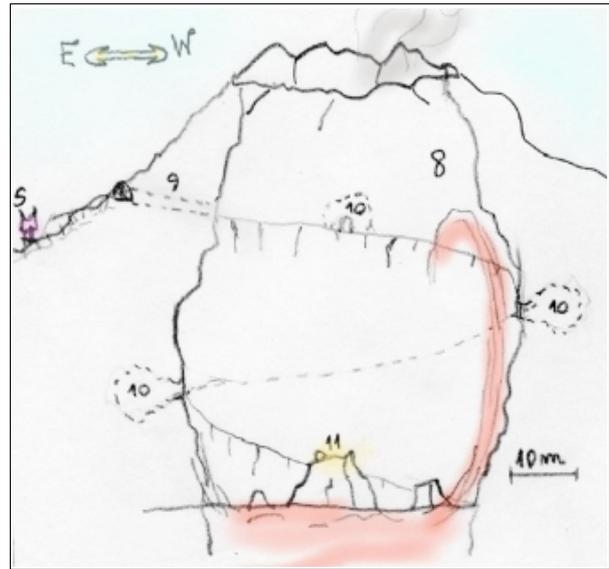


ISLAND GRAVE OF ALSIAURIGNIS, MOTHER OF MAGIC

Adventure site for high level treasure hunters, dragon slayers or ambitious hierophants.



Lost in the frozen mists of the Northern Sea, the snow covered Island Grave of Alsiaurignis was a sacred place for the now forgotten cult of the Dragon Alliance. It is now home to two clans of primitive Chaos Dragons!

LEGENDS SAY THAT:

- The lost Dragon Alliance Cult worshipped Alsiaurignis as the Mother of Magic, and *great powers* were bestowed upon them.
- The Dragon Alliance Cult offered *endless amounts* of gems and jewels to honour Alsiaurignis, together with *five legendary weapons*.
- The Great Dragon Alsiaurignis sacrificed herself to save her offspring: one single dragon cub of *seven colours*.
- After the Mother of Magic died, her bones turned into *solid gold* and the cult continued for centuries, until primitive chaos dragons reclaimed her bones as their treasure and destroyed the cult.
- The Dragon Alliance Cult had a *portal system* that led to the Island from several temples in the world, now lost. Add 1d3+1 in your setting!

SETUP

The Seven Frost Dragons. At anytime there are 1d4+2 frost dragons on the island surface: for each, 10% of being asleep atop one of the Peaks, 50% of being awake on one of the Peaks, 40% of flying around. The remaining frost dragons are patrolling the waters in a 30km radius.

The Five Flame Dragons. At anytime there are 1d3+1 flame dragons inside the volcano: for each, 20% chance of sleeping inside one of the Caves, 80% of being awake and flying inside the Volcano. The remaining flame dragons are patrolling the waters in a 30km radius.

ROUTES TO THE ISLAND & MANOEUVRING

The Glyphs. Lost somewhere in your campaign world, d3+1 portals lead to the Portal Glyph near the Ruins. Characters must also retrieve the lost command word "Ignismater".

Sailing the Northern Sea. Within 30km of the island, 10% chance/day of being spotted by 1d3 patrolling dragons. 50% of being spotted by frost dragons when landing on the Lost Harbour. 20% elsewhere.

Flying. Within 30km of the island, 10% chance every day of being spotted by 1d3 patrolling dragons, 10% chance of being spotted by frost dragons when landing.

Manoeuvring on the Island. Except where noted, snow covers all: movement halved. Outside the Sacred Path: climbing up or down requires 1 roll per 50m of altitude or suffer 1d12 damage and 5% of being spotted.

SPECIAL: RESURRECTING THE CULT

Alsiaurignis will come back to life if bones are undelfed, none of her treasure is taken and 500.000gp worth of treasures are brought to her. Valuables given yield 50% their value as experience points. Alsiaurignis can teach all arcane spells, remove curses, identify and recharge all magic items.

ON THE ISLAND & INSIDE THE VOLCANO

- 1 Lost Harbour.** The ancient stone pier is half broken, half sunk. Mooring requires difficult roll, or ship will damage against stones. Elsewhere: 3 rolls.
- 2 Lost Ruins.** Broken lighthouse, half collapsed buildings. Covered in snow. Ancient mosaics on inner walls portray the worship of Alsiaurignis. "Ignismater" is written in Draconic with *Invisible* runes close to an image of Priests standing on the Portal Glyph.
- 3 Portal Glyph.** Glyph is magically free from snow. Teleports back to another glyph, using the command word "Ignismater". Teleports to random glyph if used from here for the first time.
- 4 Sacred Path.** Paved, magically free from snow.
- 5 Dragon Totems.** Roar if they "see" anyone within 10m. Same as *Fear* spell. Also, 50% of alarming dragons on one of the peaks, 10% of waking sleeping dragons. Silent if characters have started **Resurrecting the Cult**.
- 6 Snowy Forests.** Each patch of woods: unless very stealthy, 10% of being assaulted by 2d10 Snow Apes. Each wood: a cave with 2d10 Apes.
- 7 Frost Peaks.** Difficult climb: two rolls required, falling is 2d12 damage. 20% of being spotted by flying dragons while climbing. Bones of White Apes, and 5% chance of finding 1d3 Frost Dragon eggs in each.
- 8 Volcano.** Lava magically whirls along the inner walls in three intermittent upward "streams" and then falls back to the centre. DEX check to run or fly past each stream or 3d10 damage (Breath Save halves damage).
- 9 Tunnel.** Too narrow for dragons. Ghost Priest begs group to leave the bones alone, refers how to **Resurrect the Dragon and her Cult**.
- 10 Caves.** White Ape bones. Each: 5% chance of finding 1d3 Flame Dragon eggs; 5% [Hellwinter Gates](#); 5% one [Dragon-God Staff](#); 5% [Charnel Door](#).
- 11 Bones of Alsiaurignis.** The bones are solid gold and weigh 2.000kg. Worth 200.000gp, up to double if sold as whole skeleton. Around the bones: about a thousand gems and jewels, worth 250.000gp. Weigh 10kg. On nearby altar: 1d3+1 golden Wizardry Swords. Require no proficiency, grant +2 to hit, damage, AC, Saves. Can transform into any other melee weapon at will by naming it in Draconian. Magic Users can "memorize" one extra spell per day inside the weapon and cast it as per casting rules (any level).

MONSTERS

These dragons speak draconic but can't use magic. Their primitive nature makes them behave like wolves of two allied packs.

7 Frost Dragons AC -3 [22], HD 8, claw, claw, bite OR breath, d8/d8/3d8, ST F8, Morale 9 XP 2000. Special: Fly; Breath, as White Dragon, once/day; cold aura inflicts 1d3 damage within 3m. Immune to cold.

5 Flame Dragons AC 0 [19], HD 8, claw, claw, bite OR breath, d10/d10/4d8, ST F8, Morale 9 XP 2000. Special: Fly; Breath, as Red Dragon, once/day; flame aura inflicts 1d3 damage within 3m. Immune to fire.

100 Snow Apes AC 5 [14], HD 4, claw, claw, d6/d6, ST F4, Morale 7 XP 80. Special: *Cold Resistance* as per spell.