

# THE DOOM OF BAHAMUT

## DUNGEON MASTER'S GUIDE

Official OpenDnD Micro-campaign Module  
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version 2.0

# INTRODUCTION



The adventurers find themselves in the village of Fuling. A beautiful, serene village located high in the Angzh mountains. Before the first session, the adventurers should be able to answer the background questions from the Player's Handout.

The ability to effectively answer these questions should influence how the characters are treated by certain NPC's throughout the adventure.

## OVERVIEW

This micro-campaign is broken into three parts:

1. **Crime & Punishment:** the adventurers find themselves in a position where they are interrogated for the theft of the Platinum Ptarian Tablet from the Temple of Bahamut.
2. **Search & Rescue:** the adventurers discover that three innocent children have been abducted and should be persuaded to return them to safety. This poses a moral dilemma if they refuse as the children will die from their capture.
3. **The Race for Time:** eventually the adventurers learn that there is a time limit on the rescue of the children. The kidnappers plan to sacrifice the children for a ritual that must be performed on a specific day and time.

## VILLAINS

The adventurers face three dragonwomen as their primary villains: **Yukisu**, **Runhika** and **Misaru**. They are worshipers of the evil dragon goddess **Tiamat (Akuma)** and are looking to seek favor with the goddess by joining the **Cult of the Dragon**. Through their use of clerical rituals and their dragonspawn – the evil children of Tiamat – they form a team of powerful adversaries.

## ALLIES

The adventurers are able to gain allies throughout the adventure. Most notably, the dragonborn priest by the name of **Hiro** (*Charisma DC 10*). The priest worships in the **Temple of Bahamut** and is especially convinced of the adventurer's innocence while being interrogated. There should be many opportunities for the adventurers to form this alliance.

Other potential allies include **Virero** (*Charisma DC 15*) and the **Scales of Ha** (*Charisma DC 20*).

## GOAL

The **primary goal** for the adventurers will be to rescue the kidnapped children safely and prevent the rituals from being performed.

The **secondary goal** is to return the stolen tablet safely to the temple. A stretch goal would be to capture the villains and bring them to justice.

## ADVENTURE HOOK

While visiting the village of Fuling, the players are **accused of stealing an item from the temple**. The interrogation is a distraction and gives the villains an opportunity to kidnap the dragonborn children.

As a result, the adventurers are forced to join the Scales of Ha to prove their loyalty to Bahamut. In doing so they should gain his favor and remove any doubt of their innocence.

## CLIMAX

The adventurers should journey through the **Angzh Mountains**, through cavernous dungeons and eventually to the villain's lair. There they should find the children trapped in a trio of rituals.

Ideally the adventurers should need to work together to save all three children at the same time. The potential should exist for one or more children to live yet the others perishing. This should put pressure on the outcome of the adventurers' actions.

## KNOW YOUR PLAYERS

It is important to know the role each player will fill in the campaign.

- Acting (A): getting into character and speaking in their characters' voices.
- Exploring (E): want to experience the wonders that a fantasy world has to offer.
- Instigating (I): eager to make things happen, even if that means taking perilous risks.
- Fighting (F): like kicking the tar out of villains and monsters.
- Optimizing (O): like to fine-tune their characters for peak performance.
- Problem Solving (P): like to scrutinize motivations, solve puzzles, and come up with plans.
- Storytelling (S): want to contribute to a narrative.

Name	A	E	I	F	O	P	S
John	✓				✓	✓	

# PART 1: CRIME & PUNISHMENT



The adventure begins in the Village of Fuling where the players have been visiting. The background questions from the Player's Handout should have been researched and ready to be answered before beginning the first session:

- You are a visitor in the village, what is your reasoning for visiting the village?
- What all have you done throughout your visit to the village?
- Did you meet any interesting characters throughout your visit?
- You're nearing the end of your visit, where does your character intend to travel next?

## NARRATION:

You find yourselves in the tavern of the Fujiya Lodge. The ornate wooden multi-story lodge is located a few minutes walk from the village centre. The tavern has a large semi-circular wooden bar that appears to rise from the floor itself and several sets of tables made of large tree trunks. At the bar you see the enormous bartender serving an elderly dragonman.

While in the tavern, the characters should introduce themselves to each other. If necessary provoke them with a friendly dragonborn such as **Virero** or **Komoi** by asking who each character is and how their travels have been.

The party may hear from a few of the NPC's mentioning a gentle smoke and rumble over the past couple of days. The characters are encouraged to order food and drink while in the tavern, see the menu.

After a while of dialogue or if there's a lull in the conversation have the party all roll a D20.

**A volcano has erupted.**

### DEXTERITY/ACROBATICS DC 5:

- **SUCCESS** - the adventurer is still standing;
- **FAIL** - the adventurer falls to the ground and will take damage (1D4).

Choose either Komoi or Virero to begin speaking to the adventurers:

*with a heavy sigh, "...It appears that Ryū's Doom has returned to Fuling."*

*After a brief pause, he continues,*

*"This has happened before... I believe roughly 160 years ago. Then, it almost consumed the entire village in its wrath."*

## FOOD MENU:

*rice and mountain spring water are included with all meals*

- Roasted Duck and Asparagus (2 sp)
- Braised Pork and Green Onions (15 cp)
- Dried Hare and Beetroot (15 cp)
- Salmon and Turnips (10 cp)

## DRINK MENU:

- Glass of Brandy (1 sp)
- Glass of Local Rice Wine (5 cp)
- Tankard of Imported Stout (1 sp)
- Tankard of Local Beer (5 cp)

Below are a few of the NPCs in the tavern:

### Virero

Virero is an elderly dragonman with grey hair set upon his ruby red scales. His eyes resemble the withering embers of a once great roaring fire nearing its end. His personality is warm and comforting and many people treat him like the grandfather they've always known, while learning as much as possible from his love of telling Nirimsese Folktales.

Virero lives on a farm about 20 minutes from the lodge on the edge of the village centre. He enjoys coming to the tavern to speak to the tourist and share his stories.

### Komoi

Komoi is an enormous dragonman with green scales. He has a large square face with bushy eyebrows. He is the owner of Fujiya Lodge.

# DETAINMENT

The players may take their time to question the NPC's about what is happening. After about 15-30 minutes of game time:

## NARRATION:

A stern-looking dragonman walks into the tavern accompanied by two guards. The dragonman's many red-green scales coat his tall thin body and his face features a long pointy chin. The guards are wearing bold red robes with platinum belts. A symbol of two leaves balanced on a branch is clearly visible.

The dragonman is **Hakik, Head Dragon of Fuling**. The guards are known to be the **Scales of Ha**. A dialogue has occurred between Kakik and Komoi. After a minute or two the guards face to the adventurers, upon doing so the players will roll a D20.

## CHARISMA/DECEPTION DC 20:

Success required by at least two players, the adventurers are now allied with the Scales of Ha for the duration of the adventure. If fail the guards will accuse the adventurers of committing the theft.

- **SUCCESS** - the guards approach the adventurers to enlist their help. After some time for dialogue, skip to Part 2: **Search & Rescue**;
- **FAIL** - the guards shout, "STOP! YOU MUST COME WITH US!"

## ALTERNATE

It's possible for the adventurers to leave the tavern before getting arrested. In this scenario the villagers will be making their way to the temple for shelter. By leaving shelter the adventurers are at risk for getting damage from the ash in the air (especially not being dragonborn).

## CONSTITUTION DC 15:

If the adventurer has not covered their mouth with any damp cloth then they are susceptible to lung damage.

- **SUCCESS** - no effect
- **FAIL** - roll 1D4 for damage

As the adventurers make their way through the crowd to the temple they will be spotted by the guards unless they are in stealth.

If they remain undetected there is an opportunity to befriend **Hiro**.



**The Scales of Ha**, or *Ha no Uroko* (葉の鱗) in Nirimsese Draconic, are a religious order and de facto police force for the Village of Fuling. Founded in 2985 NY by Hakik. They are relatively inexperienced as they are a new order and have had little to no challenges to season them.

Their symbol is composed of two leaves balanced upon a branch and wear bold red robes with a platinum belt. The Scales of Ha are led by Taryash, First Sensei of the order.

**Taryash** is a medium-sized dragonman with green scales and ruby eyes. Often described as extremely clever and an extraordinary fighter. The long pointy ends of his mustache resemble the two swords he often uses in fighting.

The adventurers are being arrested, and will be interrogated by the Scales of Ha. They must account for their events over the past day. The interrogation takes place in the Palace of the Head Dragon (or alternatively can take place in the temple).

# INTERROGATION

The adventurers are detained by the **Scales of Ha**. There is a crisis going on as the Angzh mountains have just erupted hot ash and embers that shot across the sky. The mountains are to the east of the Village of Fuling. The farmers and poorest villagers have gathered outside the shut doors of the **Temple of Bahamut**. They fear their homes being destroyed and having no where to go.

While the eruption happened, there was a robbery at the temple. The sacred **Ptarian Code Tablet** has been stolen. The adventurers are either brought by the Scales of Ha to the center of the temple near the statues and the missing tablet or they are brought to the palace for interrogation.

Hakik speaks, "Taryash, deal with these sukeru. I am needed by the people of Fuling. I shall return to get to the bottom of this."

*Sukeru* is local slang for "foreigner" and is considered derogative.

The players are left with **Taryash**, First Sensei of the Scales of Ha. They are also left with 5 other guards: **Kazuy**, **Yumakiro**, **Takeme**, **Hazuumo** and **Haka**. **Hiro** the cleric who was in the temple at the time is also present along with the Head Priest **Hastun**. The adventurers are placed on their knees with their hands bound with red rope and a platinum clamp.

## DIALOG

Read descriptions of the characters Hatsun, Hiro and Taryash. Then proceed with the following dialog:

Hatsun: "How could this have happened? Hiro, you were in the temple! How could someone have taken the tablet!"

Hiro, goes to his knees: "Oh most honorable Hatsun, I am so very sorry please forgive me. I was overwhelmed with exhaustion and fell asleep. I only awoke from the sound of the eruption and saw that the tablet was missing."

Hatsun: "What a disgrace! Who would steal from the temple!"

Taryash: "It is as our great Head Dragon Hakik has predicted! Ever since we have allowed the Sukeru to enter our village and temples, we have brought nothing but disgrace to our ancestors! All for what? Worthless pieces of metal!"

Hatsun: "Blasphemy! Metals are the gifts of the gods."

Taryash: "Harumph!"

Hakik informs the players that he was notified by the temple priests that after the eruption they discovered the sacred tablet was stolen.

Hakik is against foreigners coming into the village and is immediately suspicious that the adventurers have a direct involvement in the theft.

Each player will each be interrogated one at a time. While one player is in the interrogation room, the others are free to discuss amongst themselves. While they are waiting to be interrogated, they may encounter the priest named **Hiro**.

Good roleplaying will be critical for the players to be able to explain their whereabouts over the past day. More specifically provide a convincing explanation for why they are in the village. At the end of each interrogation have the player do a Charisma/Persuasion DC 15 with advantage if the role playing was convincing, with disadvantage if not convincing.

Give the players time to interact. Create some dynamic dialog with discussing some of the clues. After some time Hakik returns.

Hakik: "It is as I feared. The village is in flames and many of the villagers will lose their homes and rice fields. The courageous Scales of Ha are fighting now to use the waters of the falls to quell the village centre fire. However, I'm afraid the others most certainly will be lost."

Hatsun: "But great dragon lord, certainly you do not expect these... villagers... to stay here?"

Hakik: "Where will you have them go!? Is it not just and good to provide shelter to those who need it as Ryū would will?"

Hatsun, cowers and gets to his knees: "Uh uh, forgive me Head Dragon! The ashen air perhaps has clouded my mind!"

Hakik: "Taryash, these... visitors... should go into the hall. I wish to speak to them alone."

Taryash: "Yes dragon lord. Yumakiro, do as commanded!"

Yumakiro motions to the guards and clergy: "You, come with me!"

The players are brought into the hallway along with the guards, Hiro, Hatsun. However Taryash remains. Call the players in to the room one at a time. The walls are made of paper and are quite thin.

## CLUES

There are a few clues that were found from the investigation.

- A hair tie from Nirimsea
- 3 different sets of footprints are found with dirt/mud on the lining (for a DC 20 perception flakes of gold in the print)
- Tiny parchments from the capsule are scattered about the room

Parchments:

- "I will repay my fathers debts and save our home."
- "I swear to keep my old neighbor company once a day."
- "I vow to destroy Ryū."
- "I promise to standup to the fish merchant always overcharging me and ask for 5 copper instead of giving into 6 copper!"
- "I will avenge my mother's killers!"

Hakik will ask each player the following interactions with Good Cop (Hakik) / Bad Cop (Taryash).

- "What has brought you to our wonderful village?"
- "Where have you been since coming to the village?"
- "Where were you before the eruption?"
- "Who can vouch for your story?"
- "Do you recognize this hair tie?"
- "Let's see how your foot compares to these footprints..."
- "Let me see your handwriting to compare with the note"

**DC 15 (Charisma/Persuasion) check.** If Hakik is inclined to believe (good role play) then give the player advantage. If he is not inclined give the player disadvantage. If it was just okay then a regular roll.

Take an average of all interrogation checks and use the formula below:

- "> 15" - great success, he believes your stories yet encourages you to join the Scales of Ha on a search to prove your loyalty: Option 1. If they refuse invite them as guests to the palace for the remainder of their stay: Option 2.
- "> 10" - success, he is unconvinced of the stories and is still moderately suspicious. Invites you to the palace to stay as "guests" for the remainder of the stay: Option 2.
- "< 10" - fail, he utterly does not believe your stories and is nearly convinced of your guilt. He sends you to the dungeon in the palace: Option 1.

After some time, while Hakik is just finishing the interrogations, his son **Fuling** comes running into the room.

Fuling screams, "FATHER! They've taken my children!!!"

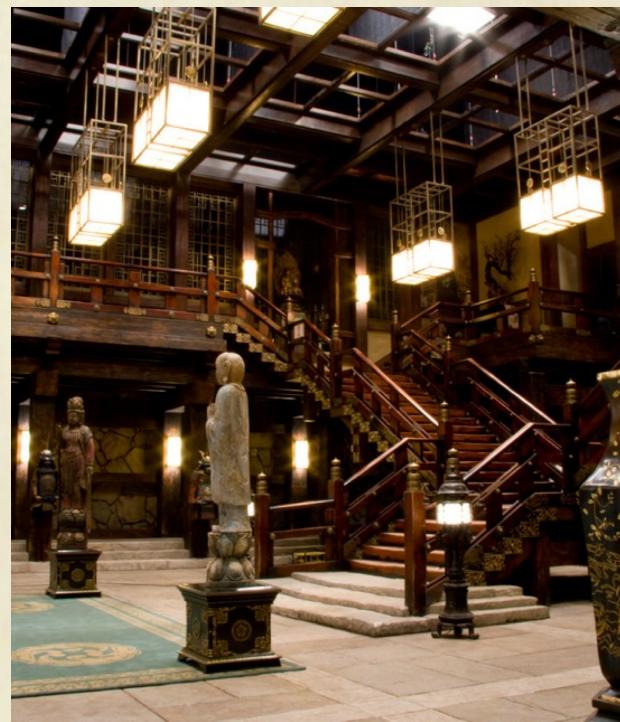
If the majority of the players successfully passed the interrogation then the players are without any suspicion. Otherwise Hakik is suspicious of them.

Alternatively you can use a more generic success/fail system:

#### CHARISMA/PERSUASION DC 15:

- **SUCCESS** - no accusations come from Hakik, however he is wary of having visitors when there are such major crimes happening. The players are asked to stay as guests in the palace (but are really prisoners). When the players tire of being under house arrest, they are allowed to leave to the village centre only if accompanied by the Scales of Ha.
- **FAIL** - the accusations begin to flood from Hakik as he is further enraged. Hiro suggests that the adventurers could not have been culpable of this, as they were sitting with him while waiting to be interrogated. Hakik, unconvincing of their innocence demands they prove their loyalty by joining the Scales of Ha in their search for the children.

## THE PALACE OF THE HEAD DRAGON



The adventurers may be taken to the palace for interrogation.

#### NARRATION:

The Palace of the Head Dragon is a large wooden palace with statues blocking the entrance to the staircase.

The players are either taken to the dungeon or to their rooms in the palace.

#### OPTION 1: DUNGEON

Virero will contact the players in prison to let them know he recognizes the gold on the dirt of the footprints. It could only come from the Angzh mountains and specifically a cavern with gold in it. He can help them break out of prison through the waterway and take them on a boat to the Angzh mountains trailhead.

## OPTION 2: PALACE GUESTS

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Hiro will visit the players and can take them around the village centre. There is a library with a rich history of Nirimsea the players can explore. There are many floors of the palace that are off limits. The players are free to explore most of the town centre. However, the players are always accompanied by guards and insist upon them not leaving the confines of the village. Hiro convinced of their innocence helps them escape at night in return for their help to solve the mystery and save the children.

## OPTIONS 3: SCALES OF HA CONSCRIPTS

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The players are forced to join the Scales of Ha on a wild goose chase through the Angzh mountains. While recruits they can interact with other soldiers and get to know the order. The Scales of Ha are so inexperienced they don't know what they are doing. Eventually the players should get frustrated and can seek help from either Hiro or Virero.

## ESCAPE

The adventurers should be given an opportunity to escape on their own. If you look at the map of the palace you will see that the palace is situated over a river that leads to **Fuling Falls**. This river connects to the Angzh Mountains trailhead by boat. The center room directly over the river is the library. In the north-eastern most corner there is a statue. That statue covers an old wooden floor hatch that goes directly down to the edge of the river.

The adventurers may also attempt to open a window to throw a rope down to scale down from the window. However, the window will not open easily (Strength checks of DC 15) and will likely make a loud noise when trying to open them.

However the party is able to make it down to the river, they will eventually find a small boat along the river. However, the boat is going against the current so they will need to use their abilities wisely to make it up the river by boat. Alternatively, they may go by foot along the wooded path along the river to the trailhead.

You can use **Virero** as a guide to navigate along the path and eventually lead into the caverns of the mountains. Alternatively there is an entrance into the caverns from the **Temple of Bahamut** that can be led by **Hiro**. This entrance will be more tricky to get into as if the adventurers are in the palace they will have a long way to go undetected in the open to get to the temple.

# PART 2: SEARCH & RESCUE



The adventurers escape detainment either through alliance with their captors or through the aid of another ally (Hiro, Virero, etc.). If they choose to take the quest to rescue the dragonborn children then this next part will describe the steps taken to do that.



The search will take place in the **mountains** and the rescue will take place in the **caverns**.

**NOTE:** Virero is an excellent guide of these mountains and should speed up the time it takes to navigate the caverns.

The adventurers will make their way through the mountains either coming from the **Temple of Bahamut** or from the **Angzh Mountains Trailhead** (by boat or by foot).

The caverns are located significantly closer to the temple by way of the hot springs. Going from the trailhead will require more effort as the caverns are located further north up the trail.

**NOTE:** If the players allied with the Scales of Ha they will have their help in navigating the dangers of the mountains as well as in combat.

If the players did not ally with the Scales of Ha and have escaped then this becomes a peril for them as they will be navigating the mountains around the same time searching for the children.

## RANDOM ENCOUNTERS

The following random encounters are likely in the mountains:

### ENCOUNTERS TABLE

D20	Monster(s)	Total CR
1-5	1 x Swarm of Spiders	1/2
6-15	3 x Fox	3/4
16-20	1 x Ice Toad	1

Eventually the players will need to get to the caverns, either through Hiro or Virero (or perhaps both). Once at the trailhead they must hike their way through the mountains and forests to get to the cavern. Or they can get to the caverns from a secret entrance from the temple.

Getting to the caverns, the players may discover a water spring in the cavern that produces long life to Dragonborn. There is plenty of gold and there are parts of the cavern that have lava flowing through it which illuminates the cavern.

The winding caverns are Angzh are full of gold and a small amount of platinum. The winding caverns are also the home of the worshipers of Akuma: Yukisu, Runhika and Misaru. The exit of the caverns goes the center of the Angzh mountains. The caverns are also home to many spawnlings that the worshipers have spawned.

There are also multicolored eggs that are glowing in the cavern, these are unhatched dragon spawns. They may encounter one that is about to hatch, and thus an encounter forms.

## Black / Blue / Red / White / Green Newborn Spawnlings

*Small fiend, evil*

Spawnlings are a newly born spawn of Tiamat (*Akuma*). They have tiny yet sharp claws and are about 3 feet in height.

**Armor Class 6**  
**Hit Points 4 (1d6)**  
**Speed 30ft.**

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (-1)	7 (-1)	6 (-2)	3 (-3)	3 (-3)	3 (-3)

### Actions

**Scratch.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

## SWARM OF SPIDERS

Medium swarm, unaligned

Armor Class 12 (natural)

Hit Points 22 (5d8)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft.

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

**Spider Climb.** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

**Web Walker.** The swarm ignores movement restrictions caused by webbing.

### Actions

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

## FOX

Medium beast, unaligned

Armor Class 14 (natural)

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	10 (+0)	14 (+2)	10 (+0)

**Skills** Perception +3, Stealth +4

**Senses** Darkvision 120ft, Passive Perception 13

**Challenge** 1/4 (50 XP)

**Keen Hearing and Smell.** The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The fox has advantage on attack rolls against a creature if at least one of the fox's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 4) piercing damage.

The fox can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## ICE TOAD

Medium monstrosity, neutral

Armor Class 12 (natural)

Hit Points 32 (5d8+10)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Skills** Perception +2

**Damage Immunities** cold

**Senses** darkvision 60 ft.

**Languages** Ice Toad

**Challenge** 1 (200 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d8) cold damage. If the target is a Medium or smaller creature it is grappled (escape DC 11). Until this grapple ends, the toad can't bite another target.

**Amphibious.** The toad can breathe air or water.

**Cold Aura.** Any creature that starts its turn within 5 feet of the toad takes 3 (1d6) cold damage.

**Standing Leap** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

# PART 3: THE RACE FOR TIME

**T**he adventurers need to figure out that the villains are hiding in the caverns. The villains are waiting for a large formation in the night sky of a dragon's breath as a sign that Tiamat (*Akuma*) is ready for an offering. They are looking to perform a spell on all 3 of the Head Dragon's children (descendants of Fulig) to create an enormous eruption that they believe will summon Akuma back from the Celestial plane.

The adventure ends with getting to the red-shaded corridor in the caverns. There is the symbol of Tiamat (Akuma) that must be drawn on the doors with black, blue, green, red, white ink.



**NOTE:** This ink can be achieved by grabbing blood from the spawnlings either through combat or crushing an egg.

Once inside the red-shaded corridor the adventurers will work their way down to where the ceremony is taking place.

There is not much time to find all 3 children tied up and rescue them before the ceremony begins. It will be extremely difficult to defeat all 3 of the villains during the ceremony so it is important if the adventurers are to be successful that they find the children quickly.

The adventurers should attempt to outwit the dragonborn villains or use stealth to rescue the children before entering combat. Should combat happen see the stats on the right.

## RITUAL

The ritual involving the children will take place on the 3rd day after the initial volcanic eruption. In which the night sky will illuminate the stars with a constellation of Tiamat's dragon breath. The villains will take this as a sign to begin the ritual.

They will start by taking the children and putting them on 3 different platforms lying down. There each of the 3 dragonborn will chant from the ancient texts of Tiamat. They will use their ancient daggers to stab the children in the heart and have their blood pool into a chalice. This chalice will then be combined to pour into the lava pools deep within the cavern.

Even if the adventurers fail to save all of the children they can still prevent the **Doom of Bahamut** by keeping the villains from completing the ritual. Should the players fail then the **true** volcanic eruption will commence in an hour from completion of the ritual. At which point they should seek immediate shelter. Anyone that remains outside will succumb to ash and fire.

### Yukisu

Dragonborn Fighter, female

HP: 12 | AC: 16

- Ancient Sword *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit 5* (1d6 + 2)
- Ancient Dagger *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit 4* (1d6)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	5 (+2)	8 (-1)	11 (+0)

### Runhika

Dragonborn Rogue, female

HP: 11 | AC: 17

- Ancient Bow *Ranged Weapon Attack*: +5 to hit, range 30ft. (60ft.), one target. *Hit 5* (1d6 + 2)
- Ancient Dagger *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit 4* (1d6)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	15 (+2)

### Misaru

Dragonborn Fighter, female

HP: 10 | AC: 17

- Ancient Sword *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit 5* (1d6 + 2)
- Ancient Dagger *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit 4* (1d6)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	10 (+0)	13 (+1)	12 (+1)	9 (-1)

# THE CHILDREN OF FULING NO HAKIK

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## Kohur

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Greetings, my name is Kohur and I'm 13 years old. I was raised as the son of the Head Dragon's son and his heir. No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses. Also, When I set my mind to something, I follow through no matter what gets in my way.

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## Tatoyo

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Hello, my name is Tatoyo and I'm 10 years old. I'm the second son of Fuling no Hakik, Head Dragon of Fuling. It is my duty to respect the authority of those above me, just as those below me must respect mine. I have a secret, my best friend is the daughter of a family that my family despises.

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## Kamizu

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How do you do? My name is Kamizu and I'm 6 years old. I'm the daughter of Fuling no Hakik. A talent of mine is that I'm a natural at making people laugh.

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# NPCs

## ALLIES

### Virero

**Perception:** Virero is described as an elderly male dragonborn with grey hair set upon his ruby red scales. His eyes resemble the withering embers of a once great roaring fire nearing its end. He is quite old, said to be at least 160 years old.

**Insight:** His personality is warm and comforting and many people treat him like the grandfather they've always known, while learning as much as possible from his love of telling folktales.

**Secrets:** Virero lives for so long as he knows of a secret stream in the Angzh Mountains that gave Take his long life from "The Woodcutter And The Old Priest."

### Hiro

**Perception:** Hiro is described as an average looking dragonborn of average height and average weight. His green scales and yellow eyes are extremely typical of those born on Mi's Island. In fact, Hiro is about as average as average comes for a dragonborn on Nirimsea.

**Insight:** Lawful Good, Average yet good intentioned, naïve

**Secret:** Hiro secretly knows the identity of one of the dragon women who are the villains (Yukisu).

## VILLAINS

### Yukisu

**Perception:** Yukisu is described as a young female Dragonborn having a powerful body with scratched silver skin. You immediately notice her tiny clawed-hands. Her dull silver hair sits atop her high-forehead face and features a broad nose and a mouth with an overbite. Her eyes are black and heavy-lidded and are accompanied with a set of heavy brows. After watching her for a while, you notice that she has a tendency to walk extremely fast and speaks extremely loudly.

**Insight:** Neutral Evil, misquotes sacred texts and proverbs in almost every situation, know-it-all, believes in a higher calling, owes her life to a priest that took her in when her parents died, flaw is she puts too much trust in the worshippers of Akuma and her hierarchy.

**Secret:** Studied with Hiro and was a good friend growing up.

### Runhika

**Perception:** Runhika is described as a young female Dragonborn with firm amber skin and a solid body. Her shaggy green hair sits atop her face featuring sharp cheekbones, her straight nose and silver squinty eyes. Upon closer inspectoin, you notice that she is missing two of her right toes.

**Insight:** Chaotic Evil, plans for the worst, greedy, seeks redemption, always looking to steal, rude, skilled at sleight-of-hand

### Misaru

**Perception:** Misaru is described as a young female Dragonborn with black skin and a slender body. Her dull black hair sits atop her high forehead, which you immediately notice has a large birthmark on it. Her face features a broad nose, straight teeth, and silver hooded eyes. Upon closer inspection you notice that she speaks very loudly.

**Insight:** Lawful Evil, desperately seeks freedom, has a mean stare, loyal and true to her word, seeks to fight for the common folk, submissive to those powerful to her that share her goals, smart, patient

# NEUTRAL

## Fuling no Hakik

Perception: Described as a young sallow Dragonman with firm golden skin. He is quite short for a Dragonborn. His face features a square jaw and long nose. His spiky golden hair sits atop his copper deep-set eyes and straight brows.

Insight: Lawful Neutral, treats all people the same, thinks the world revolves around him, can be cold-hearted.

Children: Fuling no Hakik and Ayukisa have three children

- Kohur
- Tatoyo
- Kamizu

## Hakik

Perception: Hakik is described as a stern dragonman with a pensive personality. His many red-green scales coat his tall thin body and his face features a long pointy chin. His wardrobe is elegant and lavish, typically accompanied with a bold red sash.

Insight: True Neutral, Stern, dislikes foreigners

## Hatsun

Perception: Hatsun is described as exceptionally clean. His weather-beaten thick black skin would be typical of one from Ni's Island. He is quite large for a Dragonborn. His black hair is wild beyond the greatest attempts at keeping it straight and orderly. His long mustached face features sharp cheekbones and a Roman nose. His copper steely eyes sit beneath his heavy brows.

Insight: Lawful Good, snobby, elitist, glutton, genuinely wants to be charitable and help the common people but because of his elitist background finds that ideal extremely conflicting and frustrating

## Taryash

Perception: Taryash is a medium-sized dragonman with green scales. His robes are meticulously folded. The long pointy ends of his mustache resemble the two swords he carries by his side.

Insight: clever and a great fighter

## Yumakiro

Perception: Yumakiro is described as a tall young Dragonborn with green skin which is considered highly desirable on Mi's island. His attractively wild green hair sits atop his thin-mustached chiseled face and features a straight nose and gleaming white teeth. However, upon further closer inspection you notice that his scales are uneven and his blue eyes are bulging under his straight brows. Upon even closer inspection you now see why Yumakiro is usually standing alone. For your nose is overwhelmed by a foul odor coming from his general direction.

Insight: introverted, open-minded, rolls with the punches, honor-bound, stubborn, greedy, great at reading people

# VILLAGE OF FULING

**Fujiya Lodge** is a popular lodging establishment. The ornate wooden lodge is located a few minutes walk from the village centre and overlooks some of the village's most beautiful scenery.

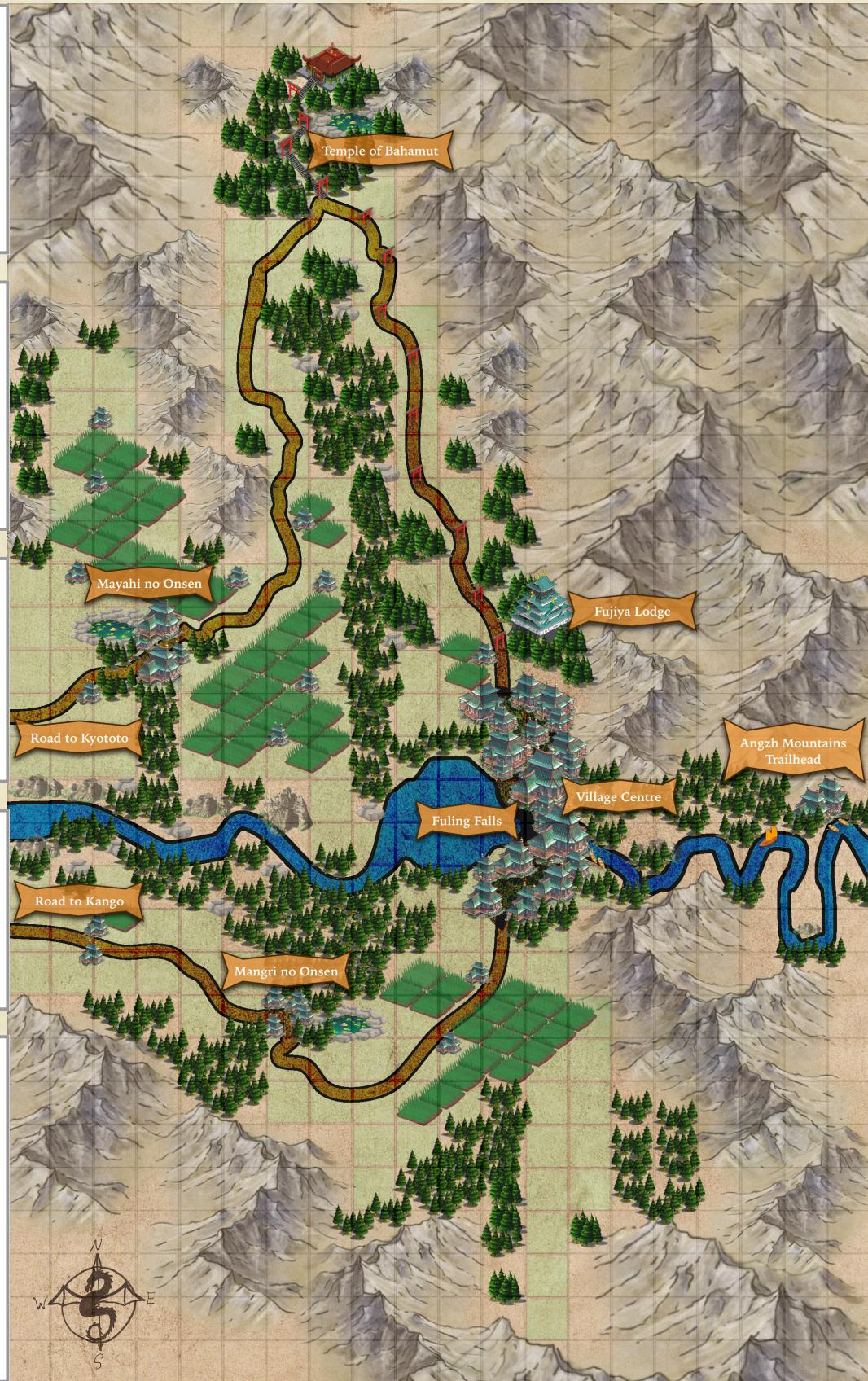
**Temple of Bahamut** sits at the highest point in the village. It's simple appearance includes many meditation rooms. A platinum capsule is positioined towards the center of the temple.

**Village Centre** contains many artisan shops and the Head Dragon palace. There is an intricate wooden bridge that overlooks the enormous waterfall – Fuling Falls.

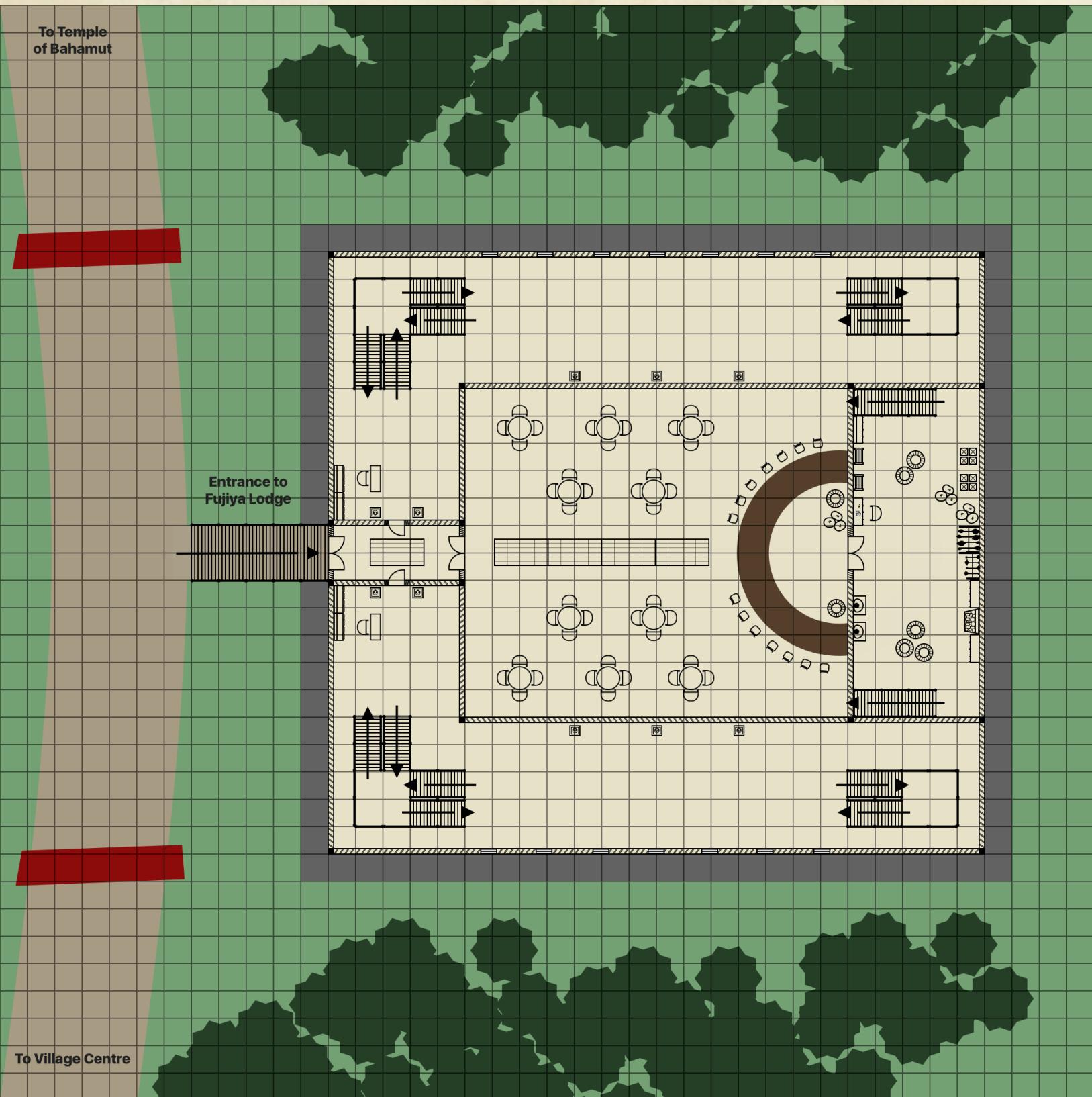
**Mayahi no Onsen & Mangri no Onsen** are rival hot springs popular for relaxation and healing. The springs include a lodge for food and rest.

**Angzh Mountains**  
Trailhead and lodge are available by boat from the Village Centre. The trailhead goes deep into the mountains and many visitors come to Fuling just for the easier route into the mountain range.

The only roads into the village come from the cities Kango and Kyototo.



# FUJIYA LODGE



## VILLAGE CENTRE (NORTH)



## VILLAGE CENTRE (PALACE)

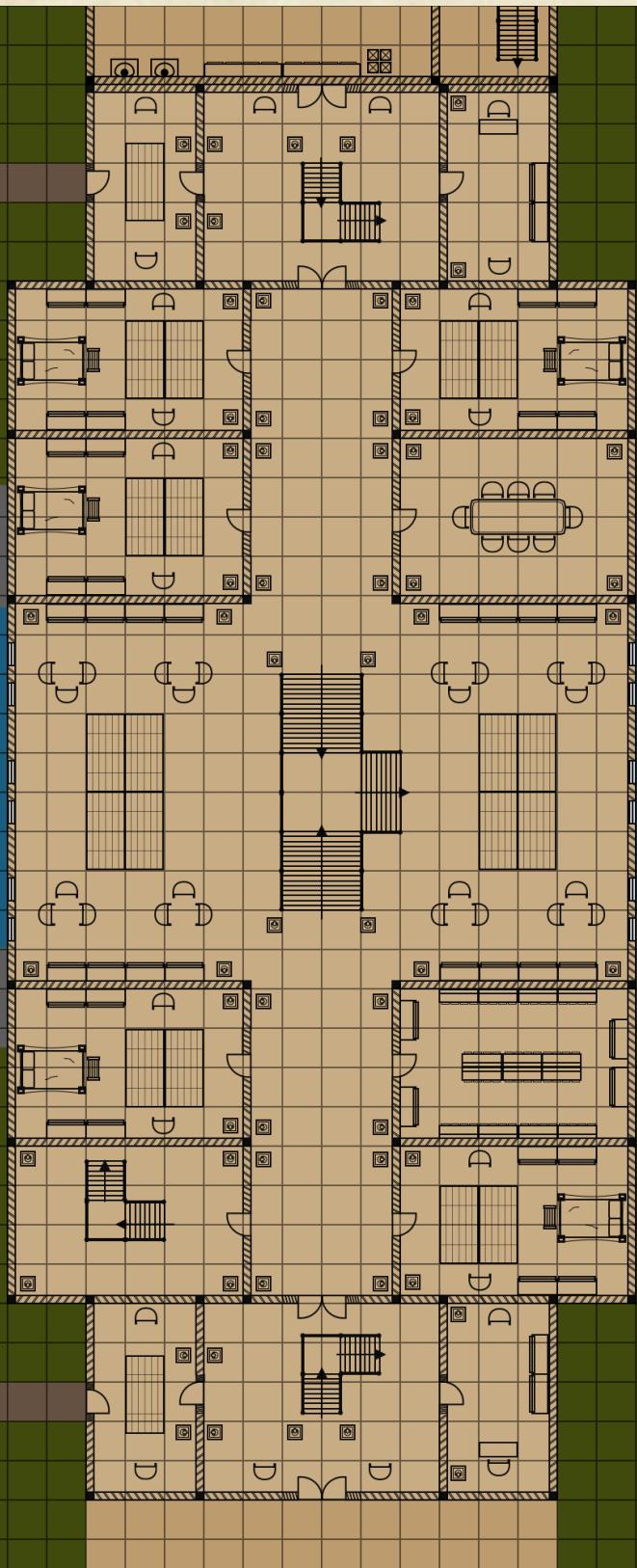
To North  
Village Centre

Palace  
of the  
Head Dragon  
North Wing

Fuling  
Bridge

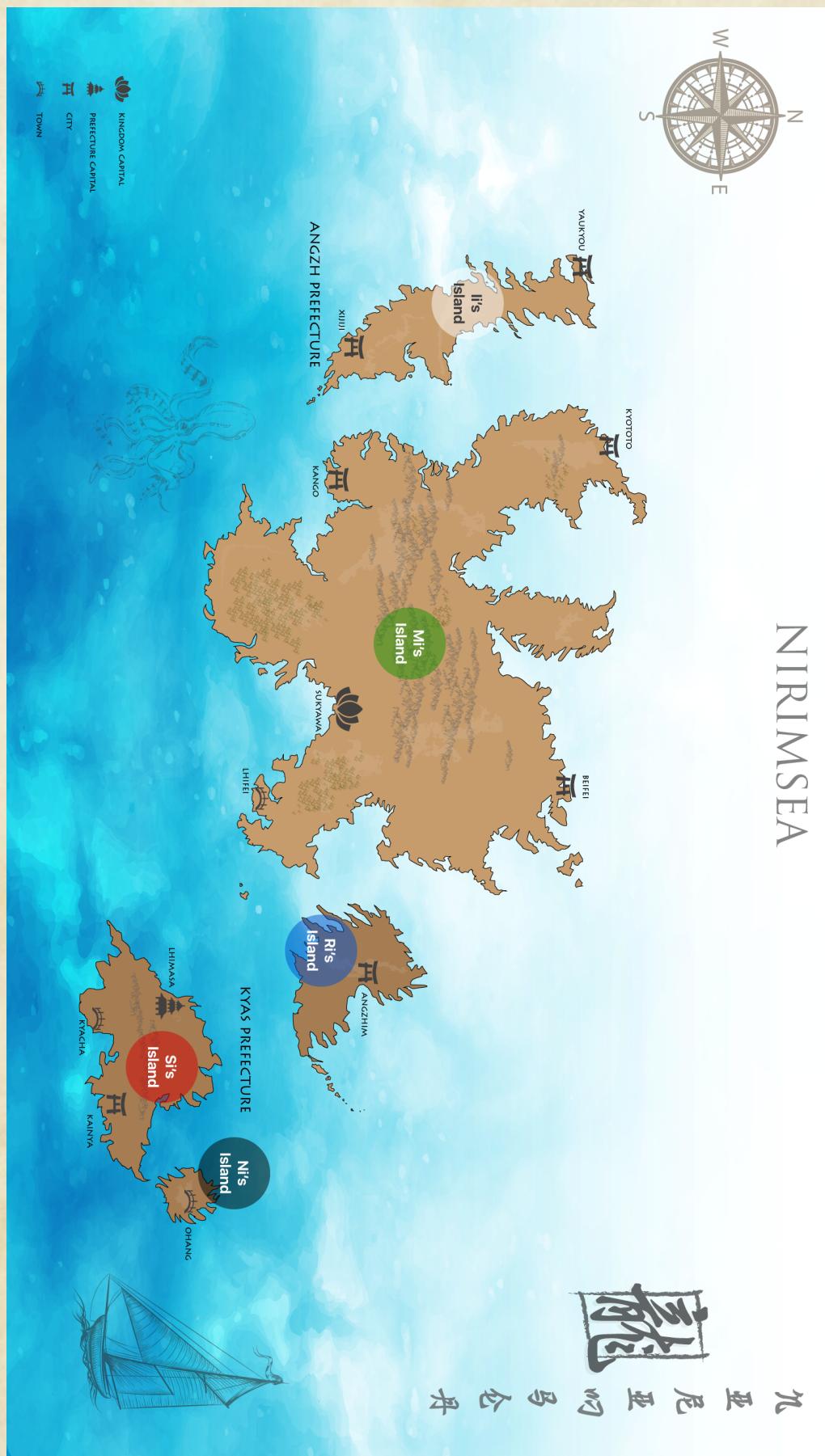
Fuling Falls

To South  
Village Centre



# KINGDOM OF NIRIMSEA

Rotate map 90 degrees.



## CAVERNS

The caverns are connected to the temple to the bottom of the trailhead through the path described below: