

DRAGON'S TOOTH HOLD

Dragon's Tooth Hold clings precariously to a volcanic ridge, a jagged fortress of grey stone perpetually slick with superheated steam. The air shimmers with residual psychic energy, punctuated by the unsettling rumble of shifting geothermal veins and the scent of sulfur and dissolving rock, a constant reminder of Vorlag's tormented sleep.

HOOKS & RUMORS

- Stonekeeper patrols whisper of a "gift" – a young woman, deemed touched by Vorlag's dreams, offered to appease the dragon's restless spirit. Her family pleads for answers regarding the ritual's true nature.
- A geologist's survey team discovered a repeating pattern in the vent shifts – a complex, almost rhythmic sequence, suggesting a deliberate manipulation beyond natural geothermal activity.
- A desperate refugee claims to have witnessed Stonekeepers performing a forbidden bloodletting ceremony, attempting to draw Vorlag's psychic energy into a specially crafted focusing crystal.
- Scavengers unearthed a partially melted, ancient scroll depicting Vorlag as a benevolent protector, contradicting the current narrative of a destructive nightmare.
- A tremor-induced collapse exposed a hidden chamber containing a single, perfectly preserved dragon scale – radiating intense heat and subtly influencing the dreams of nearby individuals.

RANDOM EVENTS (D6)

1	Seismic Tremor	The Shifting Galleries: A violent tremor rocks the galleries, collapsing a section of the walkway and creating a new obstacle. Players must navigate the debris or find an alternate route.
2	Steam Vent Surge	Scorched Entry: A sudden surge of superheated steam blasts from the fissure, pushing players back and inflicting 1d6 fire damage. Requires a Dexterity saving throw (DC
3	Echoing Visions	Stonekeeper's Echo Chamber: The chamber walls begin to shimmer with fragmented memories of Vorlag's past, creating a disorienting and potentially terrifying experience.
4	to avoid	being stunned for one round.
5	Geothermal Bloom	The Shifting Galleries: A patch of vibrant, bioluminescent fungi suddenly sprouts from the geothermal vents, illuminating a hidden passage. However, the fungi are highly toxic and cause 1d4 poison...
6	Lost Stonekeeper	The Shifting Galleries: A lone Stonekeeper, separated from his order, stumbles through the galleries, desperately seeking a way to escape. He offers information about the Hold's defenses in exchange...

LOCATIONS

The Scorched Entry

A narrow passage choked with swirling, superheated steam, illuminated by flickering, orange hued...

Scorched Entry

Dim, flickering orange gas jets illuminate a narrow passage choked with swirling, superheated steam.

The Shifting Galleries

A labyrinth of interconnected chambers carved into the volcanic rock, constantly rearranged by sh...

Stonekeeper's Echo Chamber

A circular room dominated by a massive, fractured geode pulsating with psychic energy.

The Stonekeeper's Sanctum

The chamber is dominated by a massive, circular altar constructed from fused volcanic rock, stain...

ENCOUNTERS (D6)

1	Scorched Entry	A plume of superheated steam bursts from the fissure, forcing a Dexterity saving throw (DC
2	Guardian Stonekeeper	A Stonekeeper, clad in heat-resistant armor, attempts to intercept the party, believing they are desecrating sacred ground. He demands they prove their worth by solving a riddle about geothermal flow – failure results in a melee attack.
3	Vorlag's Whisper	The geode emits a psychic wave, forcing a Wisdom saving throw (DC 15). On a failure, players experience a brief, unsettling hallucination related to Vorlag's torment. The chamber walls subtly shift, revealing a hidden alcove containing a damaged scroll.
4	Rift Warden – Silas	Silas, a disillusioned Stonekeeper, seeks to end Vorlag's influence permanently. He offers the party assistance, but demands a sacrifice – a willing participant to enter the portal and confront the dragon's dreams.
5	Geothermal Surge	A sudden surge of geothermal energy causes the floor to collapse, creating a pit filled with scalding water. Players must make a Dexterity saving throw (DC
6	Stonekeeper's Zealot – Lyra	Lyra, a fanatic Stonekeeper, attempts to execute a captured individual exhibiting Vorlag's influence. The party can attempt to intervene, triggering a chaotic combat encounter with Lyra and her guards.

TREASURE

Dragon's Scale Fragment – A shimmering fragment of Vorlag's scales, radiating residual psychic energy. Grants advantage on saving throws against psychic damage for 1 hour. Found in the Shifting Galleries, guarded by a swarm of aggressive geckos.

Geothermal Regulator Gear – A complex gear used to control the geothermal vents. Restoring the mechanism to its original state temporarily stabilizes the Hold and reduces the risk of eruptions. Found in the Stonekeeper's Echo Chamber, requires a successful Intelligence check (DC

Rune-Etched Amulet – A tarnished amulet bearing a protective rune against psychic influence. Provides resistance to psychic damage. Hidden within the Scorched Entry, protected by a pressure plate trap.

Vorlag's Tear – A single, iridescent gemstone said to be a solidified tear of the dragon. It amplifies psychic abilities but carries a high risk of madness. Found within the Rift Warden's chamber, requires a successful Wisdom saving throw (DC

NPCS

Silas: Rift Warden A gaunt Stonekeeper, haunted by visions of Vorlag's tormented dreams. He believes the only way to save the region is to enter the portal and confront the dragon's subconscious. Motivated by duty, wary of outsiders.

Lyra: Stonekeeper Zealot A fervent Stonekeeper, obsessed with purging all traces of Vorlag's influence. She is ruthless and unwavering in her belief in the necessity of sacrifice. Motivated by religious fervor, distrustful of compassion.

Kaelen the Wanderer: A former Stonekeeper guard, driven mad by Vorlag's dreams. He wanders the Hold, muttering prophecies and seeking a way to appease the dragon. Motivated by fear and a desperate hope for redemption, paranoid and easily startled.

Elara: Dream Weaver A young Stonekeeper apprentice, plagued by vivid nightmares. She possesses a fragment of a forgotten ritual that might soothe Vorlag's dreams, but is terrified to use it. Motivated by a desire to help, hampered by fear and uncertainty.

PLOT RESOLUTIONS

The adventurers could attempt to repair the geothermal regulator, stabilizing the Hold and earning the gratitude of t...

The adventurers might choose to appease Vorlag's dreams by performing the ancient ritual detailed in the recovered sc...

Silas offers the adventurers a perilous journey through the portal, seeking Vorlag's subconscious – a success could e...

The adventurers could confront Lyra and her zealots, disrupting the sacrifice ritual and earning the ire of the Stone...

Elara reveals a modified ritual, requiring a rare mineral found deep within the Hold – success soothes Vorlag, failur...

The adventurers might choose to exploit Vorlag's influence, harnessing psychic energy for personal gain – a short-ter...

Rejecting both factions, the adventurers could attempt to seal Vorlag's chamber permanently, requiring a complex and...

The adventurers could side with Kaelen the Wanderer, aiding his attempts to understand and communicate with Vorlag's...

The adventurers might choose to flee the Hold, abandoning the Stonekeepers and the region to Vorlag's unrestrained in...

Discovering the cause of Vorlag's torment – a lost love or a stolen artifact – could offer a path to true peace, requ...

