreed wholeheartedly, for he had spent many a wintry night in the valley's dwellings with Mikkassis, singing her songs of courage and valor.

In return for the rancher's generosity, Mikkassis, a dragon with uncommon abilities and widespread influence among her kind, gifted the following to the natives of Two Rivers:

- innate magical abilities that provide humanoids spells, regardless of their class;
- the ability to speak with dragons and have limited knowledge of their history;
- one egg from each of the metallic dragon species found in the valley, in addition to another, mysterious dragon egg.

### The Dragon Eggs

Much to their surprise, Jake Reever and the community of Two Rivers were gifted one egg from each of the metallic dragon species found in the valley, plus one from a mysterious dragon species. Reever wept as Mikkassis placed each of the eggs in front of him as the rancher knew the power such a gift could bestow on the community. The silver dragon, fully recovered from her wounds, acknowledged Reever's tears with a polite bow of her head and provided the following information on the eggs:

- they were gifts from a gold dragon, silver dragon, a brass dragon, a bronze dragon, a copper dragon and a black dragon. The last of the eggs was from a species that was vastly different from other dragons in the valley and Mikkassis was uncertain of its character and whether it could truly live in harmony with the residents of Two Rivers;

- the eggs would only hatch when the conditions were right, something that had not happened in nearly 100 years when the gifts were bestowed;
- when hatched, the dragon wyrmlings would be as wise and intelligent as a humanoid adult and would act independently. They would, however, likely bond with one humanoid of their choice;
- only another dragon could provide the wyrmlings their true names, which in turn would unlock the true power of the dragon. This typically happens when a dragon reaches its adult age.

This gift of dragon eggs was done more than 400 years ago. The eggs never hatched. Each fall, on the eve after the first frost, residents of the community of Two Rivers gather, build a

pyre, set it afire and then place the eggs in the fire in an elaborate ceremony, hoping the warmth will trigger the eggs to hatch. Some 400 years later, the eggs remain stone-cold and unhatched. This is hardly surprising to the residents of Two

Rivers, who still see and speak to the remaining metallic dragons that reside in the Dragon Valley mountains. From these relationships, the humanoids know that no dragon wyrmling has hatched in

hundreds of years. Why this is so remains a tragic mystery as the dragons will not speak of it.



The gift of dragon eggs to the Two Rivers people was done more than 400 years ago. Today, the eggs remain stone-cold and unhatched.



### **ADVENTURE OUTLINE:**

**Introduction:** Get to know Dragon Valley, its history and its inhabitants.

Activity: GM prologue

**Part One:** Coming of age – PCs are “gifted” with dragon eggs that have remained unhatched for 500+ years.

Activity: RP

**Part Two:** Mother of the Earth – PCs learn of a powerful being that may have the secret as to how to hatch the long dormant dragon eggs.

Activity: RP/Combat

**Part Three:** Goddess of Fire – PCs travel to the region’s volcano, find a way through the creatures that inhabit the volcano and stay there long enough for the eggs to hatch.

Activity: RP/Combat

**Part Four:** You and your dragon – On their way to Two Rivers, the PCs get to know their wyrmlings and discover a potentially dangerous secret.

Activity: RP

**Part Five:** The White Cliffs – PCs visit with Mikkassis, an ancient silver dragon that helps the PCs train their newly hatched wyrmlings. This training will prepare them for a midnight battle that will decide the fate of the wyrmlings.

Activity: RP/Combat



Mikkassis, the legendary silver dragon of the Two Rivers, will be your greatest ally.



## PART ONE: Coming of Age

On the evening after the fall's first frost, the farming community of Two Rivers gathers for an annual festival. The day of the festival is spent building a massive pyre of wood and oil that is set alight as the sun dips beneath the nearby snow-capped mountains. Once the fire has reached its zenith, young adult members of the community are selected at random for a special honor – to carry the town's prized dragon eggs from their protective area in a chest to the base of the fire. The eggs are large and bulky – they barely fit in a wheelbarrow.

This year, the PCs are selected at random to carry the dragon eggs. They have watched this same event occur each year for as long as they can remember so they don't expect anything miraculous to happen, like the hatching of the eggs. However, tradition dictates that each of the PCs select one egg to carry. Roll a D20 – the PC who rolls highest gets first selection of which egg they wish to carry. A member of the community's Druidic Council, Iris Rivers, a female Firbolg, will oversee this pastime. The following eggs are available: a silver egg, a brass egg, a bronze egg, a gold egg, a copper egg and an egg that appears to be deep gray, nearly black, in color. Besides the color, there are no other discernible marks on the eggs and all are about the same size.

As the PCs pick up the eggs and deliver them to the base of the fire, nothing will happen. Nor will the eggs hatch after being placed in the community's massive fire. Once the fire diminishes and the eggs cool, the PCs can place

them back in their protective area, for the following year's festival. When this final movement of the eggs occurs, each of the PCs will feel a slight jolt of psychic energy pulse in their heads. The jolt feels like an electric shock – short and surprising. The member of the Druidic Council overseeing this activity, the Firbolg Iris Rivers, if asked, will indicate that such a thing has never been known to happen, certainly not chronicled. However, no other sign of life, physical or otherwise, will emanate from the eggs.

After the PCs discuss this strange jolt from the eggs, an unrecognizable and towering humanoid will appear before them. A Goliath, some 7 feet tall and heavily muscled, will walk from out of the night's shadows and speak plainly, "You waste your time, farmers. If you want the eggs to hatch, then you must seek an audience with the Goddess of Fire."

The Goliath will announce himself as a trader, new to Two Rivers. He is from the southern mountain ranges and trades in rare metals that can only be found at the highest elevations. The Goliath will introduce himself as Keeneye, his nickname, and tell the PCs he has seen the Goddess of Fire not a tenday ago "speak her words to the gods. They do not answer, but that does not surprise me, for they seldom answer me and my brothers."

By "speaking her words," the Goliath refers to the constant steam that rises from the "Goddess of Fire," an immense volcano in the southeast part of the region. Two Rivers folk

know of the volcano, although the name “Goddess of Fire” is likely new to many of them. (The member of the Druid Council, Iris, will know the name, however.) Few, if any, Two Rivers folk have traveled to the volcano for it lies quite a distance away, plus it is only reachable after crossing a perilous desert.

The Goliath, in his plain speak, will tell the PCs the dragon eggs would hatch if they were placed within the Goddess of Fire. However, finding a way in to the volcano would be incredibly difficult. It rises thousands of feet into the air and there is no known way into the volcano near its base.

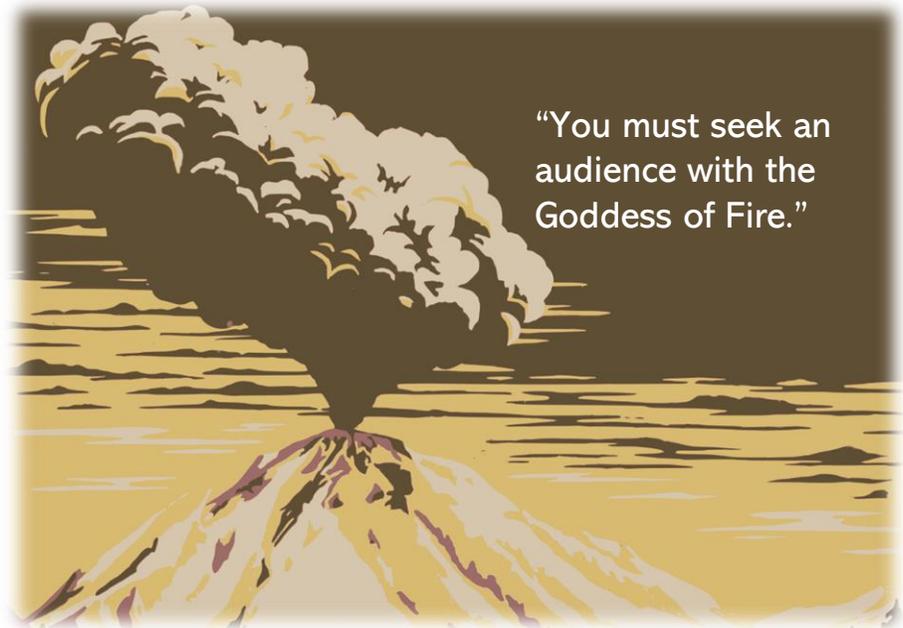
There may, however, be a solution, the Goliath says after some thought. “The Mother of the Earth would know,” Keeneye will say confidently.

The member of the Druid Council, Iris, will look surprised and immediately ask, “You know where one lives?”

The Goliath will nod and answer, “Not far from the Goddess.”

Iris, the druid council member, will tell the PCs that a “Mother of the Earth” is a being of immense knowledge and power. They also are

mysterious as only one Mother of the Earth may exist at a time. Further, they are reluctant to share their great knowledge and often will only do so at great cost to the person asking. The druid has no further information about the Mother of the Earth as she has only heard rumors about them and never has encountered one herself. (Nor has anybody in Two Rivers.)



“You must seek an audience with the Goddess of Fire.”

Keeneye the Goliath, a trader who seeks to earn trust with the Two Rivers community, will volunteer to take the PCs to the Mother of the Earth, allowing them to ride on his boat down the river. However, he will inform the PCs that he will not enter the witch’s territory for he believes the area “tainted by pesky magical creatures.”

#### TWO RIVERS NPCS

- Iris and Gentian Rivers, Firbolgs. Iris and Gentian, both named after flowers of the mountainous region, are long-standing members and leaders of the Druidic Council, formed long ago in Two Rivers. Much like their names, Iris and Gentian stand out, being the tallest members of the community, each standing over 7 feet tall. Although their height may scare travelers, their manner does not. Both are kind-hearted and soft-spoken souls who are endeared in the community for their wisdom. Their farm is located just outside of the community, close to the

northern mountain range. Iris is the leader of the two and in fact, the undisputed leader of the community's Druidic Council. Gentian, her brother, allows his sister to do the talking, provided hostile voices are not raised. (If this is the case, Gentian takes on a protective stance and threatening manner.) Both Firbolgs are trusted for their wisdom for each of them are well over 400 years old.

- Keeneye, the Goliath. A towering and muscular figure, this Goliath is much like his kin in his physical features. But Keeneye is far different than his three brothers in other ways. He has an unnatural gift to spot precious rocks and resources in the towering elevations of his homeland. He also has a natural tendency to wander, which has led him to the Two Rivers as a trader. Keeneye keeps a sharp short sword on his belt but rarely uses it, except for protection purposes.



## PART TWO: Mother of the Earth

The idea of removing the eggs from their protective area in Two Rivers and sending them on a potentially perilous journey is not initially taken well by Iris Rivers or the Druidic Council, which has acted as the protectors of the dragon eggs for centuries. However the council agrees to meet with the Goliath trader to discuss his knowledge of the Mother of the Earth and the area in which she lives. This meeting lasts for two days before the council decides on a course of action: They will allow the journey south, believing it may be the only chance the town ever has of seeing the eggs hatch. Two members of the council, Iris and her brother Gentian, are tasked with going on the journey and looking after the eggs' protection.

Being this year's egg carriers, the PCs also are invited on this journey.

The council agrees to hire the Goliath trader and his river boat, allowing the PCs and the druids safe passage down and back from the trip. For the PCs, this is likely their first trip

south of the Two Rivers as few valley residents travel in that direction. The Goliath renews his pledge to provide his boat to the group, although he does not budge on his unwillingness to step within the Mother of the Earth's territory.

For their journey, the PCs are provided rations and one potion of healing each. Plus they are given fair warning: The council hopes the PCs remain safe on their journey but the druid council members who are traveling with them, Iris and Gentian, will first and foremost be the protectors of the eggs, not the PCs. Meaning if the PCs face danger, they will have to overcome it themselves.

The passage down the river occurs on the Goliath trader's river boat, a spacious, flat-bottom boat that traverses some of the treacherous waterways with ease. Before leaving Two Rivers, the two Druidic Council members who are traveling with the PCs bring aboard a large chest that holds the eggs. The

old wooden chest, which has etched drawings of dragons on its sides, is bulky enough that both druids are forced to carry it in order to move it.

The journey down river takes nearly a week to complete, as the days are becoming shorter in the late fall. On the third day of the journey, still heading south on the river, the PCs can attempt a Perception check. A roll of 12 or higher will reveal an adult dragon, dark in color, perhaps even black, flying high among the clouds, seemingly following the boat's path for several minutes before being lost in the swirling clouds overhead. This should not be cause for concern for the PCs, who have only seen and heard of positive experiences between dragons and humanoids. However, the color of the dragon – dark, almost black – may be curious to them as such a dragon has not been seen in centuries in the Two Rivers area. (Iris or Gentian Rivers, who would probably disbelieve the dragon's color when initially told, could provide this information.)

A day after this sighting, ask the PCs to roll another Perception check. The one with the highest roll will spot Iris Rivers, the Firbolg, sitting by herself and frowning, an uncommon event for the usual jovial female. If asked what's behind her behavior, Iris will briefly speak her mind, "If our journey and purpose is successful, we will bring into the world powerful creatures whose value will be unheard of, even unprecedented. What evil might we bring to the Two Rivers community who will seek these creatures out and destroy any who possess ..." She'll then abruptly stop, realizing she is voicing her worries out loud. At that point, she'll stop, smile and murmur, "But don't listen to an old Firbolg and her strange, wandering thoughts."

On the morning of the 7<sup>th</sup> day of the journey, Keeneye the trader will beach his boat on the eastern side of the river. He will provide instructions on how to reach the Mother of the

Earth. The Druidic Council members will stay behind with the dragon eggs, not trusting the Mother of the Earth.

Keeneye will provide the following directions to the PCs to find the Mother of the Earth: Take a day-long hike up a steep mountain side and onto a winding passageway. This passageway is set into the mountain, with smooth stone bordering it. This stone acts as natural walls that rise to varying heights, between 10-20 feet high, with the sky being visible overhead. This passageway is narrow, forcing the PCs to advance single file. Tall or bulky PCs may even be slowed traveling this area. The winding stone passageway advances 50 feet before the route is apparently blocked. Unless the PCs are within 5 feet, they'll merely see a darkness fill the space between the stone walls. Closer inspection will reveal the darkness sways, like branches on a windy day. If they touch this area, they'll discern the dark area to be hair. Extremely long hair coming from three Korreds, small fey creatures who are hiding within the stone walls, about 10 feet off the ground. The Korreds are hunting for their evening meal by using their hair as a trap for small creatures.

Once the PCs touch the hair, they'll need to do a DC13 Dexterity save or become grappled and restrained by the hair. (Hair: AC20 and 20 HP)

If the Korreds grapple a PC, they will use their hair to lift the restrained PC in the air and begin questioning them, asking them why they are disturbing their hunting grounds. The Korreds will not be aggressive but they will be irked about their perceived loss of rabbit or squirrel stew because of the PCs' arrival. To appease the Korreds, the PCs can share their food or help the Korreds hunt. (The latter shouldn't be difficult in these mountains.)

After this encounter, the PCs can continue forward and eventually the stone passageway will end at a group of towering, ancient trees.

Once the PCs step off the passageway and into the trees, they'll enter an area controlled by the Mother of the Earth. Darkness will prevail here – darkness that light from a lantern or a non-magical source will not be able to pierce. All of the natural sounds of the evening also cease – the PCs will be able to hear themselves breathe and each of their steps through the thick underbrush beneath the trees will sound incredibly loud. Each of the PCs will then hear a voice in their minds. The voice, which sounds like a curious, young girl, will question the PCs' resolve: Are they willing to pay the ultimate price for the information they seek? When all the PCs have responded "yes" to this question, the magical darkness will lift.

The trees then will give way and the PCs will see a single, small cottage with a thatched roof and smoke rising from it. As the PCs approach the cottage's lone wooden door, they'll hear a soft but persistent tapping coming from inside the door. If the PCs knock at the door, nothing will happen. However, the soft tapping on the opposite side of the wooden door will continue. Once the PCs open the door, they'll see a small, circular object roll out, toward them. Ask for a Perception check. A roll of 12 or higher will reveal the small, circular object to be a blue-colored eye. The eye will roll out the door, toward the PCs and into the trees if the PCs do not grab it. Give the PCs a chance to grab the circular object if they react fast enough. A Dexterity check of 18 or higher will be required to grab the rolling eye. Otherwise it rolls into the forest and can't be immediately found.

Inside, the cottage is surprisingly large.

The Mother of Earth is a Dryad, who is mostly clothed in the remnants of the trees around her cottage. She also wears a patch over her left eye. She will immediately welcome the PCs, although be distracted as she randomly and relentlessly searches through piles of animal furs, assorted vials of rat tails, cat whiskers and frog feet, and haphazardly piled parchments to find "Khoa." If asked, the Mother will describe "Khoa" as a constant source of friendship. She will further describe "Khoa" as a small, circular item with a blue marble appearance to it. (This is the eye that rolled out of the cottage when the PCs arrived.)

The tiniest creatures in the Mother's forest could be key.



The Mother will tell the PCs the following about "Khoa":

- It is a Beholder's eye that she won off a bet with an especially arrogant Beholder, one that challenged – and lost! – a riddle contest with her;
- The eye constantly tries to flee back to the Beholder;
- The Mother uses a resin to attach "Khoa" to her empty eye socket. The last of her resin was recently used up so she needs more. The resin can only be found within the Goddess of the Fire volcano;
- To capture the eye "Khoa" before it returns to its master, the PCs can perform a magical ritual (the Mother will provide this ritual information) within the ancient forest outside of the

shack and then try to ensnare it. The ritual can only be cast once per day.

The PCs can attempt this magical ritual at any time. The Mother will not attend the ritual as she is busy with her other duties. One PC can chant the magical ritual, leaving the others to attempt to snatch the eyeball when it arrives. (The magical darkness will no longer bother the PCs.) The PCs, however, must find a way to slow down the eyeball to ensnare it when it arrives for it is uncommonly quick and difficult to secure. Without any aid, snatching the eyeball requires a Dexterity check of 18, of which the PCs can only attempt once per ritual. The PCs can think of ways to slow down the eyeball once it reaches the ancient forest, including:

- Asking the Korrens for help and using their hair to ensnare it or at least slow it down (they will want another meal in return for their services);
- Within the ancient forest, there are tiny talking spiders that would be willing to shoot webs at the eyeball in exchange for anything shiny. (Shiny objects attract bugs, which are then devoured by the spiders)
- Anything else the PCs can think of that could slow down a fast object. (The eye does not fly but it does bounce)

Unknownst to the PCs, “Khoa”, the Beholder eye, has magic itself. Whenever a PC looks at the eye to try to catch or ensnare it, they must start their turn by performing a Wisdom saving check (DC12) or be dominated by the eye. Unlike the Dominate Person spell, this spell is limited in duration, lasting 1d4 rounds. While under the eye’s control, the dominated PC will

be asked to help Khoa flee but not attack the other PCs to accomplish this.

Either before or after the PCs attempt to catch the Beholder eye, they can ask the Mother about their quest: To find a way into the Goddess of Fire volcano.

The Mother will agree to provide the PCs the information if they agree to the following: 1) they will find and return her escaping eye as well as the necessary resin (found inside the Goddess of Fire) to keep it in place; or 2) give one of their eyes to the hag if they do not accomplish the first task in the next three days. If the PCs snatched the escaping eye as it was leaving the house, the hag will only ask for the resin.



Unknownst to the PCs, “Khoa”, the Beholder eye trying to escape the Mother of the Earth, has magic itself.

To seal this pact, the hag will ask one of the PCs to drink a foul brew she’s currently mixing in the fireplace. As soon as the PCs swallows the brew, a small, circular orb will appear over the fire. The orb is small and misty but it’s not hard to guess this is a replica of one of the PC’s eyes. (This effect does not have any physical effect on the PC other than a slight irritation.) The PC now has 3 days to find the eye or their eye will belong to the Mother of

the Earth.

Once the pact is reached, the hag will tell the PCs the following:

- The Goddess of the Fire, the nearby volcano, is indeed the only place that once had temperatures hot enough to hatch dragon wyrmlings. Whether that it still the case is very much in question.
- The hag will tell the following story that has never been spoken or heard in Two Rivers: Long ago, a powerful witch from



The view from the mountain passageway, near the Mother of the Earth's cottage. The volcano remains days away.

another plane of existence came upon the volcano and for unknown reasons, decided to claim the mountain as her own. In doing so, the witch knew she would have to overcome the powerful force of dragons that used the volcano as their rearing grounds once every decade. So the witch spent years hatching a plan that would not only surprise the dragons when they descended into the volcano, but also steal their eggs. The witch's plan worked perfectly. Since that time – now hundreds of years ago – the witch has used the threat of destroying the dragons' eggs to keep the proud creatures away from the volcano.

- Little is known about this powerful witch, only that she has an unnatural ability to control elements associated with winter and has an army of spies – big and small - that spend their days watching for the dragons' possible return.
- The Mother of the Earth does not know anything else about the winter witch, not even her name. She does, however, believe the witch's power is equal to

her own and has no wish to contest it. (The Mother of the Earth does not like what the winter witch did to the dragons but does not feel compelled to fight it, nor has the winter witch threatened her since taking over the volcano.)

- Because the winter witch has control over the volcano, the Mother of the Earth does not know if the temperatures inside the volcano are still hot enough to hatch the dragon eggs. She will reveal to the PCs that the steam rising from the volcano – something the Goliath trader noted to the Two Rivers folk – is an illusion.
- The Mother of the Earth will reveal to the PCs that the creatures they previously encountered – the Korreds – are their best bets to find a way inside the volcano as the small fey creatures have an innate ability to find secretive places within the rocks of the Goddess of the Fire.

Monster recommendations:

Korreds, Volo's Guide to Monsters, pg. 168.  
(Mother of the Earth) Duskthorn Dryad, Tomb of Beasts, pg. 160)



### PART THREE: Goddess of the Fire

If the PCs' previous encounter with the Korreds ended well, the small, talkative fey creatures will happily show them a passageway to the volcano. If the RP with them did not end well, the PCs can try again. They will have to appease the Korreds, especially their empty and rumbling stomachs. This done, the Korreds will explain the following: They will help the PCs. They will lead them to a secret tunnel that is accessible from the mountain. The tunnel descends beneath the mountain and eventually under the desert, which surrounds the volcano. The PCs will have two days of walking ahead of them, traveling underground the entire time. The Korreds will not travel with the PCs but will provide clear directions, including:

- This secret passageway will only be shown to the PCs if they agree to be blindfolded (by strands of the Korred's hair) and do not use magic to identify the whereabouts of the secret tunnel. The PCs will only have to be blindfolded for a short walk. If the PCs agree, the resulting walk goes uneventfully.
- The passageway is dark and foreboding but it is a much safer route than going through the desert. (The Korreds could add to this foreboding by mentioning the occasional scorpion or hideously long snake that falls into the passageway from the above desert.)
- Before venturing to this passageway, one of the PCs will have return to the river and have the members of the

Druidic Council, the Firbolgs, join them on this part of the journey. The druids will be carrying the chest containing the dragon eggs.

- The passageway is a direct route to the volcano. When the PCs and their group reach the end of this route in two days, they will be within the Goddess of Fire volcano.

The Korreds' talkative nature will stop abruptly if the PCs bring up the winter witch, which the small fey creatures dreadfully fear, or anything having to do with what lies within the volcano. They will talk about neither, fearing the worst from the witch and her spies. ("Her spies hear all, see everything! I bet the witch's hair is even longer than ours!")

Before the PCs start their two-day trek, ask them to provide a description of what they are wearing and what they are bringing on this journey. From what the Korreds have told them, they can expect this journey to take 4-5 days to complete.

The underground trek, although likely uncomfortable and dreadfully scary to the PCs, goes uneventfully. (Although consider adding to the drama of being underground by describing recent evidence of snake slithering and numerous tracks of tarantula swarms.)

A half day away from the end of this two-day trek the PCs will notice a gradual decrease in temperature, something that should be

unexpected as the hot desert and its swirling sands lie dozens of feet overhead. As the PCs continue to draw closer to the volcano, the temperature continues to dip, until the PCs can see their breath in the freezing air. If the PCs do not take measures to deal with the cold – or if they do not have the resources to do so – have them make Exhaustion checks as the frigid temperatures will begin to affect them.

The PCs' final steps in this two-day trek lead them upward, toward the surface, into a rock-filled corridor and eventually into a place that they've never been to before: The Goddess of Fire volcano, which hundreds of years ago hosted dozens of dragons and their offspring.

### Inside the Goddess of Fire

What the PCs and their group find at the end of the rocky corridor is a massive area with its own ecosystem. Whereas the outside desert is characteristically hot and dry, here, inside the volcano, winter resides. Snow and ice cover much of the ground and gales of frigid winds intermittently swirl overhead. A light, fresh blanket of snow is falling as the PCs arrive. The area the PCs enter is so massive that its entirety cannot be seen in any one spot.

The Korreds' secret tunnel has brought the PCs to a ledge, about 20 feet off the floor of the volcano. Overhead, or at least what's visible under the light falling snow, are the sides of the volcano, which rise thousands of feet.

As the PCs look out from the ledge, ask them to do a Perception check and then provide the following information, based on their result:

- Check of 10 or higher: Rock piles are spread across the floor of the volcano, some barely rising above the snow and ice while others appear to be piled dozens off feet off the frozen ground. Some of the rock piles have steam emanating from beneath them. At the

base of these rocks is dark earth, cold to the touch but bare of ice or snow.

Howls of wolves also can be heard, some close, some farther away. By hearing alone, the PCs can estimate there are multiple packs of wolves here.

- Check of 15 or higher: In the air, nearly hidden in the light falling snow, are Beli, small fey faeries, gracefully soaring above the volcano floor. If watched for a few moments, it will be apparent these fey are flying in a pattern that leads them from one area to the next, as if in a constant search pattern.
- Check of 20 or higher: Near many of the volcano rockpiles are trees, stunted in growth but still possessing a healthy, green color. Toward the center of the volcano, the trees are more numerous and larger, both in height and diameter. Some of these larger trees, although difficult to see through the falling snow, appear to be moving.

Getting to the floor of the volcano, some 20 feet down from the ledge, will take some doing as there is no easy path to take. The PCs will have to climb down a challenging slope (DC 10). Those that fall will take 2d6 damage. The dragon eggs, if dropped in their chest during this period, will not crack open or be destroyed, although the wooden chest they are held in could be. (If this the case, the Firbolgs will use a Mending spell to repair it)

The PCs have two tasks to complete here in the Goddess of the Fire: 1) find the resin the Mother of the Earth seeks to keep the Beholder's eye in its place, and 2) find a way to hatch the dragon eggs. As the PCs attempt these two tasks, the spies of the winter witch will be a constant threat. The witch herself will not appear, at least in a physical state.

The conditions within the Goddess of Fire will both help and hinder the PCs' efforts. The ever-

present, light snowfall will diminish the ability to see at distances. Any Perception done at more than 100 feet will be at a disadvantage. Further, the gales of frigid wind whipping around the forest floor will make it harder to hear and certainly impact range weapons. Only the sense of smell, for the creatures that dwell within these wintry conditions, is not affected.

To accomplish their tasks, the PCs must:

\* **Find the resin.** The PCs can do this once they are on the floor of the volcano. The Mother of the Earth described the resin as an orange-colored, sticky substance that can be found on the side of the volcano's rockpiles. The PCs can find the resin with a Perception check of 15. The resin is located on the top of the highest piles of rock, some 30 feet off the volcano floor. Climb check should depend on tier level, but the effort should be challenging, with ice and snow making the way up and down treacherous. Most PCs will require two climb checks to reach the resin.



\* **Heat the eggs.** From the steam rising at the base of the rocks, it is apparent the witch's wintry domain is barely holding back the natural heat rising from under the volcano. An easy Arcana or Nature check of the steam rising from the rocks will reveal that a powerful spell is causing the wintry conditions to exist. But because the spell is cast over so large an area – the entire, massive floor of the volcano – it is weakened considerably. Anything the PCs can do to create heat near the rocks, where the steam is rising, will allow the warmth rising from under the volcano to reach the ground surface, and heat the rocks. Whatever process

the PCs can identify to do this, however, will not create an immediate change. The rocks will slowly heat up, requiring at least one hour to gain the necessary heat to hatch the eggs.

\* **Watch for the winter witch's scouts.** Both wolves and the Beli are constantly searching for the witch's enemies. In the hour required for the PCs to successfully heat the rocks, two separate packs of wolves will draw near the area where the PCs are at. The witch's spies in the skies, the Beli, also will fly over at least once. If the PCs commit one or more of their party members to watch for these spies, give them advantage on seeing these threats (check

the PCs' Perception vs. the creatures' Stealth). If the wolves or Beli are seen before drawing close to the PCs and their party, give the PC party advantage to their Stealth checks to avoid detection. If either the wolves or Beli spies spot the party, a pack of wolves will descend on the party in 1d4 rounds. The wolves are intelligent pack creatures, and they will

rush the party from different directions.

\* **Escape the tree guardians.** In the center of the volcano, where the trees are most numerous, guardians of the trees await, guarding over their precious kin. Depending on tier level of the PCs, allow 1d4 treants there. The treants, under the power of the winter witch, could be drawn to the PCs if the wolves make enough noise. For lower tiers, consider using the treants as a scare tactic for the PCs after they have hatched the eggs. Their appearance or their rock throwing could make the race back to the Korreds' secret tunnel a nervous affair.

**\* Survive “Slyther” the incredibly cute but grumpy squirrel.** Slyther will appear near one of the PCs after the rocks have heated and the PCs start heating the eggs. The squirrel will do everything in its power to make the PC’s life as miserable as his life. “Slyther” once was a heat-loving snake that dined on the volcano’s numerous vermin and coiled around heated rocks, taking extra-long naps in the glorious warmth of the interior volcano. Those days came to an end when the winter witch appeared and polymorphed the good-natured snake into an animated squirrel (that can talk). Worse yet, “Slyther” was ordered by the witch to be on constant surveillance, meaning no more naps (not to mention extra-long ones). Today, hundreds of years later, Slyther is hopelessly grumpy, cold, hungry and yearning to take a glorious, long nap. In retaliation for his situation, Slyther will take his grumpiness out on the PCs in whatever fashion possible, even doing a squirrel gyration to lure the wolves or Beli closer to the PCs or throw rocks at the Beli to draw their attention. If attacked, Slyther will flee, but then come back for more, probably doing so in a stealthy manner. (Stealth +6)



Slyther  
the  
grumpy  
squirrel

the first cracks on the eggs will appear almost instantly. They’ll do so in unison – each of the eggs will show the slightest cracks.

As this happens, the egg shells will become much deeper in color, the dull gold color

turning a brilliant, deep, glossy gold and the bronze, copper, brass and black eggs will follow suit. A soft thrumming will then emanate from inside the eggs. The thrumming will begin as individual,

rhythmic noises and quickly coordinate into a gentle, persistent, ever increasing tone. In less than a minute, and before the eggs start to crack in earnest, the thrumming will be loud enough to draw attention from the nearby winter witch’s spies. The sounds of wolf howls will begin and even the sight or sounds of Treants may be experienced. (The thrumming is a sound the spies were told to watch out for by the winter witch.)

The PCs will have to decide what to do – to allow the eggs to continue to rest on the rocks, getting hotter and hotter, and as a result, be the target of the winter witch’s spies. (At this point, the cracks are minimal enough that the PCs can’t see into the eggs and the color of the eggs are continuing to change.) Or, the PCs can take the eggs off the rocks and flee back to the Korreds’ tunnel, hoping the eggs have heated enough to allow the dragon wyrmlings to emerge.

If the PCs do not immediately leave, give them 2 rounds. In each round, the eggs will crack a little

### The hatching

One hour after the rocks have sufficiently heated – the rocks will turn their natural reddish color when they’ve been appropriately heated – and the PCs place the eggs on them,

more and the sound or sight of the witches' spies (wolves, Beli and/or treants) will continue to get closer. On the third round, the witch's spies will be close enough to attack. (Consider leaving the treants out for lower tiers or diminish the amount of damage they do on hits.) By this third round – whether the PCs are fighting or fleeing – the cracks in the eggs will be large enough for the PCs to see dragon eyes peering out at them. (Mid- to higher-tiers: Consider adding Fraughashar, which could come from the center of the volcano floor, where the trees are dense.)

Once the dragons see the outside world, they are eager to join it. They will excitedly tear their eggs apart and emerge in a flash of dragon scales and enthusiastic thrumming, singing to each other, and eventually flop down to the ground. If the PCs are fleeing, the dragon wyrmlings will gladly follow along, first on “foot” – in incredibly awkward attempts to keep up - and within moments, taking flight. The latter will be painful to watch, as their inability to control their flight will result in them smashing into passing tree limbs, rock piles and even face-planting into the ground at times.

Allow the PCs to reach the area underneath the ledge where they originally came into the volcano, where the Korreds' secret tunnel is. By this point, the dragon wyrmlings will be able to fly up to the ledge. The PCs will have to climb up (DC10).

After the entire group – including the two Firbolgs, Iris and Gentian – climbs up to the ledge, the winter witch will make her play. Each PC will hear a voice in their heads – a kind, warm voice, that of an elderly woman. The voice, the winter witch herself, will reveal to the PCs they are – certainly unbeknownst to them - putting the dragon wyrmlings' lives in danger by

leaving the protection of the volcano. The voice – who if asked to will name herself as the “Frost Queen” – will tell the PCs that she only wishes the best for these beautiful, intelligent creatures, the dragons, and she and her animal friends will protect them with their lives.

If the PCs resist this thought or ask too many questions, have the voice turn suddenly angry, “If you will not save them, I will!” Have the PCs make a Wisdom save (DC19). Any PC that fails the save will be convinced the dragons should stay, in the Goddess of the Fire. Let this drama unfold for a brief discussion – as the winter witch's spies continue to harass and threaten the group - before Iris Rivers will step forward, cast a spell and end the winter witch's mental control over any effected PCs. Iris will stagger from this mental effort and point to the opening in the ledge, back toward the rocky corridor where the group entered the volcano. “Hurry!” she will plead. “I cannot do that again!”

Once the group leaves the volcano, Iris will cast another spell, using the ground around the PCs to close the opening to the volcano. At this point, the PCs and their dragon wyrmlings will be safe, out of the witch's reach. The PCs and their group can take the route back to the mountains, to the Mother of the Earth's hut (to provide her the resin) and eventually back to the boat.

#### Monster recommendations:

- \* Wolves, Monster Manual, pg 341; or for mid-to higher-tiers, Winter Wolf, Monster Manual, pg. 340
- \* Beli, Tomb of Beasts, pg. 35;
- \* Fraughashar, Tomb of Beasts, pg. 206
- \* Ice Maiden (winter witch), Tomb of Beasts, pg. 254;
- \* Weeping Treants, Tomb of Beasts, pg. 388



## PART FOUR: You and Your Dragon

The first three days heading back up the river, north toward Two Rivers, with the Goliath guide Keeneeye passes by uneventfully. During this time, the PCs can get to know their dragons and conversely, the dragons will get to know their PCs. For the PCs, have them roll d20s. The one with the highest roll can participate first in the Dragons Quirks list, shown on pg. 26. This calls for the PC to roll a D12 twice, providing them two possible quirks for their dragon wyrmling. The PC should select the quirk they prefer and then allow the next PC to go in turn. Once a quirk is used, it should not be available to other players. This should provide each of the dragons a unique characteristic.

For the dragon wyrmlings, they are intelligent creatures who will spend their days questioning the PCs about life in the Two Rivers valley, about the threat they faced in the volcano and finally, about other dragons. The wyrmlings will swiftly become stronger, flying around the boat as the group makes it way upriver, even catching fish by diving into the river's strong current.

On the third night, when the PCs and their group have beached and found a place along the shoreline to rest, one of the dragon wyrmlings will again question the PCs about their kind: Where can other dragons be found?

What do they eat? Why are they different colors? A final question by a wyrmling will surprise not only the PCs but the entire group: Why is there a dragon following us?

As the PCs suddenly look around, a huge black dragon with translucent scales will appear out



of the shadows of the night and boldly land on the river's shoreline, not 10 feet away from the group. It will aggressively approach the PCs and call out, "I am here to claim my kin. Release it to me this moment or I shall consume you, one satisfying bite at a time."

As this happens, each of the Firbolgs will turn invisible and then a moment later reappear near the black dragon wyrmling, each in a defensive posture. Iris will have her hands out, ready to cast a spell. Her brother Gentian will appear before her, holding a large wooden club with runes upon it, ready to swing.

“You are mistaken, Elder One,” Iris will call out to the huge black dragon, her hands steady even as her voice betrays her rising fear. “This one (gesturing to the black wyrmling) is a gift from Mikkassis herself.”

“Lies!” the huge black shadow dragon will immediately hiss. “The egg was not hers to give. It is my kin, mine! Do you hear?”

The dragon will sniff the air, then gaze toward the PC who has bonded with the shadow wyrmling and say, “Is the wyrmling worth you and your friends’ lives?” It will then exhale acid into the air in a threatening manner.

If the PC isn’t willing to give up the egg, the large dragon will continue, “You, farmer, know nothing! That wyrmling is destined to leave this place – destined! It will find its way to the Shadow because that’s what calls to it. It is a longing that cannot be quenched. Just as you seek to return to your home, it too will feel compelled to do the same - to the Shadow!

“Return my kin so we may return to our home!”

Iris will look noticeably concerned at this but will persist in defending the egg, as will her brother.

The black wyrmling will look on, puzzled.

The huge black shadow dragon will gaze once more upon the PC who is bonded to the black wyrmling and say in a menacing fashion, “There will come a day, soon, when the druids will not be at your side and then I shall reclaim what is mine!”

At that, the dragon will launch into the night sky and disappear into the darkness.

Iris will then look upon the group and eventually turn to their Goliath guide, “I had feared as much, Keeneye. We cannot return to Two Rivers. We must test fate and venture to the White Cliffs.”

### The new destination

Iris will provide the following about White Cliffs:

- It is the home of Mikkassis, the ancient silver dragon and longtime friend of the Two River people. Iris believes only Mikkassis will know what to do with the black shadow dragon that follows them, not to mention his claim over the black wyrmling.
- The White Cliffs is an immense cavern, not unlike the Goddess of the Fire in its size, although it is not a volcano. The cavern is named for its massive snow-covered cliffs that lie at the opening of it. The cavern is so large it has its own lake and forest within it.
- It is located northwest of Two Rivers, not far off a branch of the Green River. The cavern itself is three days journey from the river, two of which are spent in high-elevation mountains.
- The area immediately before the White Cliffs is terribly dangerous for it is home to an aggressive pack of white apes. The group will have to find a way around the apes in order to reach Mikkassis. Otherwise, they will surely perish as the apes are lethal fighters and will substantially outnumber the PCs.

The trip north is largely uneventful. As the group veers northwest, taking the branch of the Green River away from Two Rivers, the year’s first snowfall begins. It’s a light powdering at first that thickens during the day. Keeneye will tell the group that he will not be able to stay once he drops them off, as the river will begin to freeze. It will be up to the PCs to not only reach White Cliffs, but then make their way back to Two Rivers. This does not overly concern Iris, who says confidently, “Mikkassis will aid us, if we can reach her.”



## PART FIVE: The White Cliffs

The party will disembark from the Goliath's boat at a wide point in the river. Keeneye will gift them each additional rations of food and wish them well. For the PC who appeared the bravest before the huge shadow dragon, the Goliath trader will call them to his side, look them over in appreciation and say, "I see a warrior in you, farmer. But do not be deceived – a warrior's courage will win you nothing in those mountains." The Goliath will motion toward the western mountain slopes. "The apes are as fierce as they are numerous. To avoid them, find the littlest ones, those with the toughest armor, and act as they do."

He will say no more, step back into his river boat and be off, his boat surging forward with the strong current pushing him downstream.

The Firbolgs, Iris and her brother, will lead the way west, which starts through a boggy stretch of the river and then quickly progresses into the hills. Each hill rises in elevation until the PCs, at the end of the first day, are facing hikes up barely noticeable pathways that snake up the snow-covered mountains. The snow and the cold increase as the PCs continue this slow march up and then down a mountainside for a second day. Roll for exhaustion checks after the end of this second day as the snowfall and bitter cold continue.

On the third day, at dawn, have the PCs roll Perception checks. A Perception check of 10 or higher will hear the grunts of apes in the higher elevations further west of them. These sounds

are still well off, but it should be clear to the PCs: the slightest noises echo clearly in these mountains.

After a few hours march further into the mountains, the PCs will follow a steep pathway down a mountainside before nearing a wide clearing. Here, many of the apes sit in groups of three or more underneath fruit-bearing trees. There are at least four of these groups of apes spread across the clearing, all either dozing underneath the trees or eating the fruit from the trees. Because the apes are underneath the trees, the PCs have only one way to cross this clearing in a stealthy fashion: to take advantage of another physical feature here – large ant hills. Three of these hills, all at least 3 feet tall and a couple of feet wide, are scattered around the clearing, allowing the PCs to potentially cross this area without being seen. The hills, however, possess one danger that won't be seen until the PCs near them: the ants themselves. The creatures are fiercely territorial (which is why the apes don't sit near the hills) and will bite any PC that lingers near a hill.

The ants' bites do little if any damage but are painful enough to potentially cause a PC to shriek in pain. When a PC is bitten by an ant (+2 to hit), have them make a Constitution save (DC 12). A failed save means the PC cries out in pain; a successful save means the PC manages to hold their tongue. To determine the number of ants that attack a PC, roll a D12 and add 2.



If a PC cries out in pain, two things will occur:  
1) the apes will immediately respond in anger; (remember, they are prone when they start)  
2) the dragon wyrmlings will immediately take flight as they suddenly sense another dragon in the area. The wyrmlings will begin flying away from the PCs, toward the White Cliffs, immediately thrumming as they go skyward toward the cliffs.

Allow the ancient dragon 1d4+1 rounds to appear and save the PCs from the apes. Before this happens, consider having some of the apes take their turns shaking the trees and doing other loud, frightening territorial acts that will signal to other nearby apes of these “foreigners.” The PCs should hear more apes coming to this site as they struggle to get out of the clearing and toward safety.

Monster recommendations:

\* Ape, Monster Manual, pg. 317; for mid- to high-level tiers, White apes, Tomb of Beasts, pg. 408

In the White Cliffs

Once the group reaches this area, the immediate feeling in this enormous cavern will be pure joy. The ancient silver dragon will place whatever PC(s) she saved from the apes’ clearing onto the cavern floor and then launch into the air, flying circles around the wyrmlings. This joyous aerial display will be combined with a constant thrumming by the young dragons. This will last for mere moments as the ancient dragon will quickly tire but the PCs will surely feel they have witnessed a celebration of nature that hasn’t taken place in some 500 years: the union of young and old dragons.

Mikkassis will land with tears in her eyes and be so overwhelmed she will stumble upon her words, a situation that perhaps only the Firbolgs can understand as truly a unique moment. Iris and Gentian, if seen, will have tears in their eyes. As the ancient dragon tries to compose herself, the PCs will come to a shocking realization: the legendary silver dragon before them is wounded. Badly. A closer inspection will reveal the wounds are recent. Parts of Mikkassis’ enormous body are missing

scales, she leans awkwardly on one leg, and her left eye is clouded and leaking fluid.

Mikkassis, once she has recovered her breath, will tell the PCs the following:

- She is forever in their debt, for they have managed something that she and every one of her remaining kin in the Dragon Valley have given up hope on: to see a wyrmling again. She is so happy, beyond anything she can articulate, and will begin crying again, the tears mixing into her injured eye, making her wince. While she is in this emotional state, she will utter to herself in astonishment, “The smallest ones in the Valley made the biggest difference – incredible!”
- The dragon will ask the PCs to tell her everything about the Goddess of the Fire and the winter witch. She will confirm what the Mother of the Earth told them about the witch and how it stole the dragons’ eggs, but say little more about it.
- She will acknowledge her injuries to the PCs but be initially unwilling to speak of them. Instead she will pepper the PCs with questions about the wyrmlings: Are they eating enough? What have they been taught? What of the black one’s personality? These questions come partly due to her curiosity and partly to turn the discussion away from her injuries.

If pressed, Mikkassis will reluctantly discuss the huge black shadow dragon, saying she owes it to the PCs to give them the truth, even if much of it she wishes she could forget:

- Mikkassis does know the black shadow dragon that threatened the PCs and yes, the wyrmling that has bonded to

one of the PCs is the shadow dragon’s kin. Some 500 years ago, on a moonless night, the shadow dragon and its mate flew into the cavern that Mikkassis lived in with her mate and tried to kill the two silver dragons and their two wyrmlings. The fight was as tragic as it was lethal. Both the male shadow dragon and Mikakassis lost their mates, who were killed in the battle.

Mikakassis somehow fought off the shadow dragon, who fled, leaving an egg in doing so. Mikkassis spent the next several weeks in her cavern, barely able to move and watching anxiously as her wyrmlings nearly died from starvation. She eventually decided to ask for the help of a rancher she had befriended years earlier – Jake Reeves. This set in motion the account that has been told hundreds of times in Two Rivers, how Reeves gave his cattle to Mikkassis and her wyrmlings in return for the gift of the dragon eggs.

- Mikkassis will reluctantly acknowledge that the story does not end there. For many years later, the shadow dragon returned, unbeknownst to her. But not to her son, the oldest of her two offspring. In a secretive manner, the shadow dragon interacted with her son in his night-time hunts. In time, the shadow dragon convinced Mikkassis’ son to experience the allure of the Shadow, a vastly different and tainted plane, for himself. It was an invitation the young silver dragon could not turn down and indeed he left his mother. Since that fateful night, hundreds of years ago, Mikkassis has not seen her son. But she knows one thing: He has returned, with the black shadow dragon, and he is no longer himself. She

can feel the Shadow cling to him and shroud him with hate and anxiety.

- Two nights ago, the huge male shadow dragon struck her again, nearly killing Mikkassis. Again, she fought off the big male and was able to survive. Her son was not there, but she could feel his presence nearby.
- Mikkassis will inform the PCs of two things: the shadow dragon will not return to the Shadow without his kin, the black wyrmling, so they, as a group, must either return the wyrmling or fight off its parent, the shadow dragon. Before the PCs respond, the white dragon will insist they hear her out before answering. There is something else they should know, she will say. The next time the shadow dragon attacks her or the PCs, it will not be alone: her son will join in this attack. This Mikkassis feels certain about, as certain as the next day's dawn.

Mikkassis will inform the PCs that the current situation is not as hopeless as it may sound. Although she is wounded, so is the shadow dragon. Thus they have time to consider what to do, possibly even a couple of months. She will welcome the PCs to stay within the cavern, even coming close to insisting they stay for she will be able to train the wyrmlings and keep them safe. She also will tell them there is more than enough food for the entire group within the enormous cavern, which indeed has a lake and small forest within it, as the Firbolgs previously described. Besides the White Cliffs at the entrance of the cave, there also are parts of the cavern that are covered in chilly, persistent fog.

The PCs and their legendary host will then enjoy a peaceful two months. Peaceful, but not restless as Mikkassis, even with her injuries, will be

tireless in her devotion to train the wyrmlings. The winter's short days are filled with dragons whirling around in the cavern's frosty air, or diving in and out of the immense lake. During this time, Mikkassis will spend as much time with the PCs as the wyrmlings, teaching each PC the ancient learnings of the dragons. At this time, the PCs can select one aerial lesson for their wyrmling to master and then incorporate this into their dragon's skills or abilities. (The lessons are shown on pg. 26) Secondly, the PCs can select one of the following: 1) train the dragon's prowess, or 2) improve the bond with their wyrmling. (See pg. 27-28 for details)

These trainings will come into play just as Mikkassis had predicted: Some two months after the PCs' arrival at White Cliffs, on a moonless night, the huge black shadow dragon will appear at the mouth of the cave. At his side will be Mikkassis' son, a shadow silver dragon. The latter will immediately attack the wyrmlings and any PC defending or riding upon them. The huge black shadow dragon will attack Mikkassis.

#### Conclusion

Mikkassis will heroically fight off the Black Shadow Dragon, who will flee the battlefield as he has done in the past. She will then act to ensure the safety of the PCs and their wyrmlings. Once the danger has passed, she will gaze upon the group and smile, "You have done well, my friends and kin. But we are just beginning, for your courageous acts have given me strength of will that I no longer thought I possessed."

She will then pause, look skyward and look back at the group with resolve, "It is time for the winter witch to pay for what she has done to our unhatched kin, our brothers and sisters. No longer will I suffer within this cavern the shame of cowardice. I will fight that cursed witch! "Will you join me, Sky Ryders?"



### **THE WYRMLINGS: Their quirks**

(Roll a D12 twice to identify two potential quirks for the wyrmling. The PC can then choose which quirk they prefer. Dragons have a 50% chance of outgrowing these quirks when they grow older)

- 1 – Has a fear of tiny creatures, especially mice;
- 2 – Has a persistent craving for sweet food, especially berries;
- 3 – Prefers flying upside-down (it sat upside-down in its egg for many years);
- 4 – Babbles when it gets nervous;
- 5 – Always tells the truth, even if the truth causes socially awkward situations;
- 6 – Is overly fond of looking at itself in reflections;
- 7 – Is a gossip addict;
- 8 – Detests being dirty ... is that a dirt stain on my tail?!?!
- 9 – Views itself a chef. But it can't always control its breath (fire) so it burns everything to a crisp;
- 10 – Has a burping issue, which wouldn't be a problem, except it burps fire;
- 11 – \*Has a salamander-like tail that falls off (and regrows!) if struck or hit by someone or something;
- 12 - \*\*Has occasional flight control issues and fears crashing, thus practices barrel rolls underwater.

**\* Provided by Heroes B&B Facebook follower**

**\*\* Provided by Heroes B&B Facebook follower Lesa Schaller**



## THE WYRMLINGS: Their learned abilities

Once they train with Mikkassis, the dragons are given one aerial lesson. The PC then is given a decision: They can train the dragon's prowess or the PC can be given a lesson in improving the bond between them and their dragon.

### Aerial:

(The PC can select one of the following:)

- 1 – Learns endurance: The dragon can fly an additional 10 feet per round;
- 2 – Learns to drop: Dragon and rider have advantage on Dexterity saves when in the air at least 20 feet high as the dragon learns to drop in the air to avoid damage. This is a reaction.
- 3 – Learns barrel roll: Rider gains advantage against one ranged melee attack or ranged spell aimed at it as the dragon enters a tight spin. Rider and dragon must be in the air for this to take effect. This is a reaction.
- 4 – Use a variation of its breath weapon to form a fog cloud spell that would encompass the dragon for 1 round. The dragon can see through the cloud.

### Dragon Prowess:

(The PC can select one of these or one of the Better the Bonds.)

- 1 – Learns Flyby, where it can fly past enemies without provoking an opportunity attack
- 2 – Become the wind! Has a better chance of recharging its breath weapon (4-6)
- 3 – Claw and bite! Is taught how to fight with its claws – gains this attack as part of a multi-attack with its bite every round.
- 4 – Uncommon ability: Even for a dragon, this wyrmling's physical skills immediately shine in its youth. Gains +2 to Strength, Dexterity and Constitution.

### Better the Bond (rider education):

- 1 – Rider will be magically taught how to see and hear through the dragon's senses. +4 to Perception.
- 2 – Think like a dragon: Riders' critical mind skills improve. +4 to Insight.

3 – Shared toughness. The rider becomes magically resistant to what the dragon is immune to.

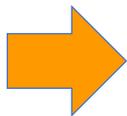
4 – Shared minds: As an action by the rider, it can link minds with its dragon. So on concentration checks, both the dragon and the

rider could make separate checks to keep the concentration. If either succeeds, the concentration is kept. Also, the dragon and the rider could not be charmed or frightened unless both fail their save. If the latter happens, both fall under the effect.

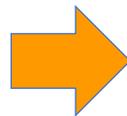


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