

THE HEART OF FIRE

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Can you stop the evil sorcerer Xxultann Goatfoot and recover the heart of fire before he reanimates the Great Dragon Urkobach to destroy the Kingdom!

Beneath the summit of the Wyrmspire lies the ancient fossilised carcass of Urkobach, an evil dragon lord slain in ages past. The last of his life force, 'The Heart of Fire', kept safe for a thousand years has been forgotten by men.

The foul sorcerer Xxultann Goatfoot has stolen The Heart of Fire and intends to wake Urkobach and unleash it as his vengeance on the World.

Will the heroes dare follow him into the stony carcass of the great beast and thwart his evil plans!

Timeline

10 minutes after the PC's enter the Wyrmspire: Small intermittent tremors in the caves. The life essence of Urkobach coalesces as 8 Fire Sprites in the heart chamber.

20 minutes after the PC's enter the Wyrmspire: Tremors in crease in severity, duration and frequency. The denizens of the Caves begin to stir and wander. The life essence of Urkobach grows to 5 Fire Wraiths.

30 minutes after the PC's enter Wyrmspire: The whole mountain shakes violently and the caverns begin to change as the Dragon wakes. Large rocks fall from the ceiling, crushing anyone they land on. Wyrmspire denizens begin to move towards the exits. The life essence of Urkobach coalesces to a fiery Dragon Spirit. *[All the stages of Urkobach's life force are sentient and will attack anything they see as a threat.]*

1 The yawning maw of the caverns. Ancient stone formations like teeth or dragons claws grow from floor and ceiling. Two corpses of human mercenaries lie on the cave floor about 40 feet in, 1 Roper and 6 Piercers wait in ambush for anyone entering.

2 Four Mercenaries wait in this large open cavern, to kill/delay any would be heroes.

3 Strange smells waft from this passage to the east. Airborne luminescent fungi live in this cavern. They attack with poisonous spores if disturbed.

4 An Underground Stream has worn the west wall away and flows east into Cavern 6. Wet surfaces are very slippery with algae and slime.

5 An Empty Room full of old bones, dust, and scattered rocks.

6 A Pallid Pool fills this large cavern completely flooded, Water varies in depth from 5 feet to 30. Many blind white fish and strangely coloured weeds are here.

7 Strange Stone Formations circle the walls, floor, and ceiling of this huge central cavern. Like a gargantuan cage of bones. In the centre Xxultann stands coaxing a large fiery red crystal into life. The Sorcerer, two mercenary guards and the incarnation of the Dragons spirit *[depending upon how long it takes to get here]* defend the crystal. If Xxultann loses concentration *[standard concentration check]* the Dragon spirit gains its freedom and will attack everyone.

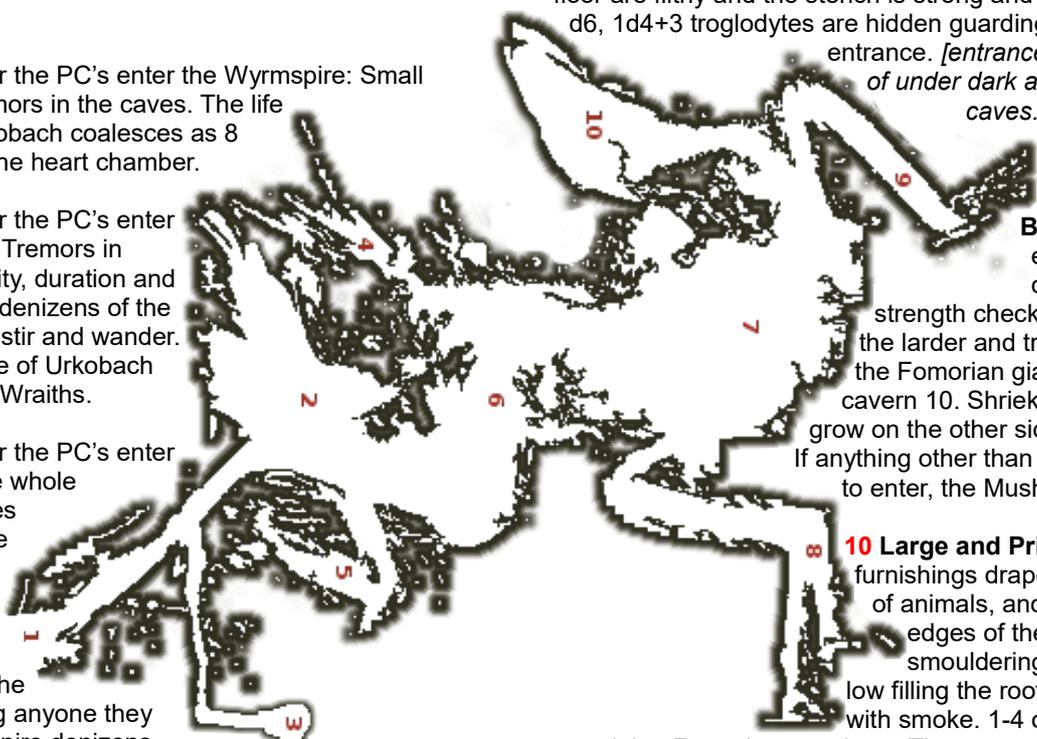
8 An Out Flowing Stream, from the pool in room 6, drops into a deep shaft at the end of this cavern. The walls and floor are filthy and the stench is strong and sickening. 1-3 on d6, 1d4+3 troglodytes are hidden guarding the shaft entrance. *[entrance to upper levels of under dark and Troglodyte caves. Hook for next adventure?]*

9 A Large Boulder blocks the entrance to this cavern. Very hard strength check to move. This is the larder and treasure horde of the Fomorian giants that live in cavern 10. Shrieker mushrooms grow on the other side of the boulder. If anything other than a Fomorian tries to enter, the Mushrooms shriek.

10 Large and Primitive stone furnishings draped with furs, skins of animals, and men circle the edges of the cavern. A smouldering bonfire burns low filling the roof of the cavern with smoke. 1-4 on d6 that the remaining Fomorians are here. There are only two in the caverns total. They will investigate any sounds near their lair.

All is chaos, men and monsters are all about!

[Check when entering a new room and every 10 minutes]



Wandering Monster Table

Monster	Enc. on D12
None	1-6
Falling debris	7-8
Troglodyte	9-10
Henchmen 1-2	11
Fomorian	12