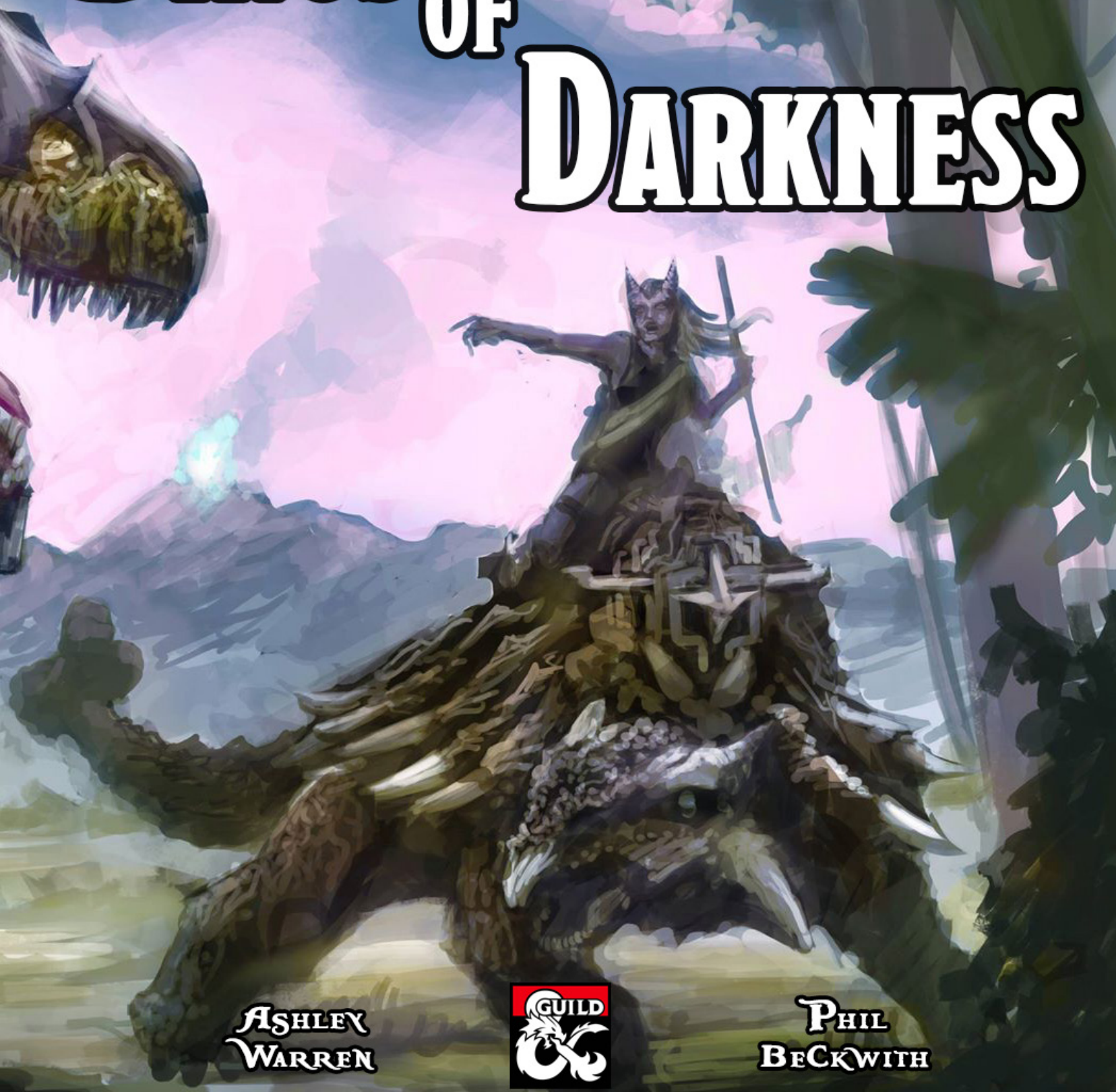


P.B. PUBLISHING PRESENTS

DINO-WARS

DINOS OF DARKNESS



**ASHLEY
WARREN**



**PHIL
BECKWITH**

The battle for Biru Volcano has begun, become a dino-rider and fight for the survival of the Island of Selu in this adventure for the world's greatest roleplaying game

Wyslinski

P.B. PUBLISHING PRESENTS

DINOS OF DARKNESS



DINOS OF DARKNESS



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CHAPTER 1: INTRODUCTION

D*inos of Darkness* is a *Dungeons & Dragons* adventure designed to be completed in about 3-6 hours of play.

This adventure provides ample opportunity for role-play that suits different player styles. Players will have the chance to plan a heist, train, and mount dinosaurs, explore a volcano, interact with Selu's beautiful but deadly natural landscape, fight pirates and beasts, and much more!

RUNNING THE ADVENTURE

The adventure is comprised of five chapters:

- Chapter 1 – Introduction (this chapter)
- Chapter 2 – Espionage in the East
- Chapter 3 – The Lands of East Selu
- Chapter 4 – Riders of the Storms
- Chapter 5 – The Mountain of Blue Fire
- Chapter 6 – Epilogue

The combat encounters have been calculated to present a tough challenge to four characters of 4th level—that is, APL (average party level) is 4. Information is supplied in the text explaining how to scale the encounters to APL 4 or APL 5. Statistics for new monsters are provided near the end of this document.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **Commoner**.

To assist the DM in finding references to creatures and resources within this adventure, an **Appendix Reference Page** has been included at the end of the adventure. Any creature or resource within the adventure printed in **bold** or *italics* points you to the Appendix Reference Page.

BOXED TEXT

Text to be read aloud to the players is in *italics and shaded boxes*. By all means, paraphrase to fit your roleplaying needs but try to keep the original message clear as they may contain important information.

ADVENTURE BACKGROUND

This adventure takes place primarily throughout the Dead-End Mountains and eastern coast of Selu. The start of the adventure occurs ten days after the events covered in *Struggle in Three Horn Valley*. The elven ranger, **Raven**, has left the Paku Village to scout the eastern side of the island. Upon learning the plans of orc pirate captain, **Captain Korugk Gold-Tusk**, Raven sought out the help of Paku druid, **Daina**. Together, they devised a plan to train a pack of herbivore dinosaurs then sent word back to the Paku tribe, and this is where the characters' journey begins.

EASTERN SELU'S LANDSCAPE

East Selu's landscape mirrors the other regions of the island: a wild, untamed jungle that houses wondrous creatures, secret ruins, and feral beasts. What differentiates the east is its abundance of waterways: the entire region is sodden with dozens of small ponds, shallow tributaries, tall waterfalls, and a handful of deep, wide rivers.

The freshwater sources allowed two of Selu's ancient tribes — the Kagu and the Narup — to establish permanent civilizations in this area of the island. Although these tribes once lived in harmony with Selu's other tribe, the Paku, the Kagu and the Narup are now tenuously linked to Captain Korugk Gold-Tusk, a pirate who seeks fortune and power.

Each eastern tribe has claimed its own river that divides their territory, and the rivers eventually merge and delta into the ocean. The reliable sources of water and food come with a trade-off: this area of the island is prone to frequent storms that rage through the night, which makes life here somewhat difficult.

Biru Volcano & the Ubtanaar Heart. Another notable distinction on the eastern side of Selu is the Biru Volcano, colloquially referred to as the Mountain of Blue Fire. The volcano is located in the Dead-End Mountain range, and the entrance to the volcano faces the east. The magma that bubbles and gurgles in the cratered peak of the

volcano is a startling, vibrant blue. Each tribe has their own mythology that explains this unique color, but the legends share a common origin: a primordial, infernal vein of ore the Seluan tribes call the Ubtanaar Heart pulses within the heart of the volcano, preventing the volcano from erupting and destroying much of the island. But if the legends are true, this ore can be crafted into items that contain the power and might of the volcano itself.

VILLAIN & ALLY MOTIVATION

CAPTAIN KORUGK GOLD-TUSK

Obtaining this invaluable artifact, the Ubtanaar Heart, is the motivation of our main villain, the pirate **Captain Korugk Gold-Tusk**, who has been working to unite the eastern Selu tribes; the Kagu and the Narup to help in his venture. He had also planned to use the Paku Tribe on the western side of Selu, however, due to the events of *Struggle in Three Horn Valley*, these plans were thwarted. Each tribe has theories about the Ubtanaar Heart's location, and Gold-Tusk has promised the Kagu and Narup a trade route between the mainland of Chult and the Island of Selu, if they are able to combine their knowledge and produce a map that he can use to find the secret opening into Biru Volcano. There Gold-Tusk plans to mine the ore. He's also tasked the tribes with training carnivorous dinosaur mounts that will help him navigate the volcano's interior. Gold-Tusk has no qualms about triggering the volcano eruption, for he plans to quickly retreat to his ship off the coast of Selu to wait out the destruction, and then claim what's left of the island for himself.

THE TRIBES

Despite the conflict between the eastern tribes and the western Paku Tribe, the Paku fear what will happen to the island should the volcano erupt. They must find a way to stop Gold-Tusk from reaching the ore while also avoiding a deadly encounter with the united tribes. Tension brews on Selu, bubbling like Biru Volcano, and it won't take much for the war to erupt!

SURVIVAL

The Island of Selu, where this adventure is set, is an unforgiving land. Survival in the wilderness is tough, and it is vital that the PCs keep

themselves nourished if they are to survive the multitude of dangers that the island presents.

Unforgiving Wilderness. If the heroes do not eat food and drink some water at least once per day, they will gain 1 level of **exhaustion** each evening of the food-less/drink-less day.

ENCOUNTER PACING

The conflicts in this module should be presented with a sense of urgency. If the ore within Biru Volcano is disrupted, both by the PCs or by the enemies, the volcano will indeed erupt — and the PCs will need to quickly escape or die a brutal death. Suggested time limits are included in that section of the module.

For atmosphere, it is recommended that some of the main narrative beats occur during the night. This, of course, depends on the PCs trajectory, but these developments are annotated with the recommended time of day to aid in both PC and DM strategy.

CHARACTER ADVANCEMENT

This adventure is designed to utilize the **Milestone Leveling System**, by which it is expected that the characters start at level 4 at the beginning of the adventure. Upon retrieving the map scroll and obtaining the dinosaur mounts, the heroes **should advance by one level automatically**. On completing this adventure, the characters **should advance one final time by one level**.

This adventure runs fine with **Experience Points Leveling System**, and you are encouraged to use XP if it is a better fit for you and your playing group.

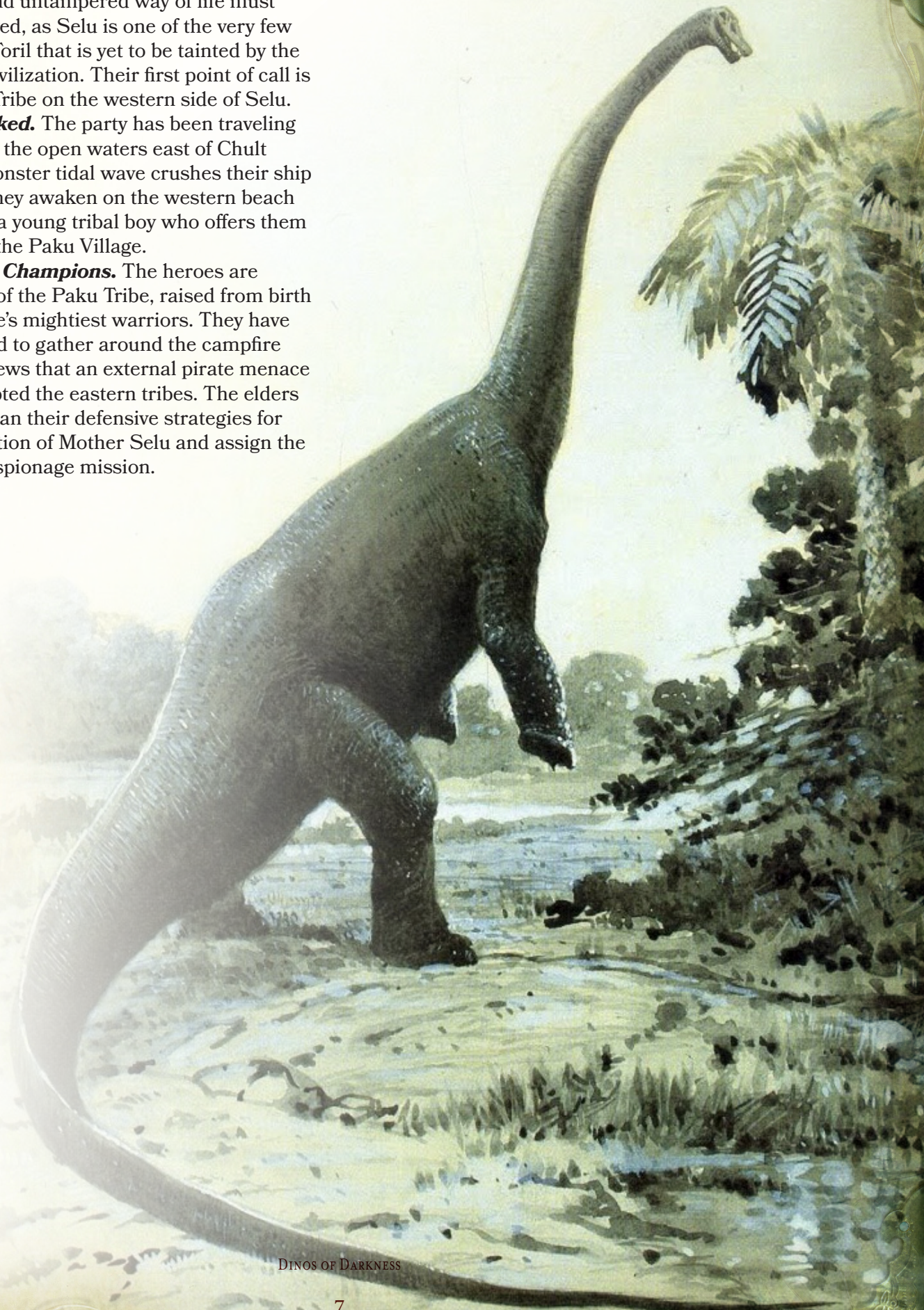
ADVENTURE HOOKS

If your group did not play through the first in this series, *Struggle in Three Horn Valley*, you will need to hook them into the story and provide a reason for the heroes to be located in the Paku Village at the beginning of the adventure. You can use any hook that leads them to spend the night in the village, or alternatively, the following hook suggestions have been provided for you to use:

- **The Aristocrat's Cause.** A good willing aristocrat has hired the party to quash a

current pirate hindrance on the remote island of Selu. He maintains that the island's isolated and untampered way of life must be preserved, as Selu is one of the very few places in Toril that is yet to be tainted by the touch of civilization. Their first point of call is the Paku Tribe on the western side of Selu.

- **Shipwrecked.** The party has been traveling for days in the open waters east of Chult when a monster tidal wave crushes their ship or boat. They awaken on the western beach of Selu to a young tribal boy who offers them shelter in the Paku Village.
- **The Paku Champions.** The heroes are members of the Paku Tribe, raised from birth as the tribe's mightiest warriors. They have been called to gather around the campfire with the news that an external pirate menace has corrupted the eastern tribes. The elders begin to plan their defensive strategies for the protection of Mother Selu and assign the party an espionage mission.



CHAPTER 2: ESPIONAGE IN THE EAST

The adventure begins at night in the Paku village. A campfire blazes in a pit in front of the Paku mead hall. Near the campfire, fermenting vats of honey wine have been dragged out of the mead hall, left open to capture the natural yeast that permeates the air.

To set the scene, read or paraphrase the following:

The sun sets over the island of Selu. The last tendrils of sunlight linger on the tops of the mahogany trees, illuminating the island's jewel-toned flora and fauna. The night comes quickly once the sun moves east, the sunset sinks into darkness like a doused flame.

But it is not a quiet and peaceful descent into darkness. Selu comes alive at night, a feast for the senses. Around you is a cacophony of sounds: insects chirping, lizards and snakes rustling in the marshy underbrush, spotted frogs emitting throaty belches. You sit around a campfire, and the pleasant aroma of burning wood meets the fresh scent of wet soil.

The atmosphere is tense. A Paku elder named **Abeni** relays that the Paku tribe has received news that militant forces are moving in the east — an army led by pirate Captain Korugk Gold-Tusk is mobilizing to take over the island. A Paku agent, the tiefling called Daina, has heard that Gold-Tusk intends to travel into Biru Volcano, the Mountain of Blue Fire, in the Dead-End Mountain range to mine the primordial ore within it and retrieve the Ubtanaar Heart. With help from the newly united Kagu and Narup tribes, Gold-Tusk plans to loot the mountain of this resource and trigger the volcano to erupt, decimating much of Selu's wildlife.

Abeni is human; she has gray hair tightly braided and adorned with beads, with geometric tattoos along her collarbone and shoulders. Her voice is low and husky. Only guests, tribe elders, and a select few tribal warriors are permitted around the campfire, but a young Paku citizen

brings Abeni a horned cup filled with mead. The characters are also offered drinks; the mead is sweet and floral.

AN URGENT REQUEST

Read or paraphrase the following:

"We have mere days to act," says Abeni. "Our tribal diviner has had a vision of a stranger disrupting Biru Volcano, triggering an eruption that will destroy our island. Captain Gold-Tusk is working with the Kagu and the Narup tribes to assemble a map leading to the entrance into the volcano, but neither tribe has all of the information. Only we know the rest. If you can infiltrate Gold-Tusk's new camp in eastern Selu, retrieve the map, and return it to the Paku agent named Daina at the eastern Paku outpost, we can make sure we can get to the Ubtanaar Heart before this menace does, and prevent him from destroying the island."

This is the opportune time to act: Gold-Tusk is currently away from the camp, surveying the coastline to find a place to hide out during the eruption. He knows what will happen if he disturbs Ubtanaar Heart. The camp will be guarded, but Gold-Tusk himself will not be there, which means you can sneak into his tent and take the map."

The only way to eastern Selu is through the Dead-End Mountains, which separate west Selu from east Selu. For context, it takes four days to traverse the length of the entire island from coast to coast. It takes three days to reach the United Tribes Camp from Paku Village.

Abeni gives the party a *potion of healing* in a small wooden vial and says that they should leave early in the morning so they can see better and reach the trailhead before the weather becomes unbearably hot. Once they are under the cover of trees again, the weather remains warm, but there will at least be shade.

The Saya Trail. Although the mountains make for a difficult journey, Abeni tells the characters about the **Saya Trail** which will lead them through the range. It will still be a difficult journey, however, and they will need to move quickly. Linger too long will make them vulnerable to the hostile creatures who live and lurk in the mountains.

River Warnings. Abeni says that on the descent down the mountain, there are rivers and streams that move downward, overflowing from the many small mountain lakes, but taking the rivers as a shortcut can be risky, for many of them lead to waterfalls that spill over steep cliffs.

The Eastern Paku Outpost. Once they have retrieved the map, or at least made an attempt, Abeni asks the characters to go to the abandoned Paku outpost on the eastern side of Biru Mountain instead of returning all the way to Paku Village. The Paku have received word that one of their own, the tiefling Daina, currently resides in the ruins of the outpost, and her macaw familiar can deliver a written message to relay what they have learned to the rest of the tribe. The outpost is also said to be near the hidden cave entrance of Biru Volcano.

Three Pieces of Knowledge. Between them, the three tribes know all the pieces of information required to reach the **Ubtanaar Heart**. Each of the three tribes holds a piece of the knowledge that the other two do not know. Within each tribe, only one nominated elder is allowed to

hold that tribe's unique piece of knowledge; the rest of the tribesfolk are unaware. They are as follows:

- **The Paku Tribe:** Know of the location of the entrance to Biru Volcano, but don't know what information the other tribes possess.
- **The Kagu Tribe:** Know that to reach the Ubtanaar Heart, one must find a way to pass over deadly hot lava that pools along the path inside Biru Volcano. They do not know about the existence of the Narup Jewel.
- **The Narup Tribe:** Have possession of an artifact, the **Narup Jewel** (see Appendix B – Magical Items), which allows those proficient in the **Arcana** and **Nature skills** to charm dinosaurs to the wielder's bidding. They do not know that this is helpful for entering the volcano.

The characters can choose to leave immediately or follow Abeni's recommendation to leave at sunrise. Abeni shows the characters a map of the island, marked with the location of the United Tribes camp, the Paku Outpost, and the entrance to Biru Volcano (see **Map of Eastern Selu** in Appendix A).

WHY HAVE THE EASTERN TRIBES SIDED WITH GOLD-TUSK?

After centuries living in the harsh and unforgiving environment of Selu, the island's three tribes became keen tacticians and survivalists, skills they continue to pass down from generation to generation. And until recently, the tribes did not have to contend with outsiders. The Kagu are known for their expertise in medicine and alchemy; the Narup, for their skill at architecture and trap-making. All of the island's tribes, including the Paku, are well-versed in animal handling.

Although Selu remains wild, many of its resources run thin. The Kagu and the Narup see the potential for expanding their way of life; a relationship with a pirate means regular access to new goods and supplies from across the realms. All of Selu's tribes are resourceful and proud of their home and their history, but the lure of the outside is becoming increasingly more difficult to deny.

This doesn't mean they hold Gold-Tusk in high regard. The relationship between the newly united tribes and the pirates is tenuous, with both sides waiting to see if the other will hold up their end of the bargain.

THE LEGENDS OF BIRU VOLCANO

Tribe

Legend

Kagu Tribe

Biru Volcano was brought to life in darkness.

Long ago, a star from another plane's sky fell into the sea. In the pressure of the deep ocean void, the star erupted, bursting through the landmass that would someday become Selu. As it traveled upward through the sea, the magic of the star shifted and twisted, spiraling upward into the shape of a mountain. The volcano now remains in stasis, its cratered tip facing the sky above, a cauldron brewing the substance of the multiverse.

But the essence of the star remains lodged within the volcano, held hostage in the rock. Pulling it loose will release the unstable energy within it, and the violent planar magic will spill out over the island, engulfing all of Selu.

Narup Tribe

The island of Selu is formed in the image of the Great Mother, she who is both maternal and merciless, she who breathes her children into existence and extinguishes them in the very same breath.

Biru Volcano is the craggy belly that protrudes from the Great Mother. From its core, blue arcana is birthed, altering everything in its path. The cobalt magma is the blood of the Great Mother, running through her body in fissures that crack the mountain's black stone. The magma is beautiful but deadly, like Selu herself. The Great Mother's true child, the life source of Selu, is sourced deep within the volcano, a heart comprised of gleaming ore, metallic like blood, fossilized like a skeleton. The Great Mother is protective over her child, and those who seek to claim it for themselves will incur her wrath.

Paku Tribe

Some say that the Mountain of Blue Fire is strange and unnatural. But what is more natural than the labyrinthine properties of evolution, the unpredictable weather patterns, the turbulence of life?

When we anger nature, nature retaliates. Biru Volcano was first formed as a warning to those of us who live in its shadow: know your place in the natural order of things.

The Mountain of Blue Fire is a test. It provides what people covet: power, wealth, the might of mountains. It only takes one to fail the test, just one to let loose the punishment of the volcano, raining vibrant, scorching justice upon us all.

CHAPTER 3: THE LANDS OF EAST SELU

1. DEAD-END MOUNTAINS

The journey through the Dead-End Mountains, from Paku Village to the eastern camp, takes approximately three days. By estimate, it should take about a day to travel up the trail, a half day to cross the peak, a day to descend, and a half day to reach the eastern camp.

FOLLOWING THE SAYA TRAIL

If the characters heed Abeni's recommendation to leave at sunrise, and utilize the Saya Trail, they arrive at the following times:

- The party reaches the western peak of the trail at night.
- The party crosses the peak by midday and makes it halfway down the eastern side by the next night.
- The party completes their descent and arrives at the base of the mountain around noon the following day. This gives them time to rest and plan before approaching the United Tribes Camp.

The start of Saya Trail is about a mile (or 10 hexes) east from Paku Village, just beyond Three Horn Valley. The land between the Paku Village and the trailhead is mostly flat through the valley, a rare clearing in the jungle. But once the

mountain begins to ascend, the journey quickly grows difficult.

Exhaustion. During this journey, consult the rules for **exhaustion**. Characters should be diligent about consuming food and water or suffer the consequences of exhaustion.

NAVIGATION

Although Saya Trail does make the trip over the mountain range somewhat simpler, the Dead-End Mountains are still a difficult place to travel. Upon traversing the trail for about a half mile (5 hexes), the path becomes slightly obscured by foliage growing over the trodden trail. At this point, it is easy to get lost. To add an additional challenge, you may choose to implement the following navigation rules.

Hexes & Navigation. This exploration phase of the adventure uses hexes on the map. Every hex is roughly 3 hours of travel, and the PCs need to succeed on a **DC 15 Wisdom (Survival) check** each time they enter a new hex to stay on track. On a failed check, the party unknowingly travels in a random direction (d6) and it is expected that you, as the Dungeon Master, track their true position without advising the players until they



succeed their next survival check. Once the party is ready to make a **new Survival check** (new hex) and are successful, reveal their new position on the map provided. On a failed check, repeat the random direction roll.

RANDOM ENCOUNTERS

To further challenge your players, for every hex their character travels apply a 50% chance of encountering something while traversing the Dead-End Mountains. Consult the table below to determine what the characters encounter.

It is recommended to roll for at least two encounters while they are in this area. As the characters get closer to the topmost point of Saya Trail, near Biru Volcano, they may encounter some odd creatures affected by the arcane energies that live within the volcano.

Note: Some of the creatures that the characters encounter can be found at different areas of the mountain. (The poisonous fungi is only found on the eastern side of the range.)

SURROUNDING ENVIRONMENT

West. The trail up from Paku Village to Saya Trail's tallest point is lined with trees but is slightly less humid than the eastern side. The landscape is jagged and rocky.

The Peak. The peak of Saya Trail is thick with trees. The elevation is quite high here, even though it is not the tallest point of the Dead-End Mountains. There is a large mountain lake (freshwater) that fills a small crater, collecting rainwater. Five small rivers trickle from this lake. Three spill out over cliffsides, forming tall waterfalls. Two streams, the Dalam and the

DEAD-END MOUNTAINS - RANDOM ENCOUNTERS

| <i>d6</i> | <i>Encounter</i> |
|-----------|--|
| 1 | Tribe of Bullywugs. The three ancient tribes of Selu live in the valleys and coasts of the island, but another tribe has claimed the mountains. A patrol of five bullywugs will not hesitate to defend their territory. |
| 2 | Chuul. A large blue crustacean-like creature swims within the depths of the mountain lake. While in the water, its body is curled under the cover of its armored shell. If it's habitat is disturbed, the chuul emerges and attacks. |
| 3 | Displacer Beasts. As the mountain trail climbs upward, the trees are densely clustered. Through the tightly woven canopy, characters can see the peak of Biru Volcano. A passive Perception of 12 or higher alerts characters to a slightly sulfuric aroma. (There are no consequences for not noticing the aroma; it's simply for atmosphere.) The air here is thick and humid. In the shadows lurk two displacer beasts. |
| 4 | Cockatrice. Among the trees, a strange birdlike creature with a serpentine body lets out a blood-curdling caw. The characters encounter three cockatrice. A passive Perception of 13 or higher prevents the characters from being surprised. |
| 5 | Poisonous Fungi. On the descending side of the range, the mountain lakes spill over in streams and waterfalls. The land surrounding these is marshy and spongy, the perfect breeding ground for poisonous mushrooms. A passive Perception of 13 or a successful DC 15 Intelligence (Nature) check calls to attention four engorged black gas spores draped over the rotting logs of fallen trees. A failed check results in the characters being surprised by the gas spores. |
| 6 | Stirges. There is a constant buzzing across the island of Selu. Large blood-thirsty insects are frequently lingering nearby, eager for a taste of adventurers. The characters may encounter five stirges while on Saya Trail. |

Gelap rivers, continue down the mountain and run the length of eastern Selu. At the base of the mountain, these rivers merge with other tributaries and become much wider.

East. The trail's downward descent from the peak of Saya Trail to the United Tribes Camp is significantly lush and greener than the trek up the trail. There are several steep waterfalls that spill over the eastern side of the mountains.

RIVERS AND WATERFALLS

Traveling via Rivers and Waterfalls. The characters may choose to catch a ride on the rivers that angle downward. This does speed up their descent, allowing them to travel 3 times faster; however, they will need to make the following skill checks or suffer injury from the waterfalls:

To facilitate this travel the characters can traverse the rivers in the following ways:

- **Sourcing a Jungle Log.** To use a log as a river raft requires an axe and a successful **DC 18 Strength check** to fell a tree and takes three hours to craft. A successful **DC 14 Dexterity check** is required to mount the log and balance it in the river. Characters have two chances to mount the log. At least half the party must pass the Dexterity check for the log to continue floating. Failing these checks means that the log sinks or gets lodged in the riverbanks, making it unusable as a makeshift raft.
- **Constructing a Raft.** A successful **DC 18 Intelligence check** ensures that a sturdy, table raft is created via materials found in the jungle; a failed check means that the raft has a 50% chance of breaking while in the river. (Characters with Carpenter's Tools should roll with advantage.)
- **Swimming.** Characters may choose to swim in the rivers and let the currents carry them. With this method, they travel at 2 times normal speed instead of 3 times. Note that, unless precautions are taken, items will be waterlogged. (You can reward creativity.)
- **Avoiding Waterfalls.** To avoid falling over the waterfalls, characters should make a successful **DC 16 Intelligence (Nature) check** at the start of their river journey to

detect where the river ends (you may choose to use a Wisdom (Survival) or straight Perception check instead). A successful **DC10 Intelligence (Nature) check** allows them time to roll a **DC 17 Dexterity (Acrobatics) check** with advantage to hop out before tumbling over the waterfall. A failed Nature check means they should roll this Dexterity check with **disadvantage**. Failing this Dexterity check results in falling over the waterfall and plummeting into the wider rivers below. Although the water breaks the fall, they still take 14 (4d6) bludgeoning damage.

MOVING INTO EAST SELU

As the characters begin their descent into eastern Selu, read or paraphrase the following:

Like the rest of the island, east Selu is wild and rugged, lush and fertile. As darkness settles, the temperature drops a few degrees, but the humidity lingers like an ever-present shroud. At night the storms come, almost like clockwork: quick and angry they flash and flood this part of the island, every hour on the hour.

2. MUD LANDS

At the eastern Saya trailhead, the ground is flooded and muddy from the flash storms. A thick layer of mud, about 3-feet deep, stretches for a quarter of a mile (3 hexes). Characters need to succeed on a **DC 12 Dexterity check** to easily move through it, but a failed check results in them getting stuck and are therefore restrained by the mud.

Stuck in the Mud. The character must succeed on a **DC 15 Strength check** to pull themselves free (if members of the party help the character, the character should roll with advantage). A failed save loses a boot/footwear to the depths of the mud, never to be seen again.

Barefoot. Any character not wearing footwear has a 50% chance of stepping on sharp root within the mud for each hex of muddy terrain that they travel, taking 3 (1d6) piercing damage to their foot on this occurrence.

3. THE UNITED TRIBES CAMP

The camp has been established between two wide rivers, the Dalam (revered by the Kagu) and the Gelap (protected by the Narup). The United Tribes camp does not house every member of the Kagu and the Narup tribes; the original tribal homes still remain on the other sides of the rivers. Those who currently reside in the United Tribes camp are able-bodied tribes members — including fighters, rangers, and guards — who have agreed to work with Gold-Tusk. Consult the United Tribes Camp on page 61 to help players navigate this setting. You may also choose to read or paraphrase the following:

In the near distance, about a half-mile out from Saya's eastern trailhead, you see the flickering lights of the United Tribes Camp. Several pillars of smoke from campfires puff into the air, and you hear the low rumble of voices. The camp is flanked by two wide rivers, both of which gush with tenacity toward the sea.

Allow the characters time to discuss their strategy for infiltrating the camp. The camp is surrounded by guards, sourced from Gold-Tusk's crew and the participating tribes. Some hold spears; others are equipped with bows. A pirate riding a **deinonychus** scouts the perimeter of the camp. The camp is also encircled with tripwire. A successful **DC 14 Wisdom (Perception) check** alerts characters to the trip wire; failure results in the PCs walking into it, snapping the rope and triggering a bell to ring, alerting the guards. From this point forward, characters still attempting to stealth must roll with disadvantage.

INFILTRATING THE CAMP

There are many ways characters can sneak into the camp to retrieve the map from Gold-Tusk's tent. If needed, advise the characters of the following options:

Traveling via river. The two rivers are 20 feet wide and 30 feet deep and run for a full ten miles, originating in the mountain lake discoverable on Saya Trail. The current moves

swiftly and there are creatures who dwell within them — fish, turtles, and frogs — although most of these creatures are not hostile. The river is inhabited by an **ichthyosaur**. This large creature resembles a large dolphin but with a longer, more pointed snout. Its body is a pale blue color with faint gray stripes along its spine. The ichthyosaur, while carnivorous, only eats other sea creatures. It will begrudgingly tolerate the presence of the characters in the river. However, it will attack if provoked.

Despite the risk, the rivers provide quick transportation to the camp. The DM can reward creativity as they see fit. If they take the river from the base of the trail, a mile up from the camp, the characters will reach the camp in a mere **five minutes**. Both the Dalam and the Gelap rivers delta into the eastern sea. The characters will need to make a plan to disembark, otherwise, they will be carried the three miles to the sea. If they continue down the river into the sea, please see **12 - The Underwater Ruins of East Selu**.

Stealth through storms. If the characters arrive at night, they can use the flash storms to their advantage. Once night falls, the storms occur at the start, like clockwork, every hour and last for ten minutes every time. There are approximately eight storms every night. The characters need to succeed a **DC 13 Dexterity (Stealth) check** to sneak into the camp, and another successful **DC 17 Dexterity (Stealth) check** to sneak into the tent and not wake the Kagu boy, Kadek. He also has a 25% chance of being awake during a storm regardless as the lightning and thunder startle him out of his slumber. If he is awake, he is groggy, so the characters have **advantage** on Stealth checks. Successful checks ensure they remain unseen. Failing these checks results in waking Kadek and subsequently alerting the guards.

While they act during the storms, the characters need to make choices quickly, both in-game and as players. It is recommended to keep the discussion and planning to a minimum; you may choose to add another successful **DC 15 Dexterity check** as a consequence for dawdling.

Under the cover of darkness. If the characters do not plan around the storms, they can still

sneak in at night. Raise the initial **Dexterity (Stealth) check to DC 15**, and the second check to **DC 18**. A success ensures they remain unseen; failure results in combat initiated by the guards who catch them.

Causing a distraction. The characters can attempt to create a distraction to lure the guards away from the tent. You can reward creativity as you see fit. During this distraction, characters attempting to sneak into the tent must succeed a **DC 16 Dexterity (Stealth) check** to remain undetected. A failure results in members of the tribes spotting the characters and attacking them.

Persuading a guard. The guards can be influenced, but it depends on the guard the characters try to persuade. Gold-Tusk's crew members are easily swayed by bribery. A member of the Kagu or the Narup tribes can be convinced by a successful **DC 10 Charisma (Persuasion) check** if the characters also tell them that Gold-Tusk's plan will destroy the island. A failed Persuasion check results in the tribe members threatening the characters to leave; if they see the characters again, or if they fail to leave when told, they will initiate combat.

C1. THREE CAMPFIRES

Inside the camp, members of the tribes keep their distance from the pirates. There are three groups clustered around three separate campfires: six Kagu tribespeople around one (**Campfire A**), six Narup around another (**Campfire B**), and six pirates around the third (**Campfire C**). Some members of the tribes have gone with Gold-Tusk on his mission, serving as guides along the coastline, and most of the families remain on their respective tribal lands.

Near the Kagu campfire (**Campfire A**) is a chest, containing the following:

- *Potion of healing* x 2
- Healer's kit
- Pods of cacao x 3, each containing 10 cacao beans. Eating 5 beans gives the consumer **+1 to all Dexterity checks** for half an hour (in-game time). These effects stack; however, a character should make a **DC 14 Constitution saving throw** if they eat more than 15 beans at once. The character suffers no side-effects

if they make the Constitution saving throw, however, if they fail, they suffer disadvantage on all Dexterity checks for a half hour, countering the benefits of the beans.

A chest near the Narup campfire (**Campfire B**) contains the following:

- Carpenter's Tools
- Spools of twine x 3
- Wooden stakes x 10

C2. THE STABLE

To the far right of the camp is a wooden stable, designed by the Narup, that houses several carnivorous dinosaurs each wearing a harness, including the following:

- **Deinonychus** x 6 (trained and cared for by the Narup)
- **Allosaurus** x 6 (trained and cared for by the Kagu)

C3. THE ARMORY

Beside the stable is an armory filled with dinosaur armor and siege weapons. Spears and **mountable crossbows** (which are normal crossbows mounted in harnesses) are available for each **deinonychus** (6). There are **medium-sized ballista** prepared for each **allosaurus** (6). (Rules for ballista are found in DMG, pg. 255. The stats for the ballista that corresponds with each dinosaur are outlined on pg. 23.) Metal armor plates, crafted for the dinosaurs, hang on the walls of this wooden structure.

Note: Destroying this structure makes the boss battle easier, for the dinosaurs will no longer be armed and armored.

Destroying it also causes a scene, so the characters should have a plan for how they will address this: if they make no attempt to hide, initiate combat. If they slink into the trees or dive into the river, the characters must succeed on a **DC 20 Dexterity (Stealth) check** if they wish to remain unseen. A failed check results in the characters being spotted and attacked by guards. Proceed to **Tactics** (see page 16) to facilitate this combat.

C4. THE TENTS

There are a dozen large tents set up in a half-circle. The largest of the tents, comprised of rich, bright red cloth, belongs to **Captain Gold-Tusk**. The tent is sparse; it contains a bed, a chest, a map table and a young ten-year-old Kagu boy named Kadek. The boy was supposed to be on watch; however, he is fast asleep on a blanket underneath the large wooden map table.

4A. THE MAP TABLE

Gold-Tusk's map is spread open on a wooden table, its curled edges weighed down with rock. The map depicts the volcano and the following scribbled words:

- *'Booty from the Narup Tribe holds the secret!'*
- *'Kagu say lava river flows, can't pass. Need to control land lizards to carry me safely over.'*
- *'Volcano Entrance???' The search continues.'*

See *Gold-Tusk's Unfinished Map* (Appendix C). Beside the map is a quill and an ink pot.

4B. GOLD-TUSK'S TREASURE CHEST

Like any pirate captain, Gold-Tusk keeps a treasure chest in his living quarters. The chest is locked with an old, rusty lock; a successful **DC 15 Dexterity (Thieves Tools) check** opens it, as does brute force with a successful **DC 14 Strength check**. During this attempt, another successful **DC 15 Dexterity (Stealth) check** should be attempted. A success ensures that Kadek does not wake up. Failure causes Kadek to jolt awake, realizing he fell asleep on the job. He quickly runs out of the tent to alert a Kagu fighter, therefore initiating combat.

Note: If the characters attempt to speak to Kadek before he runs out, he is wary of strangers but responds well to toys, shiny objects and tasty treats. Kadek's mother, Sinta, is a Kagu **archer**

sitting at one of the campfires. A successful **DC16 Charisma (Persuasion) check** convinces Kadek to quietly fetch his mother. (If the characters fail, Kadek continues to run out of the tent.)

If the characters inform Sinta that Gold-Tusk's plans will decimate the island, she will let the characters take the map and will help them escape the camp undetected. You can reward creativity as you see fit.

Inside Gold-Tusk's chest are the following items:

- **The Narup Jewel.** A bright glowing blue jewel which has arcane runes etched over its surface, an hour studying the item by a character proficient in the **Arcana skill** identifies its magical properties.
- *decanter of endless water*
- *quaal's feather token — bird*
- A glass jug that contains *potion of water breathing*, enough for six doses. Two doses of have already been used. A small note is taped to it. All it reads is **"Look for the rock off the eastern coast. Spear & sword?"** This alludes to the side quest found at **12 - Underwater Ruins of East Selu.**
- 50 gp worth of **gemstones:** an obsidian, a lapis lazuli, and three freshwater pearls

TACTICS

- Because the storms are loud and turbulent, those in the camp — including guards — have disadvantage on all **Perception** and **Investigation** checks during this time.
- Gold-Tusk's pirates have no qualms fighting to the death. However, the Kagu and the Narup tribespeople are less eager to fight to kill and will act primarily in self-defense, aiming to disarm and stun rather than kill. You may choose to role-play this; have a member of a tribe attempt to talk to the characters while in battle. If characters make an attempt to speak with them, before or during combat, you can take this one step farther by having a tribe member suddenly switch sides and become an ally to the characters in their fight against the pirates. The characters can take an action to attempt a successful a **DC 17 Charisma (Persuasion) check** to convince the tribe

member that supporting Gold-Tusk will harm the island. A success results in the tribe member will become the party's ally; a failure keeps the tribe member hostile toward the characters.

- The Rangers should remain at a distance, attacking with bows.

CREATURES

- **Guards** x 10 (Four are pirates; three are from the Kagu tribe and three are from the Narup tribe)
- **Deinonychus** x 1
- **Orc Pirates** x 6
- **Kagu Tribal Fighters** x 6
- **Narup Tribal Rangers** x 6

Note: Because running a large scale battle can be tedious for DMs and players, consider pitting the characters against **2 Guards, 1 Orc Pirate, 1 Tribal Fighter, and 1 Tribal Ranger**. Depending on party size, you can add the mounted **deinonychus** to the mix. The other inhabitants of the camp set off to warn Gold-Tusk about the fight. The pirates are cowardly when Gold-Tusk is not around and will use this as an excuse to flee the fight.

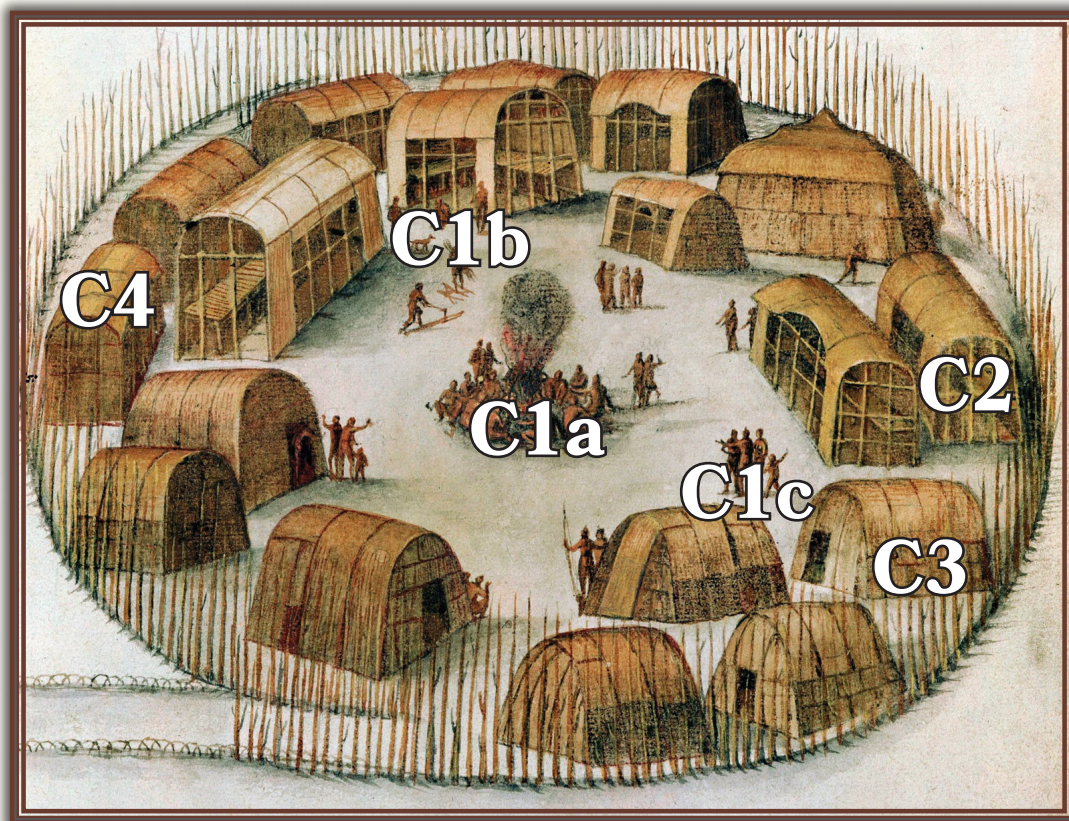
DEVELOPMENT

Once the characters possess the map, they can proceed to the Paku outpost to share the map with the Paku agent.

If the characters obtained the map without being detected by the camp, this buys them an extra day to reach the interior of the volcano.

If the characters draw the ire of the camp, resulting in a fight, one of the pirates leaves to alert Gold-Tusk. This allows Gold-Tusk to get an early start on traveling into the volcano, even though his map is incomplete. At this turn of events, you may choose to have Gold-Tusk already inside the volcano once the characters arrive. This outcome is outlined in **Chapter 3**.

If the characters do not retrieve the map, they can still travel to Paku Outpost to share what they have learned and find out how they can get to the volcano or develop a plan against Gold-Tusk. Although they do not have the map, the goal remains the same: stop Gold-Tusk. The Paku Outpost is on the way to the volcano.



Map 3.1: The United Tribes Camp

4. THE JUNGLES OF EAST SELU

The Jungles of East Selu are a dangerous place indeed, not only because of the many types of dinosaurs, beasts, and monsters, but the environment itself has been known to cause many deaths. Pit holes, poisonous plants and tribal hunting traps can often cause the less perceptive or experienced adventurers much trouble in the thick jungles of Selu.

Travel in the Jungle: Traveling through the thick jungle can be difficult and taxing at the best of times. Treat traveling through the jungle as **difficult terrain (half movement speed)**. For every 500 feet, or 1 hex on the map, the PCs must succeed on a **DC 10 Constitution saving throw** or gain 1 level of exhaustion.

Random Jungle Encounters. For every 500 feet,

or 1 hex, that the adventurers travel whilst in the jungle area, roll a **d20**; on a 1-14, roll against the **Random Jungle Encounters** table.

5. NARUP TRIBE

A fierce people known for their aggressive battle techniques, but also hold honor and courage above all other values. They are known to have sway over the carnivore dinosaurs that nest in the north-eastern region of Selu.

6. KAGU TRIBE

These people are known mostly for their connection to the land, though tend to shun outsiders. Because of this connection with nature, they are very proficient in healing methods using particular plants that can only be found in the south-eastern region of Selu.

RANDOM JUNGLE ENCOUNTERS

d12 Encounter

- 1 3x **Velociraptors (Appendix A)** ambush and surround the party in a small outcropping; they attack to kill and will attempt to flee if one of them dies.
- 2 Hunter's trap! A successful **DC 13 Wisdom (Perception) check** will allow the characters to see the carefully placed giant jungle leaves covering a pit trap. If not specifically avoided, a hero will fall into the pit taking 1d6 piercing damage from the spikes within it.
- 3 The heroes approach a small outcropping with a small rock-pool of fresh water. Beside it is an **Ankylosaurus (MM, pg. 79)** casually refreshing itself in the stifling heat. If the heroes leave the Ankylosaurus alone, it will pay them no heed. If they disturb it physically, it will attack out of annoyance.
- 4 A lost band of **Pirates (Bandit; MM, pg. 343)** attempting to find their way through the jungle. They will attack on sight in an attempt to loot the heroes of water and food for survival.
- 5 A wild boar is caught in a hunter's trap. It struggles weakly but is ultimately dying. As it draws its final breaths, allow the heroes to use the dead boar as a source of food to avoid exhaustion.
- 6 The heroes come upon a small hill of twisted vines and rotting vegetation that blocks their path. If the heroes attempt to climb over it, they will immediately awaken the **Shambling Mound (MM, pg. 270)**, with **50 hit points**. It attacks.
- 7-9 The heroes sight a multi-legged monster high above, jumping from tree to tree; a successful **DC 13 Intelligence (Nature) check** will recognise it as a **Behir (MM, pg. 25)**. On its back rides a beautiful elven woman, with long blonde hair and a mischievous look. Its **Raven!** She gazes over at the heroes, smiles, nods in acknowledgment, and then kicks her mount to race ahead, disappearing into the thicket of the jungle treetops towards the east.
- 10 Three tribal men step out from behind the thicket of giant jungle plants. They wear loin cloth, carry spears, and are adorned with tribal war paint over the rest of their bodies.
- 11 Suddenly the ground slopes down unexpectedly, and the heroes must succeed a **DC 15 Dexterity saving throw** or slip onto their backs and slide steeply into the shallow valley below. It is filled with **Snakes (2x swarm of Poisonous Snakes; MM, pg. 338)**. They attack.
- 12 The heroes approach a large nest that sits about the size of a small house. Many bones and rotted carcass lay about, half eaten. An egg sits in the middle of the nest, with no mother to be seen. A successful **DC 15 Intelligence (Nature) check** will deduce that this is a **Tyrannosaurus Rex's (MM, pg. 80)** nest. The mother, presently absent, is not known to venture far, and may return at any moment.

7. HOT SPRINGS

In the mile radius surrounding Biru Volcano, there are three hot springs and three geysers that bubble and burst forth from the terrain.

The water within the hot springs is a vivid teal and very warm. All of the hot springs contain healing properties: the water has the effect of *lesser restoration* and restores **1 point of health** per 20 minutes spent in the springs, to a **max of 3 hps total**.

Around the hot springs and geysers, characters may encounter **three steam mephits**.

8. DEADLANDS

Because of the sulfurous atmosphere of the hot springs and the volcano itself, much of the land between the hot springs is sparsely vegetated and rocky. Seluians refer to this area as the “deadlands”, as it is one of few areas of eastern Selu that isn’t densely populated with trees. The deadlands are visually striking: cutting through the brown and tan rock are dried, jet-black veins of magma that once flowed from the volcano. In this area, characters may encounter **three magma mephits**.

9. OASIS & WATERFALL

On the outskirts of the deadlands, the characters may stumble upon a glorious oasis, overflowing with life and water and color, a stark change from the deadlands from which they have just emerged. Clusters of bright butterflies perch on moss-covered trees. A tall waterfall cascades from one of the Dead-End Mountain’s smaller peaks. The waterfall pools below in a pond, which is about 30 feet deep and filled with rainbowfish. A small herd of **diplodocus** graze peacefully on the far bank and drink deep from the refreshing oasis water.

The Cave. Behind the base of the waterfall is a small cave. Within the cave, characters can discover an ancient-looking stone altar and a roughly-hewn stone chest. The walls of the cave are covered in indigo fungi and *cookeina speciosa mushrooms* (red-capped mushrooms with spindly white bases). These are not poisonous but offer no nutritional value either.

The Chest. In the chest is an assortment of white dragon wyrmling bones, identifiable with the following successful **Intelligence (Nature) checks**.

- **DC 15 or more:** reveals that they are dragon in origin.
- **DC 17 or more:** confirms that they belong to a wyrmling dragon.
- **DC 20 or more:** reveals that the bones belonged specifically to a white dragon.

There is no context for why these bones are here, but you are encouraged to add content to allow for future adventure possibilities not covered within this module.

10. PAKU OUTPOST

Once the characters approach the Paku Outpost, read or paraphrase the following:

The Paku Outpost was once an impressive tower, comprised of heavy blocks of stone built into geometric patterns. Now, it has fallen to neglect; the stonework is cracked, covered in moss and laden with heavy vines. The trunk of a mahogany tree has begun to engulf the structure, lassoing its roots around the base.

The wood that once comprised the lookout, which juts out from the stone tower, is bloated and rotting. Although the top deck has collapsed, the bottom structure—four wooden posts and some remaining planks—is mostly intact.

There is evidence someone has been here. Cloth has been strung from a remaining pole of the outpost to nearby trees, forming a triangular tented area.

Something rustles among the trees near the tent; you hear an odd, beastly snort, followed by a **“Shhh!”**

Note: The following assumes the PCs have met **Raven** previously in **Struggle in Three Horn Valley**. If this is not the case, some introductions may be required.

If the characters follow the sound, they round the corner of the outpost to find a blonde, half-elven ranger: **Raven**, whom the characters may have encountered in *Struggle in Three Horn Valley*. Raven is joined by another person — a lavender-skinned tiefling named **Daina**. Daina's horns resemble that of a rhinoceros; there are three horns in the center of her forehead, the lowest one merging with her nose. Daina is a dinosaur trainer and a druid who is part of the Paku Tribe. Because of the general tribal attitudes toward magic, Daina is more comfortable living by herself in the jungle but has formed a kinship with the dinosaurs who inhabit Selu. In turn, Selu's ecosystem has infused Daina with druidic arcana. Knowing of Gold-Tusk's plans, she and Raven have amassed and begun to train a small crew of herbivore dinosaurs, though to only minimal success thus far.

Read or paraphrase the following:

You come across an interesting sight. Behind the outpost is a large clearing that once served as camping space for traveling Paku. Now, the space is filled with eight formidable creatures, all of which appear to be dinosaurs.

A blonde elven woman smiles and winks at you; the woman beside her is busy, struggling a little, pulling on the reins of a medium-sized dinosaur, who is reacting to the presence of strangers. The dinosaur acquiesces to the woman's commands and calms, although it continues to regard you warily.

A successful **DC 14 Intelligence (Nature) check** confirms that the dinosaur is a **hadrosaurus**; failure results in the character not knowing what kind of dinosaur it is. A **DC 10 passive Perception or higher** draws attention to the dinosaurs' strange feet, all of which are covered in strange stone-like scales. Raven greets the characters and introduces Daina. (If the characters did not play *Struggle in Three Horn Valley*, Raven introduces herself as well.) Daina asks the characters if they have spoken with Abeni and if they have any updates that Daina can pass along to the Paku elders, which will likely prompt the characters to share their experiences at the United Tribes Camp.

The Narup Jewel. If the characters mention the Narup Jewel, Daina asks if they can use it to help influence the training of the dinosaurs to convince them to assist in the mission into Biru Volcano. If none of the characters have proficiency in both the Arcana and Nature skills, then Daina does and asks to use the jewel.

If the characters do not mention the jewel, Daina simply asks them if they came by it in their espionage mission.

If the characters did not find the Narup Jewel, then Daina has acquired it ahead of time and is already utilizing it to influence her friendship with the dinosaurs.

If the jewel is not used on the dinosaurs, they won't allow any of the characters to mount and ride them and cannot be used in the mission into Biru Volcano. Daina heavily insists that the characters use the jewel in this case.

MAP TO THE HEART OF THE VOLCANO

If the characters have Gold-Tusk's map, Daina and Raven provide help to solve the clues written on it if the PCs are having a hard time deciphering them. The following can be discerned:

- The location of the entrance into Biru Volcano that the characters should already know from the map given to them by Abeni in Paku village.
- That there is a deadly hot lava river that blocks the way through the volcano tunnels to the Ubtanaar Heart.
- To cross the river of lava, dinosaurs can carry the characters safely to their destination, as the dinosaurs can walk on the lava with little trouble. They have evolved in and around the volcano. Once the dinosaurs reach adulthood, stone-like scales form on their feet and legs.

DAINA'S STORY

Daina is aware that her tiefling heritage and appearance is unconventional. If asked about it, she says there are a few tieflings in each of the island's tribes, and that they are native to the



Map 3.2: East Selu

island; she and the other tieflings believe their odd origins may be related to the strange arcane energies of Biru Volcano.

Although Daina's relationship with the Paku Tribe is not the friendliest, Daina cares about the island and its people. Daina has a **macaw** companion named Miko who aids her in scouting; the colorful bird flies above the characters, keeping watch.

Read or paraphrase the following:

"While scouting, Miko saw Gold-Tusk's dinosaurs," says Daina. "It was smart to train them, for the dinosaurs can quickly traverse Selu, and their rough hides and stone-laden feet can withstand the heat of the rock and tolerate wading through the lava for short bursts inside Biru Volcano. If you stand any chance against Gold-Tusk and his crew, you'll need your own mounts."

She straps a tightly-woven bamboo saddle onto the complacent hadrosaurus that begins to struggle.

"Raven and I have been trying to train these creatures in the event that we needed more help but have had limited success. The jewel's magic will help us in taming these amazing beasts," she says. "All of these dinosaurs are herbivores and should not be hostile toward you. If you treat these creatures with respect, they will be good to you."

If the heroes have The Narup Jewel. At this point, Daina urges the characters to attempt to use the Narup Jewel on each of the dinosaurs before the characters mount them.

If the heroes Do Not have the Narup Jewel. If the characters don't have the Nature and Arcana skills to be able to use the jewel, Daina uses it.

THE DINOSAUR MOUNTS

The dinosaurs listed below are available as mounts for the characters. Being hostile or harmful toward the dinosaurs angers Daina. Although the dinosaurs are herbivores, they are still powerful beasts.

Mounting Dinosaurs. Any dinosaur that has been charmed can be mounted with a successful **DC 10 Wisdom (Animal Handling) check**. On failure, or in the case where the dinosaur has not been charmed by the jewel, the mount bucks and thrashes about dislodging any character attempting to mount it. That character is thrown from the dinosaur's back and must succeed on a **DC 18 Dexterity saving throw**; failure results in the hero taking 2 (1d4) bludgeoning damage as they hit the craggy ground. Spells such as *Speak with Animals* or *Calm Emotions* are useful and those who fail initial checks should be given opportunities to try again. When spells are successfully cast, the **Wisdom (Animal Handling) check is reduced to DC 5**.

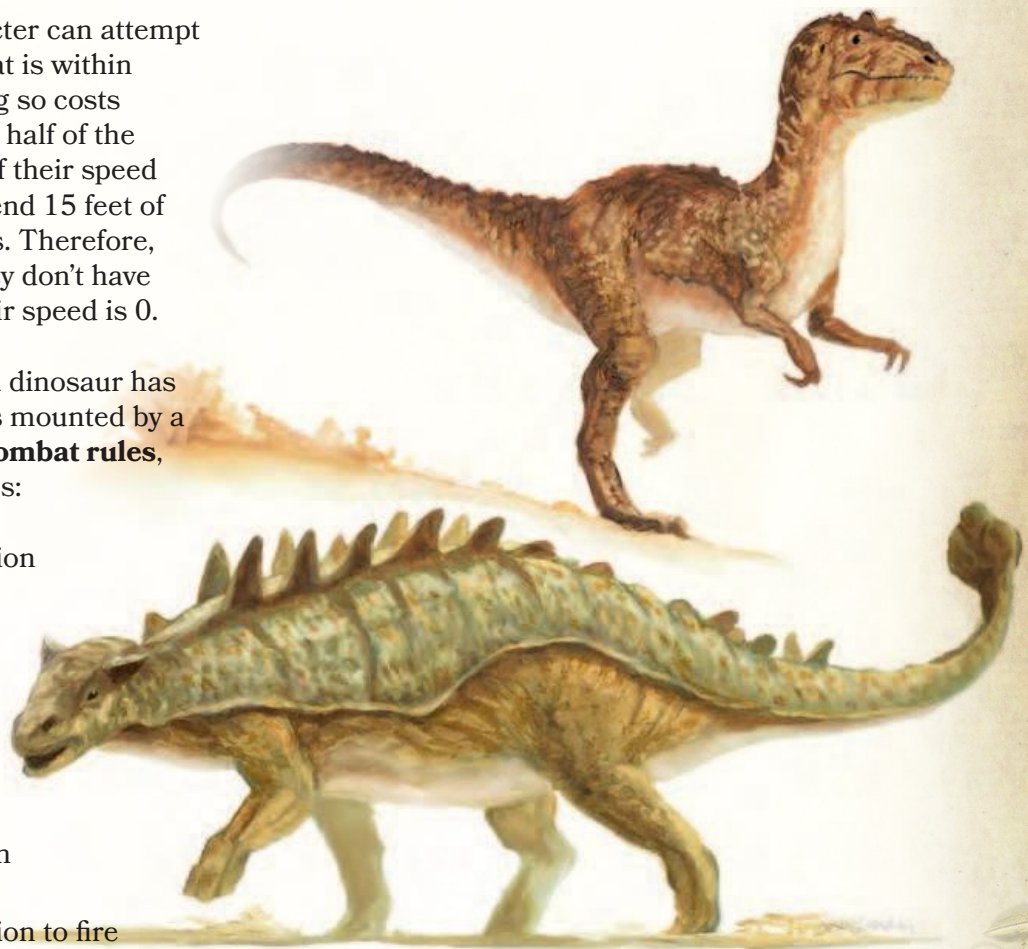
Once during their move, a character can attempt to mount a charmed dinosaur that is within 5 feet of them or dismount. Doing so costs an amount of movement equal to half of the character's speed. For example, if their speed is 30 feet, the character must spend 15 feet of movement to mount a triceratops. Therefore, the character can't mount it if they don't have 15 feet of movement left or if their speed is 0.

Dinosaur Mounted Combat. If a dinosaur has been charmed by the jewel and is mounted by a character, follow the **Mounted Combat rules**, with the following additional rules:

- The character can use an action to command their dinosaur mount to use its action on the character's initiative. This includes any attack, movement, and ability actions.
- The mounted character gains the mount's speed when riding their dinosaur.
- The character can use an action to fire any mounted weapons such as ballista and mounted dino-lances.

• *The dinosaur mounts serve four purposes:*

1. Allowing the characters to meaningfully interact with the creatures local to Selu.
2. Allowing the characters to travel twice as fast across the landscape of Selu.
3. Allowing the characters to engage in dino-combat with the equally armed pirate dino-riders.
4. Allowing the characters to safely traverse the interior of Biru Volcano. The dinosaurs of Selu were all born in proximity to Biru Volcano; their hides provide immunity to fire damage. Fissures of magma penetrate much of the walkable area within the tunnels of Biru Volcano, and riding the dinosaurs makes this journey much less treacherous as the Seluian breeds of these creatures are able to safely walk on magma.



ARMING THE DINOSAUR MOUNTS

The characters may choose to arm their new dinosaur mounts in defense against Gold-Tusk. Each dinosaur mount is annotated with the weapon they can bear. Characters may opt out of arming the dinosaurs or can downgrade the

weaponry (for example, ballista can be traded for spears).

Dino-lance. *Melee Weapon Attack:* +(dino's STR modifier) to hit, reach 10 ft., one target. *Hit:* 10 (3d6) + (dino's strength modifier) piercing damage.

DINO-MOUNTS

| <i>Dinosaur</i> | <i>Availability</i> | <i>Mounting Information</i> |
|-----------------|---------------------|---|
| Hadrosaurus | 2 | <ul style="list-style-type: none">The hadrosaurus can host one small or medium rider.The giant hadrosaurus can hold a quiver of three spears, or a dino-lance strapped to the hadrosaurus' armor, that can be used by the rider. It takes a full action for the rider to use the dino-lance. |
| Ankylosaurus | 2 | <ul style="list-style-type: none">The ankylosaurus can host one large rider, two medium riders or three small riders.The ankylosaurus can bear a large ballista equipped with 5 bolts, or a dino-lance strapped to the ankylosaurus' armor. It takes a full action for the rider to use the ballista/dino-lance. |
| Triceratops | 2 | <ul style="list-style-type: none">The triceratops can host one large rider, two medium riders or three small riders.The triceratops can bear a large ballista equipped with 5 bolts and built into the dino-armor back saddle. It takes a full action for the rider to use the ballista. |
| Stegosaurus | 2 | <ul style="list-style-type: none">The stegosaurus can host two small or medium riders.The stegosaurus can bear a large ballista equipped with 5 bolts and built into the dino-armor side saddle. It takes a full action for a rider to use a ballista. |



RALLYING THE EASTERN TRIBES

Depending on character strategy toward fighting Gold-Tusk, Daina proposes an option: rallying the tribes to side with the Paku and find a place to wait out the danger, in the event that Gold-Tusk sets off Biru Volcano's eruption. If the characters want to do this, Daina and Raven offer to travel to each of the tribal lands and serve as emissaries of the characters. The characters need to come up with a case that Daina and Raven can present to the tribal elders that will convince them that Gold-Tusk should not be trusted and to seek out safety. You can reward creativity as you see fit.

Note that this takes place in parallel with the characters' journey: Daina and Raven conduct this mission on their own while the characters travel to Biru Volcano to face Gold-Tusk.

DEVELOPMENT

If the characters proceed with the dinosaur mounts. They will travel faster, and you may choose to no longer use the rules for Exhaustion.

If the characters caused a scene in the United Tribes Camp. You can create some urgency and speed up Gold-Tusk's arrival in the mountain. You may choose to read or paraphrase the following:

You feel a trembling underfoot: something, or someone, has angered Biru Volcano, the Mountain of Blue Fire.

Daina listens intently for a moment, then looks at you, alarmed.

"Hear the distant rumbling of Gold-Tusk's herd," she says. **"You must hurry through the mountain before he can set off the eruption."**

If the characters obtained the map without fighting. Daina urges them to continue with haste to the volcano, but Gold-Tusk will not yet be there.

If the characters choose not to alert the eastern tribes. Raven and Daina can accompany the party as allies. They each ride a dinosaur mount; you can choose which ones based on which dinos are still available.

11. BIRU VOLCANO ENTRANCE

This wide cave opening is the entrance to the inner-tunnels of Biru Volcano. Hidden beneath thick natural jungle growth, a successful **DC 17 Wisdom (Perception) check** notices it. This check can be made with **advantage** if a creature has prior knowledge of the cave's general location.

Once found, and only after moving the jungle roughage away, the entrance can be seen to emanate a soft blue glow from within, barely visible by day, and dim by night.

Once the heroes enter the cave, continue to **Chapter 4 - The Mountain of Blue Fire.**

12. UNDERWATER RUINS

The Dalam river spills into a deep trench, which contains the ruins of an underwater temple. The ruins provide an entry point for the tunnels beneath the island. The temple is occupied by the last members of a local tribe of **merfolk**.

The merfolk possess two unique weapons — a spear and a sword — made of the volcano's ore; the weapons remain a bright, vivid blue because the magma seeped into the sea and never lost its color. The merfolk are willing to give these weapons to the characters if they use them to defeat Gold-Tusk, whose fleet is contaminating the waters around Selu.

GETTING TO THE RUINS

There are two ways to enter the ruins: swimming 50 feet underwater or entering via the cave, 100 feet off the shoreline.

Diving Underwater. For obvious reasons, this route is easy when the characters have the *potion of water breathing* found in Gold-Tusk's treasure chest. (Many characters may have other abilities/features that let them do this, too.) Once the characters swim down about 50 feet, a merfolk appears.

Read or paraphrase the following:

The ocean is murky, and everything before you is blurred by the moving layers of water beneath the surface. As you proceed through the depths, the water pushes back, but you break through the tension. The further down you swim, the colder and darker it gets.

The ruins of a stone temple come into view. Bright anemone and lichen cluster on the points of the arches, doorways that once led into other chambers, now open and leading only into the deep void of the sea.

Something moves among the remaining scaffolds of the ruins. It's a jarring sight, this creature that approaches with such speed and ease and grace. You tense, anxiously awaiting whatever approaches... and a merfolk comes into view, wearing a crown of shells and coral.

The Cave off the Coast. In the event that they have not taken the potion, there is an above-ground entrance to the ruins. 100 feet off the shoreline is a small structure of rock, which contains a natural cave. The characters can swim out to the cave. Once inside, there is a break in the rock's floor which looks down into the ocean. A successful **DC 16 Wisdom (Perception) check** reveals a structure below the water; a failure means that the characters cannot see the structure in the depths below. If the surface of the water is touched or disturbed, this triggers a **merfolk** to appear, peeking her head above the water.

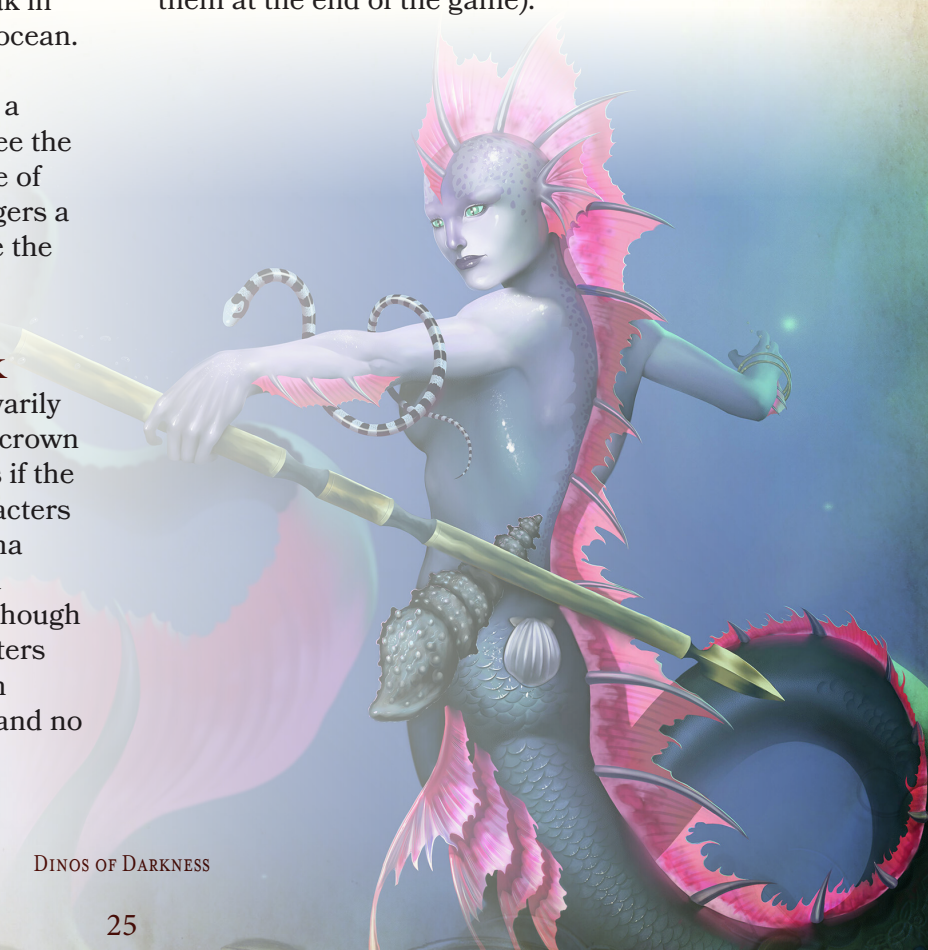
ENCOUNTER WITH THE MERFOLK

The female merfolk, Jiana, emerges first, warily approaching the characters. Jiana wears a crown made of colorful shells and coral. She asks if the characters are with the pirates. If the characters deny their involvement with Gold-Tusk, Jiana beckons to another merfolk, a male named Shura who appears younger than Jiana, although their ages are difficult to tell. (If the characters make no effort to distance themselves from Gold-Tusk and his plan, Jiana swims away and no longer interacts with them.)

Shura and Jiana are the last of an ancient tribe of merfolk called the Waveweavers. Over the years, pirates and travelers who have explored Selu have contaminated the waters near the coast. Gold-Tusk has been the most destructive, polluting the area by dumping oil and trash into the sea.

Merfolk Weapons. Each merfolk possesses a strange weapon — Shura holds a spear, and Jiana holds a short sword. The weapons are sharp, and their cobalt color gleams in the soft light of the water. The weapons were forged from the cooled magma from Biru Volcano that seeped into the Waveweaver's temple. Jiana offers the characters these weapons if the characters convince the merfolk that they are planning to overthrow Gold-Tusk. To convince Jiana, the PCs must succeed on a **DC 14 Charisma (Persuasion) check**; if they fail or do not attempt it, Jiana does not make the offer.

Each weapon uses their standard damage though also adds **+1 to attack** and an additional **3 (1d6) fire damage (see Appendix B: Magic Items)**. If Gold-Tusk is successfully defeated, Jiana tells the characters that they may keep the weapons as thanks from the Waveweavers (unlikely, but the characters may choose to return them at the end of the game).



CHAPTER 4: THE MOUNTAIN OF BLUE FIRE

The cave entrance to Biru Volcano is three miles away from Paku Outpost, which takes mere minutes to traverse via dino and a bit longer if the characters are on foot. The air is thick with the scent of sulfur. If the characters arrive at night, the entrance to the volcano flickers with dim blue light like a candle.

LEVEL 1: ENTRANCE TUNNEL

When the characters enter the cave, read or paraphrase the following:

Once inside, the natural light continues for about 200 feet. After that, the tunnel darkens, but spots of bright blue light bloom on the volcano's walls, helping to light your way. The tunnel within the mountain twists and curves like a spiral, angling upward.

A successful **DC 14 Intelligence (Nature) check** reveals that the walls are covered in bioluminescent glow worms. (A failure means that the characters can't identify what is causing the light.) The glow worms allow characters without darkvision to continue to see in this dark space. Although the visibility is improved, it is still dim.

Warm Volcanic Surfaces. The characters can safely walk on this part of the path, for the ground is made of rock and dried magma that has clotted in the walls. Touching the dried magma reveals a warmth, hinting at the live magma that pulses several layers behind it.

Glimpses of Magmin. With a **passive Perception of 14 or higher** (or **DC 14 Wisdom (Perception) check**), characters may catch a glimpse of five blue **magmin** on their trek towards the cavern area. These small elemental creatures are not hostile to the characters and prefer to remain unseen but will attack if provoked. (See the magmin's stats on MM, pg. 212).

Before long, the tunnel becomes volatile, just before it opens into a series of caverns. The following section describes the cavern areas of the volcano. Consult **Map 4.1: The Belly of Biru**.

LEVEL 2: THE BELLY OF BIRU

As the heroes travel the final part of the entrance tunnel, just before they enter the Belly of Biru, the ground becomes fissured with molten lava as it trickles through cracks in the walls. Read or paraphrase the following:

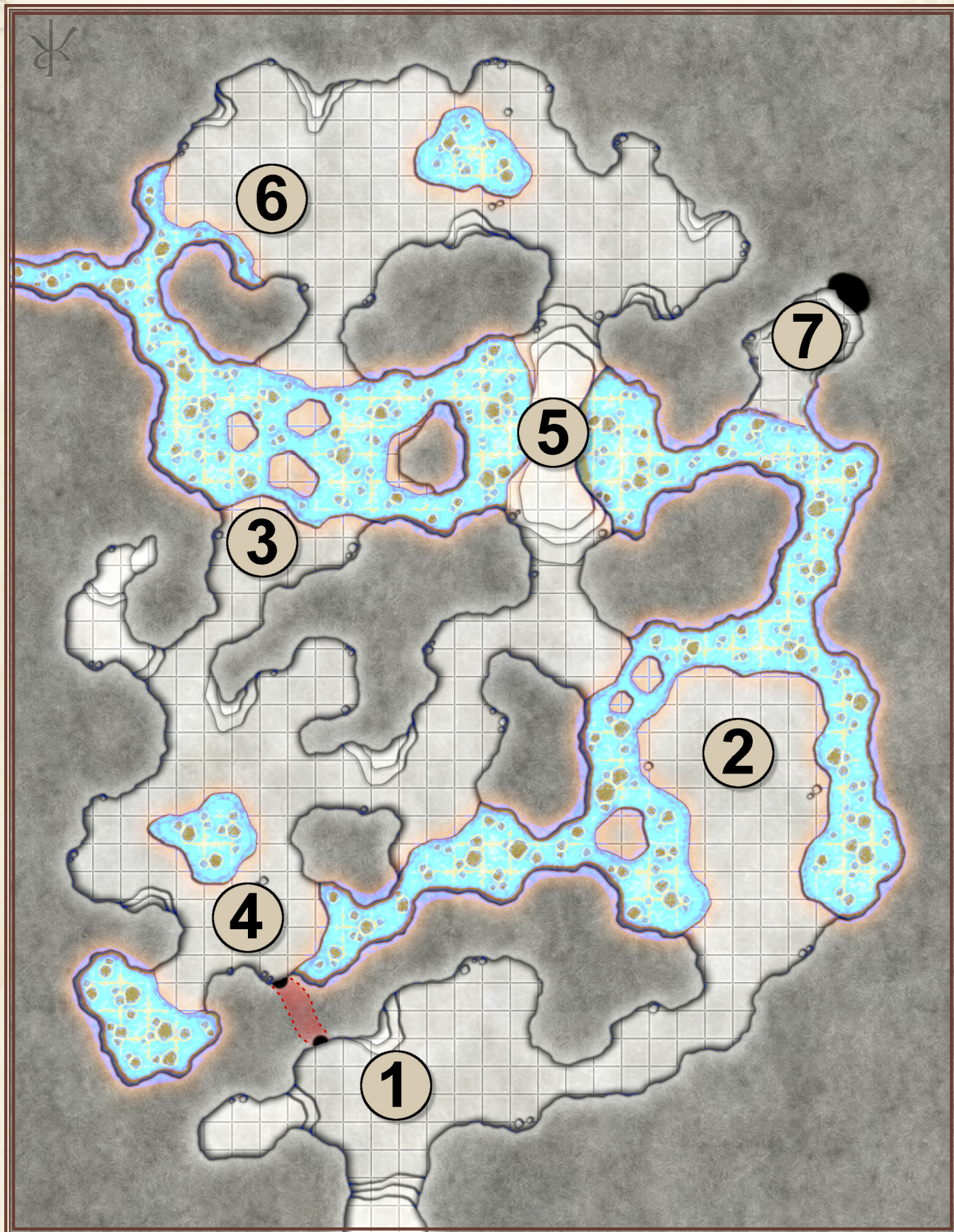
As you round the corner, heading deeper into the volcano, rivers of bubbling, pulsing lava hiss and push through the black rock underfoot. The lava is bright blue with a slightly metallic sheen. Several stirges fly frantically through this area, seeking a way out, having unwittingly traveled too far into the mountain. One hovers too close to the black rock. A bubble of magma suddenly bursts, and the stirge is engulfed in lava. Its body sizzles as its life is immediately extinguished.

Heat can be felt radiating heavily from the cavern floor.

NAVIGATING IN LEVEL 2

The amount of information the characters have influences their ability and time taken to traverse through the volcano. The volcano is relatively easy to navigate inside, but that doesn't mean it's an easy trek: the environmental challenges and inhabitants add plenty of treachery. To add to this, use the following navigational skill challenge rules:

- **No Gold-Tusk's map.** If the characters did not obtain Gold-Tusk's map, they will need to make occasional Survival checks. The characters must succeed on a **DC 15 Wisdom (Survival) check** at the start of **Level 2: The Belly of Biru**. A successful check confirms the direction (north-east) that they need to travel to find the entrance to the final chamber — naritively; they can



Map 4.1: The Belly of Biru

tell by the formation of the interior walls that the ore is likely found toward the peak of the volcano and it's main source of lava, flowing from the east. A failed check gives the party the wrong direction, choose a general direction to tell the players that is not the correct one.

After two (2) encounters, the PCs must succeed on another **DC 15 Wisdom (Survival) check**, on a second failed attempt the heroes feel the entire volcano rumble as a bright blue glow begins to emanate from the eastern side of the cavern system, this automatically shows the way to the next level up, and leads the party to the final chamber. At this stage, Gold-Tusk has already crossed the lake of lava and is preparing to take the Ubtaraan Heart.

- **Yes Gold-Tusk's Map.** If the characters possess the completed map, they must succeed on a **DC 15 Wisdom (Survival) checks** with **advantage**.

GENERAL FEATURES

Ceilings. The ceilings in this cavernous area are generally 20 feet high unless otherwise stated within an encounter.

Dinosaur Fire Immunity. The dinosaurs of Selu were all born in proximity to Biru Volcano; their hides all provide them with **immunity to fire damage**. Fissures of magma penetrate much of the walkable area within the tunnels of Biru Volcano, and riding the dinosaurs makes this journey much less treacherous. Seluian breeds of these creatures are able to safely walk on and through the lava.

Walking Without Dinosaurs. Those attempting to walk on the ground (not mounted on dinosaurs) must succeed on periodic **DC 16 Dexterity saving throws** (frequency at DM's discretion). On a failed save, a character takes 33 (6d10) points of fire damage as a bubble of lava suddenly erupts from the cavern floor and bursts over them.

Pools of Lava. The caverns within the Belly of Biru are littered with 4-foot deep pools of searing hot blue lava. For every round that a creature is

either touching, wading through, or submerged in the lava, they take the following respective damage:

- **Touching** the lava inflicts 33 (6d10) fire damage per round of contact.
- **Wading** through the pools of lava results in 55 (10d10) fire damage per round of contact.
- **Submerged** in lava results in 99 (18d10) fire damage per round of contact.

Giant Fire Beetles. Large beetles, the size of small dogs, scurry around the second layer of the volcano, emitting additional light into the darkness. The beetles are not hostile and would prefer to not encounter the characters.

1. INTO THE BELLY OF BIRU

As the heroes enter into the cavernous area, read or paraphrase the following:

The tunnel opens into a cavern, a small tunnel leads through the western wall, another cavern can be seen 10 feet beyond. To the east, the cavern continues around a bend, blue pulsating glows reflecting off the cavern walls giving clue to the lava awaiting.

The small northern tunnel leads from this area through to Area 4. It is only wide enough for a medium or smaller creature to fit through.

Dead Adventurer. If any of the heroes takes a closer look through the small tunnel, they can see the remains of a long dead adventurer on the other side (Area 4), and their remaining equipment; a small pouch, a deteriorated wooden buckler, and a shortsword in pristine condition. A successful **DC 15 Wisdom (Perception) check** from this distance notices that the bones seem to have bluish scorch marks over them.

2. STIRGE BAY

As the characters enter this area for the first time, 14 stirges attack the party, dropping from their ceiling hiding spots.

CREATURES

14 x **Stirges**

TACTICS

A **passive Wisdom (Perception) of 15 or higher** notices the stirges hiding in the craggy ceiling nooks before they attack. Otherwise, any hero caught unaware of the stirge's presence is considered **surprised** for the first round of combat.

3. A MEETING OF MAGMA MEPHITS

As the heroes enter this area, hovering just over the river of blue lava are 8 **magma mephits**. They mind their own business until a hero comes within 20 feet of one of them.

CREATURES

8 x **Magma Mephits**

TACTICS

A hero may attempt to pass by the magma mephits unnoticed, with a **contested Dexterity (Stealth) check versus the mephit's passive Wisdom (Perception)**.

4. LAIR OF BLUEA

Bluea is a bright blue **fire elemental** and he has been using this area of Biru Volcano as a lair. He has been undisturbed for nearly 10 years.

Dead Adventurer. The remains of a long dead adventurer lay in front of a small southern tunnel opening that leads to Area 1. The adventurer was the last mortal to cross paths with Bluea and perish nearly a decade ago. Beside the pile of bluish seared bones is a small dried pouch, a deteriorated wooden buckler, and a shortsword in pristine condition. A successful **DC 13 Intelligence (Nature) check** determines that the bones once belonged to an elf.

TACTICS

Recent activities in, and around Biru Volcano have awoken Bluea from a decade old slumber, and he now patrols the immediate area for any sign of intruders, attempting to kill them on sight.

CREATURES

1 x **Fire Elemental**

TREASURE

The heroes can find a small dried pouch of gold coins (20 gp), and a magical **+2 shortsword**.

5. BATTLE AT THE BLUE BRIDGE

As the heroes come within sight of the bridge, read or paraphrase the following:

As you come into sight of a naturally formed, hardened and cooled blue magma bridge over the river of bright blue flowing lava, you notice movement from the cavern on the other side.

Immediately an orcish pirate astride a deinonychus comes into view and points at you with his mace screaming, "**yarrrr it's scurvey land lubbers! Attack!**"

Three more pirates come into view atop deinonychuses and charge to action.

These pirates are members of Captain Gold-Tusk's crew, who were sent into the volcano as scouts and got lost within the caverns.

CREATURES

4 x **Orc Pirates (thugs)**

4 x **Deinonychus**

TACTICS

The dino-riding orc pirates (**thugs**) can use their turns to either attack with their deinonychus, or their own normal melee mace attack.

The pirates steer their deinonychuses to move through the river of lava to gain enough space to utilize the deinonychus' pounce ability.



6. A GIANT SKULL

The heroes discover a giant humanoid skull with a large gold tribal ring (18,750 gp) looped around its jawbone.

A successful **DC 10 Intelligence (Nature) check** discerns that this is a giant's skull, a successful **roll of 15 or higher** further discerns that it is specifically a fire giant's skull.

Gold Tribal Ring. The ring weighs a lot (370 lb) and would need either a huge sized dinosaur or two (or more) characters with a **combined Strength Ability Score of 25** or more to carry it out of the volcano.

7. CAVED-IN TUNNEL

This is the tunnel leading into the third layer of Biru Volcano. It has been caved-in by the ancient guardians of the **Ubtanaar Heart ore** found beyond.

Rubble fills the open space, leaving only a small 2-foot-tall gap at the top between the pile and the tunnel ceiling. Read or paraphrase the following:

As you begin to ascend to the next layer of the volcano, you see that the tunnel before you is caved in. A pile of rock rubble blocking your path forward.

TACTICS

There are several ways they can handle this impediment. The rubble is not sentient but has an **"AC" of 5** and **20 "hit points."** Depending on what the characters choose to do, you can use this as a metric to gauge their progress:

- **Blasting through the rubble via ballista.** The mounted ballista on the dinosaurs can be used to blow a path through. At least three ballista should be used at once for this to work. Be sure to have players note that their characters have expended ammunition on the task.
- **Blasting through the rubble via magic.** Only arcana that causes force damage works for this.
- **Blasting through the rubble via dino.** The characters may choose to use the dinos to forge a path. Use the dinosaur's Strength score. A successful **DC 16 Strength check** works to push aside the rubble; on a fail, the rubble doesn't budge. It takes three successful Strength checks to move the rubble.

If the characters come up with another plan, you can reward creativity as you see fit.

Lava Release. Once the path has been cleared, a stream of lava trickles forth. If the characters are riding the dinosaurs, they will not be affected by the lava stream. Any characters not mounted on dinosaurs must succeed on a **DC 12 Dexterity saving throw** to ensure that they can dodge aside. On a failed save, the character takes 3 (1d6) fire damage and is able to escape without further harm.

LEVEL 3: HEART OF THE MOUNTAIN

As soon as the heroes enter this area, read or paraphrase the following:

You step onto a wide precipice that stretches over a cauldron of bright blue lava. Above you is the open sky, a canopy of stars dotting a deep blue blanket. However, the light emitted by the lava makes the stars just faint pinpricks. The lava boils and hisses; this area is stiflingly hot and humid, and the lava steam stings your eyes.

Directly across from you is the ore. A huge core of brightly glowing ore, about 10 feet in diameter, is lodged in the center of the volcano wall. Arterial fissures of the ore spread out from the center, spanning the length of the wall. The core pulses with light and arcane energies.

Gold-Tusk and his pirate crewmen await you astride dinosaur mounts.

This section is where the magically-potent ore is located. The characters move from level 2 to level 3, emerging into a huge open area within the volcano and onto a large precipice, the edge of which hovers over a pool of bright blue lava.

Lighting. The light that the lava emits is bright, and characters should have full visibility. This part of the volcano is open to the elements; this is the top of the mountain. The opening is quite wide.

Obtaining the Ore. To get to the ore requires somehow crossing the 20-foot gap between the precipice and a crumbling ledge in front of the ore. See **Map 4.2: Heart of the Mountain**.

CRAFTED MAGICAL PROPERTIES

| Item | Effect |
|------------------|--|
| Weapons | Additional 1d6 fire damage |
| Armor/shield | Fire damage resistance |
| Ring/amulet/item | Resistance to cold damage and immunity to cold affected speed deductions |

Note: When/If the ore is mined, the volcano prepares to erupt (see **Eruption! Escape from Biru Volcano**). If this occurs before the battle with Gold-Tusk, you can move the battle to the coast, or you can have Gold-Tusk consumed in the eruption. Gold-Tusk's motivation is now to steal whatever ore the characters have mined.

Characters will not have a chance to craft until after the adventure is over, so this is just provided here in case the characters choose to mine some of the valuable ore.

MINING THE UBTANAAR HEART ORE

Properties of the Ubtanaar Heart ore

The ore can be mined with a standard pick-axe. Due to the ore being comprised primarily of magma (the metal is pliable and softer than other metals when it is first mined), when crafted and solidified in a forge, it becomes as strong as adamantine (see Crafted Magical Properties table).

Crafting with the Ubtanaar Heart ore

There are few official rules and metrics on mining/crafting with ore in 5th Edition. You may choose to follow your own homebrew rules about this. To make it easy, consider equating a one-pound chunk of the ore to half an ingot; four to six ingots (twelve pounds of ore smelted down) creates a simple weapon (depending on size). All weapons crafted with the ore have a blue flame giving off bright light in a 30-foot radius and dim light for an additional 30 feet, and a +1 attack bonus. They also have a magical effect depending on the type of item crafted, consult the following table to determine the magical properties.



Map 4.2: Heart of the Mountain

BATTLE IN BIRU VOLCANO

Once the characters reach level 3, the fight against Gold-Tusk is imminent. The battle in Biru Volcano should be challenging for the characters and their opponents. Below are two ways this scenario can play out:

1. *If the characters engaged in combat at the United Tribes Camp.*

Captain Gold-Tusk and a group of pirates on mounts will already be in the volcano's main chamber. Gold-Tusk, accompanied by his pet deinonychus, is mere moments away from striking the ore with a large pick-axe.

The pirates have built a crude wooden platform connecting the precipice and the ledge, but it is precarious, and can only hold up to two medium-sized people and two large dinosaurs at a time. Any more than that will cause the platform to crack; any additional weight added causes it to collapse entirely, and anyone still remaining on it plummets into the lava.

Any attempt to prevent Gold-Tusk from proceeding with his plan is treated with hostility. (Continue to **Facilitating the Fight**.)

2. *If the characters left the United Tribes Camp without getting caught.*

The characters will reach the volcano's main chamber before Gold-Tusk. However, he will not be far behind. They will have enough time to explore this layer of the volcano before he gets there. A **passive Perception of 12 or higher** alerts characters to the sound of a small stampede heading toward the main chamber of the volcano.

Allow the players a moment to quickly strategize; since they arrived first, they have the advantage for the first attack, and Gold-Tusk and his minions will be surprised during the first round.

FACILITATING THE FIGHT

Because there are a lot of people in the mix, you can run the battle in either of the following ways to make it easier to facilitate:

- **In Waves.** If you want the characters to face all of the enemies, you can have them fight them in waves. Pit them first against the five pirates; then, they can fight one or more of the dinosaurs; and finally, Gold-Tusk himself enters the fight.
- **One Battle.** Fighting Gold-Tusk, two pirates, a deinonychus, and an allosaurus.

SITUATION

The characters enter on the western precipice. Depending on how they arrive, Gold-Tusk's situation is one of the following:

- If the characters made it here with successful survival checks in Level 2, Gold-Tusk is preparing to cross the lava lake, but has not yet had enough time to erect the bridge and extend it across the gap. The pirates and their dinos are still on the western precipice. They attack immediately.
- Due to a second failed Survival check in level 2, Gold-Tusk had time to get the platform across to the ledge near the ore. He now prepares to send minions across the platform and pry the ore from its age-old home.

Read or paraphrase the following as the first pirate attempts to cross and combat starts:

As the pirates attack, you catch a glimpse of one pirate making his way to the other side. The pirate is donning an eye-patch and sitting astride a deinonychus, which he urges slowly forward. The dinosaur seems eager to disembark the precarious platform and crosses slowly.

Pirating the Ore. Once the fight begins, pirates continue to try to get to the ore and mine it, using the combat as a distraction. Every round, one of the pirates attempts to cross the bridge mounted on their dinosaur if another isn't already attempting it. If the pirates reach the other side, they pry enough of the ore away to trigger the eruption after 2 rounds of mining. Due to the dinosaur's unease with the situation, they move at a maximum of 10 feet per round.



CREATURES

1 x **Captain Gold-Tusk** riding a **T-Rex** armed and armored*.

5 x **Orc Pirates (thugs)** riding the following dinos.

- 3 x **Deinonychus** armed and armored*.
- 2 x **Allosaurus** armed and armored*.

***Note:** If the characters destroyed the armory at the United Tribes Camp, the pirate's dinos will not be armored and armed.

TACTICS

Gold-Tusk fights dirty. If a character goes unconscious, he will continue attacking them until they are truly dead.

If Gold-Tusk's minions are defeated and he senses the fight is futile, he surrenders and petitions a parlay. The characters may choose what to do with him from here.

Pirate Dino-Rider Turn Options. The dino-riding Gold-Tusk and his orc pirates (**thugs**) can use their turns to do only one of the two

following options:

1. Attack normally with their own action and ability options.
- or
2. Command their dinosaur to attack using the dino's action and ability options.

Whilst mounted, the dino-rider pirates use the dinosaur's movement speed.

DEVELOPMENT

If Gold-Tusk is defeated before the ore is touched, the characters can exit the volcano. The same checks that pertained to their journey to layer 3 also apply on the journey out.

The characters can meet up with Raven and Daina near the coast, and you can proceed to the Epilogue.

If Gold-Tusk, his minions, or any of the characters disturb the ore, proceed to **Chapter 5: Eruption! Escape from Biru Volcano.**

CHAPTER 5: ERUPTION! ESCAPE FROM BIRU VOLCANO

If the volcano ore is disturbed, Biru Volcano prepares for an eruption. The characters then need to quickly find a way out or succumb to the volcano's wrath. To create tension and encourage quick thinking and role-playing, it's recommended to make this a timed challenge. Here is how to facilitate this part of the story.

The boxed text below assumes that the characters are mounted on dinosaurs, if this is not the case you may need to adjust the read aloud text to fit.

The eruption occurs in three stages:

STAGE 1:

Read or paraphrase the following:

You feel the ground rumble beneath your feet, and it quickly escalates from a tremble to a quake. Sharp shards of black rock chip away from the volcano walls and fall around you. The cauldron of lava below you begins to rise, huge bubbles bursting, and flecks of lava steam and sizzle in the air. The dinosaurs begin to panic, huffing, and whining, stampeding toward the opening in the wall where you entered this level.

The mountain begins to violently quake and tremble. If any characters are standing within 5 feet of the ledge or precipice when this happens, they need to succeed a **DC 15 Dexterity saving throw**. A successful save allows them to stay on the precipice. On a failure, the character falls off and may attempt to grab the ledge with a successful **DC 15 Dexterity saving throw**, then a succeed on a **DC 15 Strength (Athletics) check** to climb out; failure on either these two results in the PC falling into the lava below.

STAGE 2:

Read or paraphrase the following once the characters make their way back to level 2:

You round the corner, emerging back into the second layer of the volcano. The dinosaurs splash with ease through the lava, which is quickly rising and spilling through the cracks in the mountain walls. It covers nearly all of the remaining walkable surfaces. There is no sign of life left in this area; anything that remains is consumed by the lava. The heat becomes nearly unbearable.

Characters should make a **DC 15 Constitution saving throw**. If they fail, they receive 1 point of Exhaustion from the heat. The lava levels begin to rise, and the characters need to make a quick exit down to the lower levels. The players should have 5 minutes in real time to make decisions for what their characters intend do in this layer of the volcano; once they've made a decision, you can prompt them with the necessary rolls.

Fleeing on Foot. The characters won't be able to linger too long on each level, as the lava begins to overflow the existing fissures and rivers. This area becomes extremely perilous on foot; characters attempting to traverse the volcano without the dinosaur mounts need to succeed on two **DC 18 Dexterity saving throws** — one to get from Layer 3 to Level 2, and another when they round the corner for Level 1 — they take 33 (6d10) fire damage for each failed save.

STAGE 3:

Read or paraphrase the following when the characters exit level 1 and re-enter the jungles of Selu:

At last, you see a glimpse of green - Selu appears before you as you slide and spill out of the volcano. The jungle's vibrancy is a welcome change from Biru's chaotic spectrum of black and blue, but the landscape blurs by you as the dinosaurs continue sprinting away from the eruption. After a mile, the dinosaurs halt briefly, looking to you for guidance, breathing heavily through their nostrils and glancing fearfully toward the volcano, knowing that the lava follows close behind.

You remember what Daina told you back at the Paku Outpost: that the safest place to wait is the coast.

A successful **DC 12 Wisdom (Survival) check** reveals that the fastest route to the coast is through the Deadlands (you may also choose for Daina to have told them this back at the outpost). Once the characters get to level 1 of Biru Volcano, it should be an all-out sprint out of the volcano and away from it as far as possible. The players have 1 minute each in real time to decide on how to move forward. At this time, the lava begins to pump out from the top of the volcano, trickling down the mountainsides.

THE DEADLANDS

The Deadlands are flat and easy to traverse on the dinosaurs. In the wake of the eruption, the geysers are going haywire, spouting hot, sulfurous water breaking through random spots on the earth's surface.

The characters must succeed on two **DC 13 Dexterity saving throws** as they move through this area; one when they first enter the Deadlands and another half-way through. A failed save results in the character being hit by an erupting geyser or boiling water falling back to the ground, taking 2 (1d4) fire damage.

Once the characters are out of the Deadlands, the volcano reaches peak eruption. The lava in the Mountain of Blue Fire spews out from the top and runs down the side of the mountain, engulfing anything in its path. Although the characters are out of the most dangerous area, the lava eventually reaches past the Deadlands, so they should continue moving until they reach the coast.

Once they come to the coast, they are safe. The characters watch as the volcano pumps lava out over Selu. The eruption lasts for a day.

WHAT ABOUT THE TRIBES OF SELU?

If the characters had Raven or Daina serve as their ambassadors, you may choose to roll to see if they were successfully able to usher the Kagu and the Narup tribes to safety. To do this, simply roll a D20: a 10 or higher succeeds; 9 or lower fails.

Note: Truthfully, if the characters sent out Daina and Raven with a compelling enough argument, you can just assume that they succeeded in saving the tribes in time. The alternative is that the tribes are wiped out from the volcano which is a rather bleak outcome! You can also choose to have the tribes assemble on the coast regardless of if Raven and Daina came for them. The Kagu and the Narup have lived on Selu long enough to have developed a contingency plan if the volcano erupted.



CHAPTER 6: EPILOGUE

The epilogue is a chance to wrap up any loose ends from this adventure. Questions may include:

- What happened to the island if the volcano erupted?
- Will the Kagu and the Narup tribes continue fighting?

Read or paraphrase the following; the language here is vague enough to accommodate for most of the possible outcomes, but you can certainly elaborate:

The sun sets over Selu. But like always, the island comes alive at night.

Flaming torches whirl to life, and the campfires follow. Members of three tribes of the island stand at the base of the smoldering Mountain of Blue Fire. Elders of the Paku, Kagu, and Narup clink their horned cups together and raise them to the sky, an offering to each of their gods, ushering in a new era of solidarity across Selu.

There is much to do to repair the damage Captain Gold-Tusk has ravaged upon the island. Angering Biru Volcano has consequences, whether it erupted or just housed an epic battle in its bowels, but Selu's inhabitants are diligent in renewing Selu to its full glory. It will take time, but the island's tribes are ancient, and they have learned over the centuries how to face the challenges of their homeland.

The eastern bay is clouded and polluted, but there is someone who has an idea - the tiefling druid Daina, who knows Selu better than anyone. She knows exactly which mountain lakes produce the lichen that will help purify the salt ocean, leaving Selu's waters vibrant and sparkling. Daina continues to live in the wilderness, but her relationship with the Paku has changed now. Rather than deriding her powerful, natural magic, they welcome her among their ranks.

From here, allow the characters time to decide what their next moves are.

If they decide to stay in Selu, use the materials in *Struggle in Three Horn Valley*, and those in this book to provide information about the setting of the Island of Selu.

If they decide to leave the Island of Selu, Daina takes the characters to the eastern shores. Continue on to read or paraphrase the following:

The expert builders in the Narup tribe help you construct a sturdy ship to carry you home. The mahogany smells like the Selu jungle: fresh and heady and humid, slightly sulfurous. Raven joins you on your journey, eager for her next adventure.

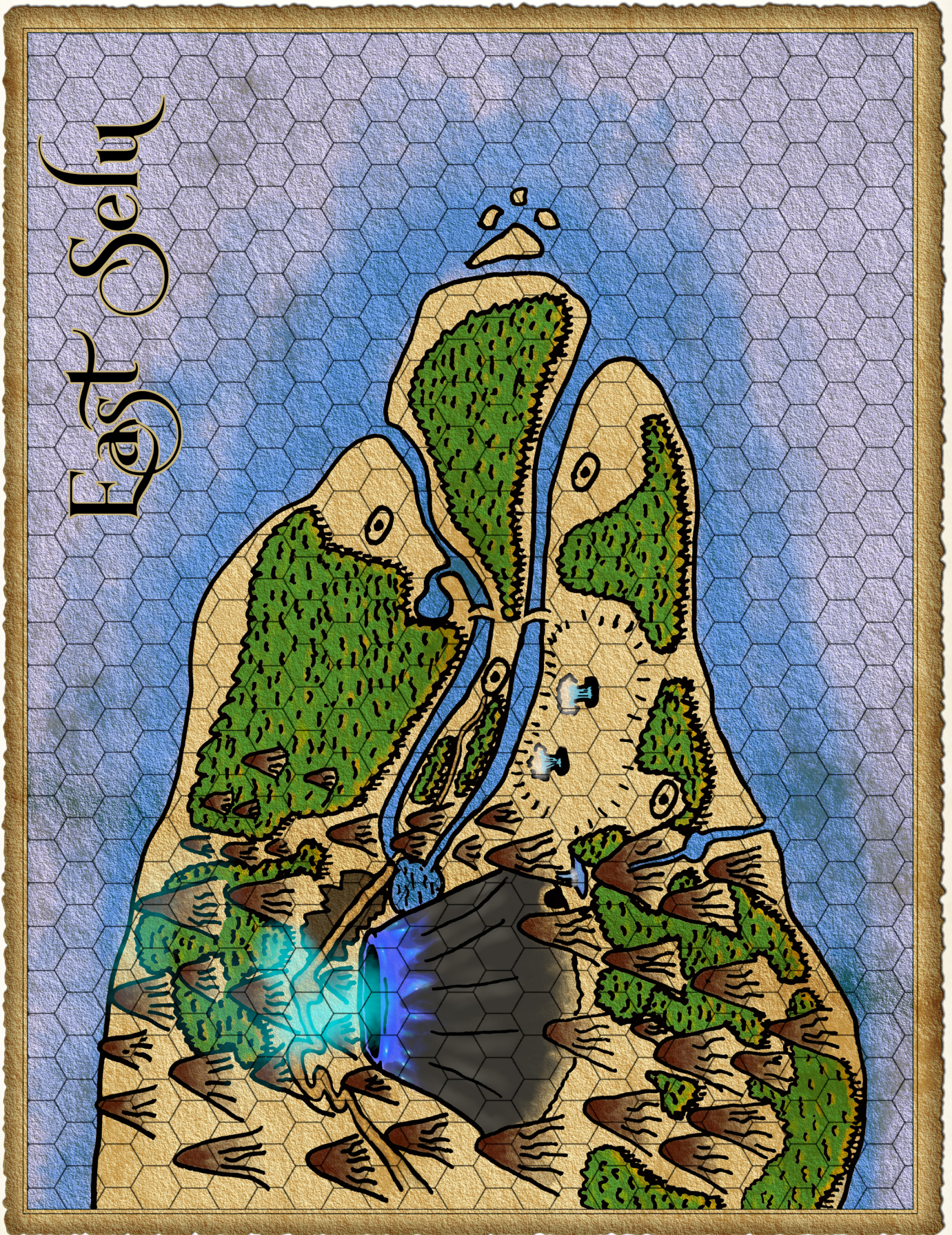
Daina waves from the shoreline, surrounded by the creatures who served you well - and as you slip farther out to sea, Daina disappears into the treeline.

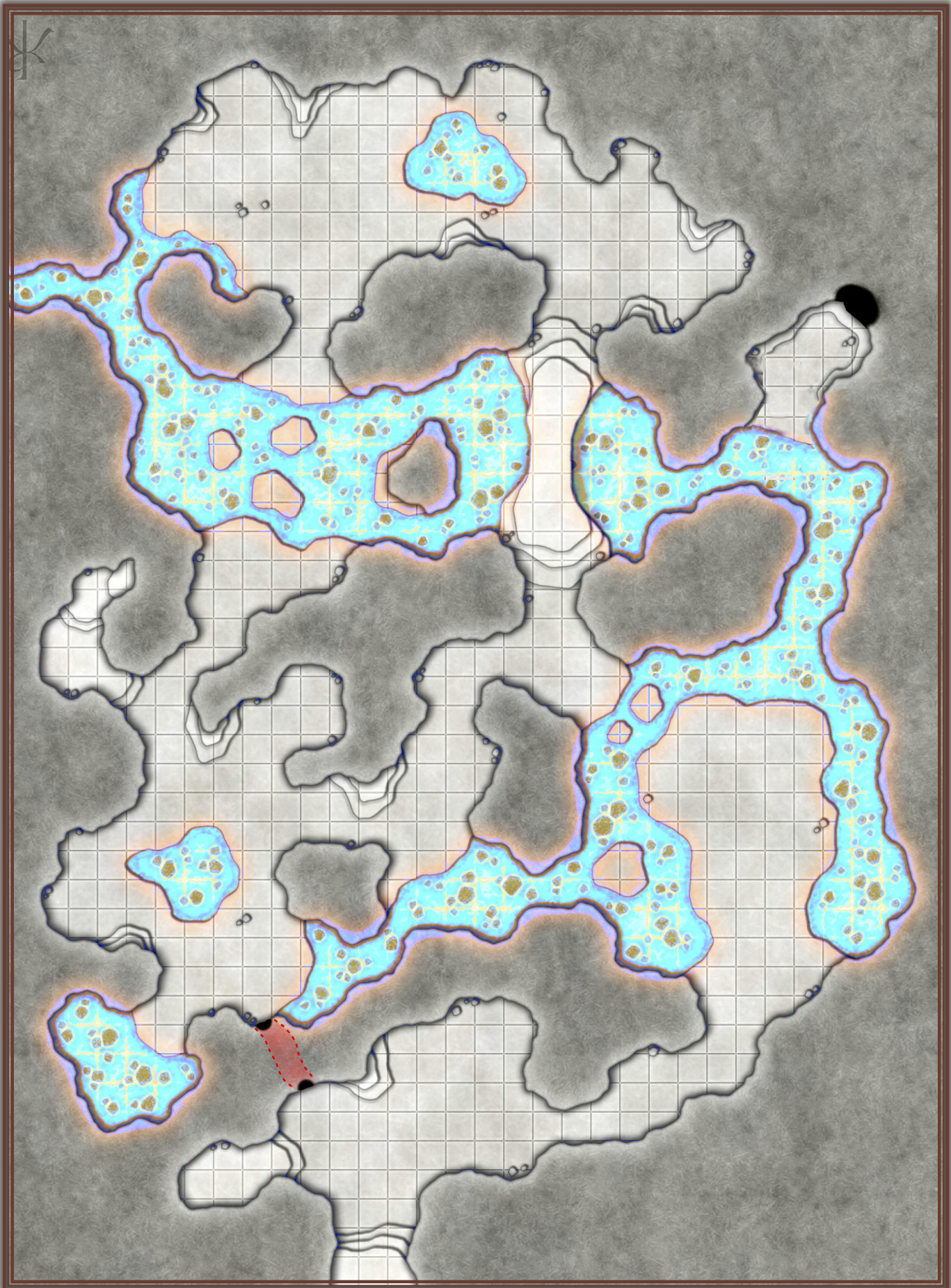
Selu, too, begins to fade. You leave bearing the marks of your time there. You watch as Selu is engulfed by the void of night, swallowed by the mists. The island's future, like your own, is uncertain, dependent on those who care most for it, but you know that there is one certainty: the sun will rise again over Selu.

A **passive Perception of 15 or higher** alerts characters to Daina slipping something to Raven when saying goodbye. "A Sending Stone," says Daina. "Just in case we're needed again," adds Raven. You may choose to tie this into a future adventure with your party.

THE END

APPENDIX A: MAPS

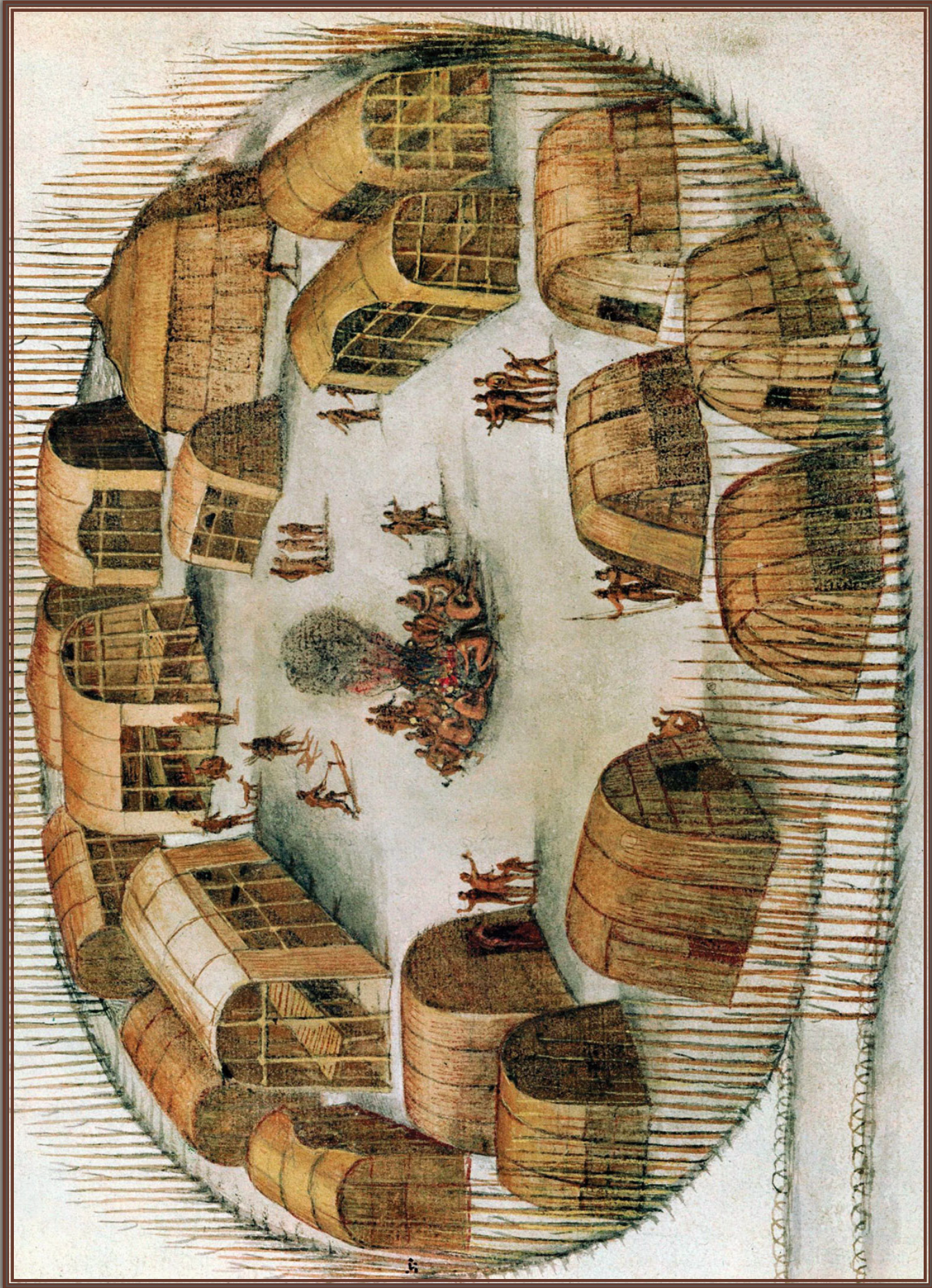




BIRU VOLCANO



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APPENDIX B: MAGIC ITEMS

MERFOLK SPEAR OF FIRE

Spear, rare (requires attunement)

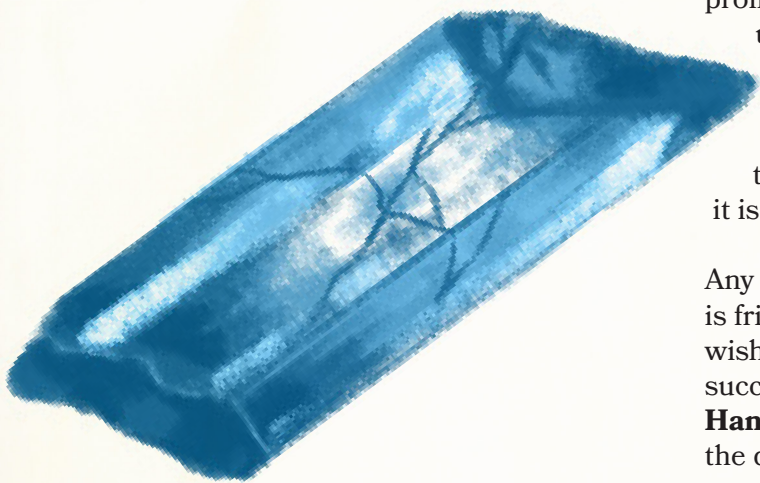
This spear can be wielded as a magic spear that grants a +1 bonus to attacks and an additional 1d6 fire damage.

MERFOLK SEARING SHORTSWORD

Weapon (shortsword), rare (requires attunement)

This shortsword can be wielded as a magic shortsword that grants a +1 bonus to attacks and an additional 1d6 fire damage.

The Merfolk Weapons. *The Merfolk Spear of Fire & Merfolk Searing Shortsword* are sharp magical weapons, and their cobalt color gleams in the soft light of their watery birthplace. When exposed to the open air, their tip and blade burst into bright blue flame giving off bright light in a 30-foot radius and dim light for an additional 30 feet. The weapons were forged from the cooled magma from Biru Volcano that managed seeped into the underwater Waveweaver's temple.



THE UBTANAAR HEART

Wondrous item (ore), legendary

All items crafted with this magic imbued ore have blue flames covering them, giving off bright light in a 30-foot radius and dim light for an additional 30 feet. All weapons have a +1 to hit and +1 damage bonus. In addition, some items crafted also have a magical effect depending on the type of item it is, consult the following table to determine if the item has magical properties.

CRAFTED MAGICAL PROPERTIES

| <i>Item</i> | <i>Effect</i> |
|------------------|--|
| Weapons | Additional 1d6 fire damage |
| Armor/shield | Fire damage resistance |
| Ring/amulet/item | Resistance to cold damage and immunity to cold affected speed deductions |

THE NARUP JEWEL

Wondrous item, legendary

This jewel was mined from the heart of Biru Volcano in ancient times, and holds a unique power. A wielder of the Narup Jewel who is proficient in both Arcana and Nature skills can use the jewel to spend 10 minutes focusing and channeling its power over a dinosaur. Once a connection has been made between the wielder and the dinosaur, that dinosaur is charmed for 8 hours, or until it is harmed by the charmer.

Any dinosaur that is charmed in this manner is friendly towards the charmer, If the charmer wishes to command the dinosaur, they must succeed on a **DC 10 Wisdom (Animal Handling) check** with advantage. On success the dinosaur obeys the charmers bidding.

APPENDIX C: MONSTERS & NPCs



CAPTAIN KORUGK GOLD-TUSK

Medium humanoid (orc), neutral evil

Armor Class 16 (hide armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 17 (+3) | 16 (+3) | 16 (+3) | 16 (+3) | 10 (+0) | 8 (-1) |

Skills Intimidation +3, Animal Handling +4, Perception +4, Survival +4

Senses passive Perception 14, darkvision 60 ft.

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the Dorrgrn can move up to his total speed toward a hostile creature that it can see.

Great Weapon Fighting. Captain Gold-tusk can reroll 1's and 2's on two-handed melee weapon damage dice.

Spellcasting. Captain Gold-tusk is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *shape water, shocking grasp*

1st level (5 slots): *shield*

2nd level (4 slots): *blur, gust of wind*

3rd level (3 slots): *fear, hypnotic pattern*

ACTIONS

Multiattack. Captain Gold-tusk makes three melee attacks; two with his glaive, and one with his spiked boot

Glaive (two handed). *Melee Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Spiked Boot. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and target is pushed back 5 feet.



DAINA THE DRUID

Medium tiefling, true neutral

Armor Class 11

Hit Points 27 (5d8 + 5)

Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 13 (+1) | 12 (+1) | 15 (+2) | 11 (+0) |

Skills Animal Handling +4, Medicine +4, Nature +3, Arcana +3

Senses passive Perception 12

Languages Common, Druidic, Infernal

Challenge 2 (450 XP)

Spellcasting. Daina is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks.) She has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shape water*

1st level (4 slots): *entangle*, *speak with animals*, *cure wounds*

2nd level (3 slots): *animal messenger*, *beast sense*

ACTIONS

Yklwa. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) fire damage; the blade at the end of the weapon was forged in the magma of Biru Volcano.

REACTIONS

Hellish Rebuke. A creature she can see that damaged her must make a Dexterity save. It takes 22 (4d10) fire damage on a failed save, or half as much on a success.



DINOSAURS

All of the dinosaurs found within this adventure have statblocks that are found in the **Monster Manual** or **Volo's Guide to Monsters** (see also the **Appendix Reference Page** at the end of this book for page references).

SELUIAN VARIATIONS

Each Seluian dino has added stats for the following:

- Resistance to fire (*innate*)
- Armor +4 (*if dino-armor is applied*)
- Ballista/mounted crossbows actions (*if dino-weaponry is applied*)

ICHTHYOSAUR

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 15 (+2) | 16 (+3) | 2 (-4) | 12 (+1) | 5 (-3) |

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

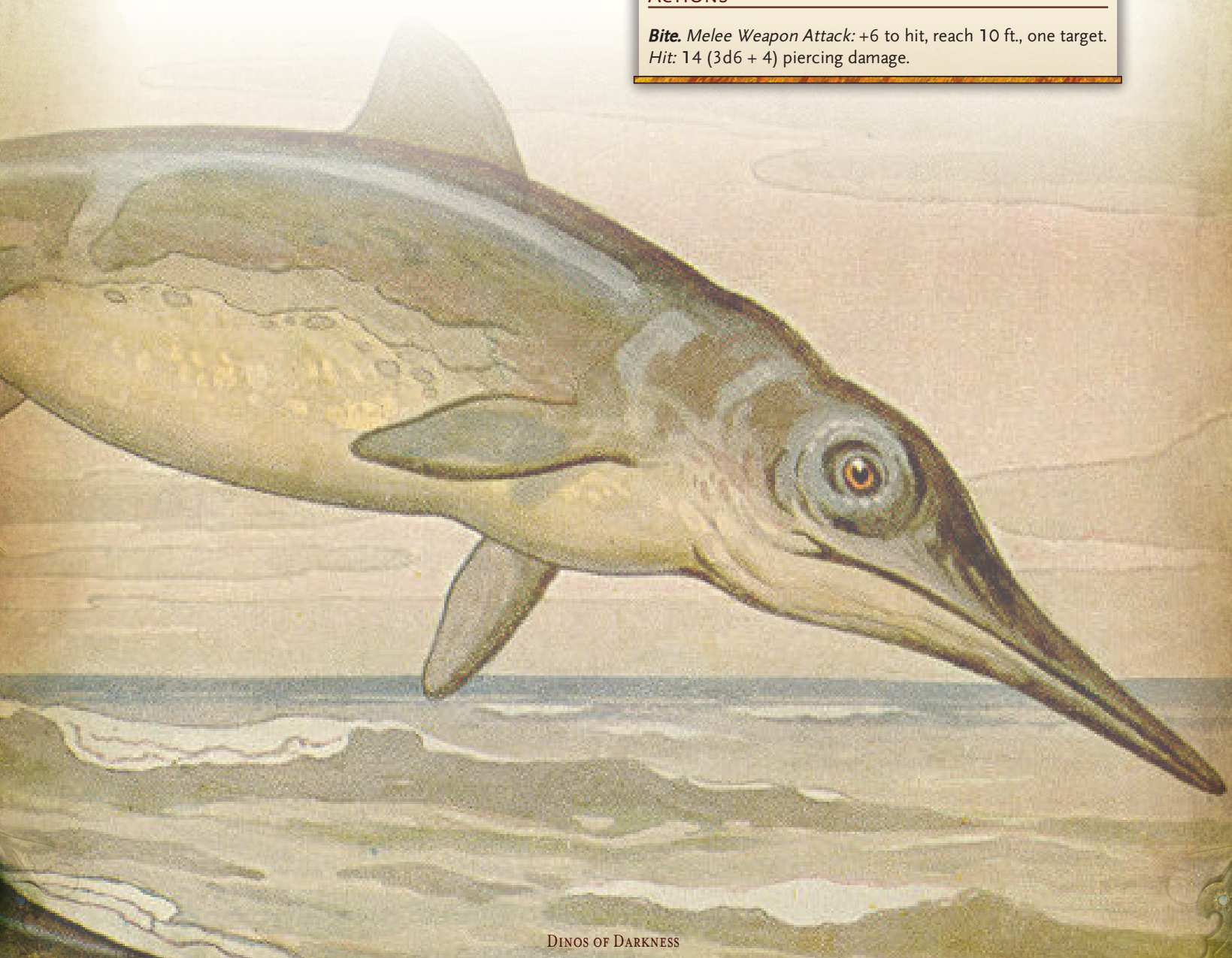
Challenge 2 (450 XP)

Hold Breath. The ichthyosaur can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 14 (3d6 + 4) piercing damage.



RAVEN

Medium humanoid (elf), neutral good

Armor Class 14 (studded leather)

Hit Points 17 (3d8 + 9)

Speed 30 ft, mounted 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 9 (-1) | 15 (+2) | 16 (+3) | 10(+0) | 18 (+4) | 12 (+1) |

Skills Acrobatics +4, Perception +6

Senses passive Perception 16

Languages Common, Elvish

Challenge 1 (200 XP)

Archer's Eye. (3/Day). As a bonus action, Raven can add 5 (1d10) to her next attack or damage roll with a longbow or shortbow.

Mounted Melee Advantage. Whilst mounted on her behir, Raven has advantage on melee attack rolls against any unmounted creature that is smaller than the mount.

Spellcasting. Raven is a 2nd-level ranger spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Raven has the following ranger spells prepared:

1st level (3 slots): *animal friendship*, *beast bond*, *speak with animals*

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



APPENDIX REFERENCE PAGE

| | |
|--|-------------------|
| Allosaurus | (MM, p79) |
| Ankylosaurus | (MM, p79) |
| Ballista and Dino Lance | (DMG, p255) |
| Bullywugs | (MM, p35) |
| Calm Emotions | (PHB, p221) |
| Chuul | (MM, p40) |
| Cockatrice | (MM, p42) |
| Decanter of Endless Water | (DMG, p160) |
| Deinonychus | (VGtM, p139) |
| Difficult Terrain | (PHB, p182) |
| Displacer Beasts | (MM, p81) |
| Exhaustion | (PHB, p291) |
| Experience Point Leveling System | (PHB, p15) |
| Fire Elemental | (MM, p125) |
| Gas Spores | (MM, p138) |
| Gemstones | (PHB, p134) |
| Giant Fire Beetles | (MM, p325) |
| Guards | (MM, p347) |
| Hadrosaurus | (VGtM, p139) |
| Ichthyosaur | (Appendix C) |
| Kagu Tribal Fighters | (MM, p350) |
| Lava Damage | (DMG, p249) |
| Macaw | (Raven, MM, p335) |
| Magma Mephits | (MM, p216) |
| Milestone Leveling System | (DMG, p261) |
| Mounted Combat | (PHB, p198) |
| Narup Tribal Rangers | (VGtM, p210) |
| Orc Pirates | (MM, p246) |
| Ore Value | (DMG, p20) |
| Potion of Water Breathing | (DMG, p188) |
| Quaal's Feather Token — Bird | (DMG, p189) |
| Speak with Animals | (PHB, p277) |
| Steam Mephit | (MM, p217) |
| Stegosaurus | (MM, p140) |
| Stirges | (MM, 284) |
| The Narup Jewel | (Appendix B) |
| Triceratops | (MM, p80) |
| Ubtarran Heart | (Appendix B) |

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