

# DENIZENS OF DRO THON

*A TURMOIL IN THUDOR ONE-SHOT*

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# DENIZENS OF DRO THON

**A**mong the many legends that fill Thudor's history, the lost fortress of Dro Thon is one of the most well-known. Constructed six centuries ago, Dro Thon was a mighty stronghold where the ancient Thon family administered their rule over the Drakespine Mountains. Stories tell of the many treasures held within, including the Wellspring, a powerful artifact that allowed an abundance of food to grow despite the harsh mountain climate. All was lost, however, when an unknown calamity struck the fortress, leaving no survivors. A brave few attempted to discover what happened, but between the unforgiving mountains and mysterious calamity, they have only known failure.

Thus, for over four hundred years, the location of Dro Thon has been lost, until now. To the north of the Drakespine, the empire of Ithrana has fallen to chaos. The nation's passages to the Feywild have collapsed, leading to an economic crash and plunging Ithrana in civil war. One group of three hundred uprooted souls made the daring decision to cross the Drakespine to find a home in Thudor. Through sheer luck and determination, they came upon Dro Thon.

For the refugees, this discovery was a blessing from their gods. They occupied the fortress and reactivated the Wellspring, ready to feast after weeks of wandering. Unfortunately, the threat that ripped Dro Thon away from history still lied within, and the refugees found themselves trapped.

Despite the danger, the refugees rallied around their leader, Emolyn Yinnoril, who refused to send for help to keep Dro Thon for themselves. Nevertheless, a small group disobeyed her and escaped to find support. After a perilous journey, only a single messenger arrived in the Thudorian city of Lomont, stating the refugees' dire situation before dying from exhaustion. Nothing could stop the news from spreading, and eventually it reached the ears of Lord Aidon Rossk, a noble from the nearby province of Norfeld and descendant of the Thon lineage. Eager to reclaim his ancestor's keep and acquire the Wellspring to combat the famine plaguing his province, he immediately set out with a private army to reclaim Dro Thon before anyone could tell him otherwise.

To avoid worsening the crisis with a clash between the refugees and Rossk's army, Lomont's duchess has gathered Thudor's nearest champions and sent them toward Dro Thon. Hopefully they can reach the fortress in time and find a solution to the oncoming turmoil.

## NOTES FOR THE DM

"Denizens of Dro Thon" is a one-shot adventure for 7th-level players as part of the Turmoil in Thudor project, an online D&D 5e module that creates an environment for civil political discourse. To make the most of this goal, we highly encourage you to utilize Turmoil in Thudor's procedural character generator when creating your players' characters, which will randomize their faction alignments, core beliefs, and Leverages. This makes it easier for players to roleplay characters who do not match their real political perspectives and understand alternative viewpoints.

The situation posited by "Denizens of Dro Thon" also attempts this through the groups vying for control of the Dro Thon fortress. The Ithranan refugees have no legal claim to the fortress yet need it after fleeing from the chaos of their homeland, while Lord Rossk has both legal claim and a starving region to feed with the Wellspring.

However, there is also a third party at play; the "threat" the refugees sent help to deal with in the first place. That threat is the brown dragon, Kyrlyayiss, who had taken the fortress from the Thon family all those centuries ago and has inhabited it with her tribe of kobolds since. Not only has Kyrlyayiss lived there for centuries now, her family of dragons had lived in the Drakespine Mountains for millennia, granting the ancient Thons the fortress and Wellspring out of alliance. Only when the Thons betrayed the dragons did she reclaim the fortress.

Thus, taking all three groups' claims into account, the goal of the player characters is to determine who gets to reside in Dro Thon. Ideally, avoiding bloodshed is a parallel goal, and the game should be directed in such a way. Combat is still a possibility, but remember discourse and discussion is the core of the Turmoil in Thudor project. If the players play their cards right, Dro Thon will have its new (or old) residents and not a drop of blood will be spilled.

## INTRODUCTION

Read this introduction to begin the adventure. You are free to tailor it at your leisure.

The city of Lomont was reveling in the serene summer day when dire news arrived at the gate. A disheveled man bearing ragged clothes and scars across his legs approached the guard with a scribbled map in hand, before collapsing onto the ground. A messenger was sent to fetch a healer while the guard tended to the man, but it would be too late. Exhaustion and festering wounds would overtake the man, but not before he told his story.

The man was an Ithranan, one of thousands fleeing the chaos and civil war plaguing his homeland to the north. He joined a group of three hundred refugees who sought to cross the treacherous Drakespine Mountains to find safety in your nation of Thudor. The journey was arduous, but they remained unbowed. Then, out of sheer luck, they came across their salvation; the lost fortress of Dro Thon.

Built over six centuries ago, Dro Thon was the seat of the once-powerful Thon dynasty, who ruled the mountains. Not only did it house their greatest treasures, it also contained the Wellspring, an arcane artifact that produced great bounties of food in spite of the harsh mountain climate. One day, however, all word from the fortress suddenly stopped. Many tried to discover what happened, but none were seen again. Thus, for four hundred years, Dro Thon was lost, assumed to have fallen to an unknown calamity, until now.

The Ithranan refugees were overjoyed to see the fortress still standing, more so when they found the Wellspring fully operational. They spent days laying down roots and filling their hungry bellies. Unfortunately, the threat that was thought to have destroyed Dro Thon was still present. It hunted the refugees down and separated them from the Wellspring. Unwilling to abandon their new home so easily, the refugees stayed to fight, but not before sending messengers to seek help. Thus, the man and some companions escaped Dro Thon, only to be whittled down by the elements. As the man was about to reveal the danger that threatened his people, he finally perished.

News traveled quickly before it could be contained, and soon it reached the ears of one Lord Aidon Rossk. A respected Thudorian noble, Lord Rossk claims descentance from the old Thon dynasty. Upon hearing Dro Thon's rediscovery, he gathered his own army, and set out to reclaim the fortress, not only for his lineage's sake, but also to use the Wellspring to solve the famine currently plaguing his lands.

Meanwhile, Duchess Dyllana Hariel of Lomont fears the sudden arrival of Lord Rossk's army will ignite tensions between them and the refugees when the inevitable question of who claims Dro Thon arises. To ensure a diplomatic solution is found, the Duchess has gathered you [number], champions from Thudor's greatest factions, to travel to Dro Thon before blood can be spilled. May the spirits be with you, champions.

## OVER THE DRAKESPINE MOUNTAINS

Once the introduction is finished being read, have the players introduce their characters and a bit about their backstory. At this point, they have been traveling together for a few days, so they should know at least a little about each other. They begin mid-trek among the Drakespine Mountains, following the map made by the refugee on his way to Lomont. Although they have the map, the mountains are still treacherous terrain that can lead to serious injury. Finding their way to Dro Thon is the players' first challenge. The players will encounter three different brief challenges, each with the same thing at risk: time.

Each of the challenges the players face will have a set DC. Keep track how many players succeed and how many fail during the challenge's respective DC. If at least half of the players succeed, it counts as a success for the whole party (i.e. a party of 4 has 2 players succeed the check, that is a success). If the party has an odd number of members round down to learn how many must succeed (i.e. a party of 5 has two successes, this counts as a success). However, should less than half of the players succeed, mark it down (i.e. a party of 4 has only one player succeed, this counts as a failure), and consult the table below to learn the consequences.

The first obstacle the players face is a bridge that is suspended in the air, but many of the wooden boards have fallen into the chasm below. The chasm is 40 feet high, and will take a substantial amount of time to traverse, the bridge is the best bet. If a player has a way over the bridge without crossing it, such as the Fly spell, that counts as an automatic success for that player, who doesn't have to roll. Any character crossing the bridge must make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to cross the bridge. If the party's rolls result in a group failure, the bridge snaps and each player must take fall damage. Record the group failure.

Note: Fall damage incurs a number of d6 equal to the nearest multiple of 10, starting at 20 feet. So for a fall of 40 feet, a character takes 4d6 bludgeoning damage.

The next obstacle the party faces is a surprise. Characters with a Passive Perception of 14 or higher hear footsteps scuttling on a ledge above them.

DM's Note: This is one of Kyrlyass' kobold henchmen, trying to forbid more intruders to disturb their master. After releasing the oncoming landslide, the kobold is long gone while the characters struggle to get past.

As soon as a character hears this, a small landslide crashes down the mountainside. Players must make a DC 13 Dexterity saving throw, or take 2d6 bludgeoning damage. If a character had heard the creature's movement, they have advantage on this Saving Throw. If the group as a whole still fails this check, remember to mark it down.

Once again, a player with a Passive Perception of 14 or higher notices some carvings on the rocks in broken Draconic. If any of the players read Draconic, they read, "Wellspring give life and keep us alive. Praise be —" The last word has been destroyed by the landslide. A player can search for the missing piece by succeeding on a DC 15 Intelligence (Investigation) check. On a success, they find only one more carving on a rock with the word "Kyrlyass" on it.

The final obstacle is a series of traps the kobolds have set. A character with a Passive Perception of 13 notices a bear trap directly ahead. It can be disabled with a DC 14 Wisdom (Survival) check. On a failure, the character takes 2d6 piercing damage. If no character spots this trap, the character first in marching order takes the 2d6 damage.

Thinking that the path is clear, the party moves forward more, but soon learns that the rest of the path is trapped as well. A player proficient in the Intelligence (Nature) skill can make a DC 14 Nature check to discern that these traps are of Drakespine kobold make.

Characters that traverse these traps must make a DC 14 Wisdom (Survival) check to maneuver around the traps. If the party incurs a group failure all characters take 2d6 damage. Record the group failure.

After all three challenges, check how many group failures the party has. The upcoming debate's leverage points will be shifted an amount equal to the number of failures. If you are unsure, consult the table below.



## GROUP FAILURES

# of Failures	Debate Shifts
0 Failures	0 Debate Shifts
1 Failures	1 Debate Shift
2 Failures	2 Debate Shifts
3 Failures	3 Debate Shifts

In order to shift the debate, roll any die. On an even, the refugees gain a point on their side of the debate. On an odd roll, the Lordsmen gain a point. Finally, the players move forward to finally see Dro Thon above them with a single passageway up to it. However, conflict is brewing as a group of refugees and soldiers confront each other outside. Yelling can be heard in the distance.

### THE ARMY CAMP

Upon turning around the gargantuan shard of earth you were traversing, you finally spot the ancient fortress, standing firm atop the mountain.

The keep is made of dark gray stone, worn with age. Large battlements dot the outcroppings of the walls, with archer slits looking down into the chasm below. Though it still stands, many chunks of the walls have fallen from decay. Piles of rubble line the chasm beneath the fort, along with many small craters, likely created from the heavy impact of debris.

Dro Thon has two unique features. For one, vines, weeds, and even flowers twist and curl across its walls. The fabled Wellspring seems to allow even non-edible plants to thrive, giving the fort a somber beauty after being claimed from the overgrowth.

The second feature is the huge cavern in the mountainside behind the fort, standing nearly as high as the fort itself. Torchlight flickers from within, but no details can be made from your position. Eventually, your attention moves back to the source of the shouting, two groups ahead of you. One bears people wearing the worn garments of travelers, while the other bears soldiers in scale mail.

## TROUBLE ON THE OUTSKIRTS

Upon getting closer, the players can make out the two groups better. One group is the refugees, which consists of nine individuals of fey-related races such as elves, half-elves, gnomes, and harengons; most of which wear worn clothing and tired expressions. They are led by a harengon in a violet cloak named Craedan Ildipar. The other is an advance party from Lord Rossk's army.

These twelve individuals are mostly humans wearing scale mail and wielding shields bearing Rossk's family crest, a curled dragon upon a blue background. Their leader is Sergeant Artur Renzel, a stern-faced half-orc. Talking with the groups will reveal what happened. Lord Rossk's army is camped out only a few miles from here.

The refugees were scrounging for food when they found the army and were immediately suspicious of its intentions. Thus, they had no qualms about stealing from the army's supplies to support their own people back at the fortress. However, they were caught in the act and fled with only armfuls. Nevertheless, Lord Rossk sent an advance party to retrieve the stolen supplies. He didn't specify what would happen to the thieves, but the Sergeant is eager to punish the refugees for their actions.

Eventually, the players' intervention will initiate a debate encounter. See the "Debate Encounters" article on the Turmoil in Thudor website to see how to run a debate encounter. If you're having trouble declaring the debating parties and their goals, consider the priorities of the refugees and soldiers.

- **The Refugees:** Represented by Craedan Ildipar, the refugees want to return to their fortress unharmed with the supplies they've stolen to help the other refugees trapped in the fort.
- **The Soldiers:** Headed by Sergeant Renzel, the soldiers want to retrieve the supplies stolen from the refugees and arrest them for the theft. If arrested, the refugees would be bound in the army's camp and await trial at a later time.

## ITHRANAN REFUGEE

*Medium Humanoid*

**Armor Class** 12

**Hit Points** 5 (1d6 + 2)

**Speed** 30ft.

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

**Saving Throws** CHA +2

**Skills** Stealth +5, Perception +5

**Senses** passive Perception 15

**Languages** Common, Harengon, Elvish

**Challenge** 0

### Leverages

*None.*

Keep in mind that the refugees are aware of the threat that looms over them, Kyrlyayiss. However, Emolyn, their leader, has forbidden them from sharing this information with anyone. The refugees want the army gone, and the threat of a dragon would likely convince them to stay and defeat it. If asked about the threat, the refugees refuse to answer, stating they can take care of it themselves. However, through a DC 17 Charisma (Persuasion) check, they will tell the party about the Brown Dragon.



## LORDSMAN

Medium Humanoid

**Armor Class** 16 (Scale Mail + Shield)

**Hit Points** 18 (3d10 + 3)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** WIS +4

**Skills** Intimidation +3, Investigation +2

**Senses** passive Perception 12

**Languages** Common, Draconic

**Challenge** 1

### Leverages

*I'm the Captain Now.* I have Lord Rossk behind me, and he won't be pleased if they aren't brought to justice.

Once the debate encounter is over, determine the winner by seeing who has the most amount of leverage points. The winner will succeed in their ultimate goal, but if the opposing party has their own leverage points, one concession must be made per opposing point. Here are some example concessions.

- **The Supplies:** If the refugees win but must give concessions to the soldiers, they can return the supplies they stole. They'd go back to their people empty-handed, but unharmed. Alternatively, if the soldiers win, they can get the supplies to the fortress but still arrest the thieves as punishment.
- **Collateral:** A later confrontation between Lord Rossk and the refugees is inevitable, so only some, not all, of the refugees here may be taken as collateral until then. If the refugees win and take the supplies, they can leave some of their number to assure the larger group of refugees isn't up to anything nefarious. If the soldiers win, they can get the supplies, but only some of the refugees and allow the rest to return to their people.

In the event of a tie, simply split the two above concessions. The refugees get to keep half the supplies, but must give up half (rounding up) of their people as collateral.

After the debate encounter, the two parties (if they are able) will return to their respectful camps. Since the player characters were sent to deescalate the situation, they can choose to go along with either group to learn more about the situation from each side. After exploring one location, they will be able to explore the other before the final debate encounter.

## EXPLORATION

The next phase of the adventure allows the players to explore both sides of the upcoming conflict, the Ithranan refugees occupying Dro Thon and Lord Rossk with his army. The locations where each side is based host important individuals to learn from and a number of challenges that, if overcome, can reveal further information that would otherwise be hidden.

### THE ARMY CAMP

About a mile east of Dro Thon, trekking across the broken remnants of an old trade road, you spot a massive cluster of beige tents. They dominate the mountainside, rooted atop a relatively flat outcropping that drops instantly to jagged rocks below. Individuals wearing armor or servants' garments weave between the tents. You can only guess their number, but they must be in the hundreds. In the center of the camp stands a larger tent, rounded, taller than its compatriots. Above it flies two flags, one with the familiar red, blue, and gold of Thudor, and the other bearing a curled dragon on a sky blue background, the emblem of Lord Rossk.

Lord Rossk's camp provides shelter for his army of 850 soldiers. They have set up only a few hours ago, and are not ready to assault the fortress. Rossk himself would prefer to gather intelligence and offer the refugees a chance to leave before attacking them, but wouldn't hesitate if the situation called for that. Until then, the army continues to finish setting the camp up and waiting on their lord's orders.

### GATHERING INFORMATION

The player characters can find ways to gather information without talking with Lord Rossk directly. Information gathered here primarily has to do with Rossk, his history, and his reasons for claiming the fortress. Consider ways the players can learn these things. For example, they can make an Intelligence (Investigation) check to gather opinions and rumors from the soldiers and servants, make a Dexterity (Stealth) check to find private documents in his quarters, or make a Charisma (Persuasion) check to gather gossip from one of his advisors.

Sergeant Renzel from the previous encounter also has opinions about his Lord, as the Renzel family has served the Rosks for generations. Like many in the army, Renzel thinks Rossk is a noble worthy of his title. In his eyes, he's practical, honorable, and fair-minded, applying his power where it is needed without favoring any particular group. The Knights of the Soil have been stirring trouble up for him, which Renzel sees as nothing more than thugs showing disrespect from a wise ruler. Here are some things the players can learn about Rossk:

- The soldiers are firmly loyal to Rossk and harbor a deep appreciation for him. This stems from his military service in the Thudorian Civil War on the side of the current monarch.



- Rossk does not take kindly to anyone who questions his authority or the law. One servant's brother was part of a group associated with the Knights of the Soil and was arrested for stealing food from Ivory Conclave caravans and distributing it to his county's people during the famine.
- Rossk has told the camp of his intentions to secure the Wellspring in Dro Thon to solve the famine striking their home county. Most of the army believes him without question. A few have heard about his familial claim to the fortress, however, and think he may have other motivations.
- In general, Rossk has support from all facets of society thanks to his fair governing style. He enacts decrees to support the poorest of his people while making favorable deals for merchants and fellow nobles. Nevertheless, he expects complete obedience from his subjects.

### LORD AIDON ROSSK

Before you stands an imposing human man—around his mid-fifties—adorned in quality steel plate armor. Short, salt-and-pepper hair is brushed back across the top of his head while a neatly-trimmed goatee decorates his lower face. As you enter, he meets your gaze with cold, blue eyes and stands straight, about six feet tall. His face does not so much as twitch as he sizes you up. At last, he speaks. “I am Lord Aidon Rossk of Fennil County. I trust you have reason for interrupting my strategizing?”

Lord Rossk is the leader of the mission to reclaim Dro Thon fortress and will represent his arguments in the upcoming debate for the fortress's ownership. He is a noble who believes in honor and lineage, which drive his style of leadership back home and his current quest for Dro Thon.

If asked why he wants Dro Thon, he explains that Fennil County, where he rules in Thudor, is currently experiencing a famine that has gone on for a month. As a descendant of the old Thon family, he has heard the stories of the fortress's artifact, the Wellspring, and its capabilities of producing enormous amounts of food. He hopes by claiming the fortress, he can use the Wellspring to alleviate the famine back in Fennil County and help his people.

He will downplay the notion that his familial claim to Dro Thon matters in the situation at hand. A Wisdom (Insight) check against his Charisma (Deception), however, reveals he's lying. It does, in fact, matter very much to him. The fact that a group of foreign refugees thinks they have better claim to it over him frustrates him a lot, and he's eager to remove them as soon as possible. He'd prefer to do it without bloodshed, but if they don't back down, he will consider switching tactics.

## AIDON ROSSK

Medium Humanoid

**Armor Class** 18 (Plate)

**Hit Points** 40 (5d10 + 15)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+3)	12 (+1)	14 (+2)	13 (+1)

**Saving Throws** WIS +5

**Skills** Athletics +7, Insight +5

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2

### Leverages

**Rightful Claim (Threat).** I have the law on my side, I can appeal to the monarch for larger forces if needed.

**Famine.** The device there will help to feed countless people back home in Norfeld, giving us a better capacity to help you in the future.

**Location.** The location of the fortress is very advantageous in defending Thudor! We could also set up a checkpoint to aid nearby refugees.

## DRO THON

The fortress of Dro Thon is currently undergoing a conflict between the Ithranan refugees and Kyrlyayiss. The 326 refugees have been largely cordoned off into the western half of the fortress, cut off from the rest of the castle thanks to the dragon's kobold servants and kept from leaving by Kyrlyayiss herself, who hunts the mountains for prey. Right now, Kyrlyayiss sleeps in her den located in the dungeons below, allowing the party of refugees to scout the area for food before encountering Rossk's army.

When the player characters enter the fortress, they will be met by grim-faced, tired refugees put on watch by the main gate. Days of being hassled by kobolds and hunted by a dragon have left them exhausted and instilled with fear, but the potential to make Dro Thon their home gives them enough hope to tough it out. Their reception of the players depends on the results of the first debate encounter. Getting the supplies and/or at least some of the refugee party back will earn them favor. If both went off with Rossk's soldiers, however, many of the refugees will be annoyed, this would impose disadvantage on any Charisma-based checks made to gather information from the refugees.

Eventually, the player characters will be led to the leader of the refugees, Emolyn Yinnoril. Before and after that, though, let the players explore the refugees' areas of the fortress to uncover information in similar ways they would in Lord Rossk's camp. Such information could be:



- The refugees are fleeing the chaos of their homeland. After Ithrana's passages to the Feywild were lost and the royal family was assassinated, many noble families began fighting each other to seize power.
- Most of the refugees were workers on a plantation in Ithrana that grew fairyleaf, an intoxicating herb popular in foreign countries, including Thudor. Yinnoril led them out when civil war engulfed the region, and more joined their ranks along the way.
- Yinnoril and her fellows were once guards at the plantation estate, and have led the refugees on their journey from Ithrana to Dro Thon.
- While most of the refugees respect Yinnoril and her troops for leading them thus far, some question her decision to stay and secure the fortress. A growing number want to make a break through the mountains, but Yinnoril's troops are quick to silence such talk with stern warnings.
- Wisdom (Insight) checks may reveal the refugees know there's more to the kobold threat than they're letting on. If asked about it, they'll suggest talking to Yinnoril since she's their leader.

### EMOLYN YINNORIL

As you make your way through the torch-lit halls of Dro Thon, a confident, feminine voice calls for your attention. You turn to see a half-elf woman with short, black hair and vivid gold eyes approaching you, equipped with studded leather armor and two scimitars strapped to her hips. She stands tall, defiant against the wariness that plagues herself and her fellows, as her eyes pass across each of you.

At some point during the player characters' explorations, Emolyn Yinnoril will find them and request their aid. She's happy to tell them the refugees' story of how they've journeyed from the fairyleaf plantation in Ithrana and made their way to Thudor, finding this fortress as they crossed the mountain. When they found the Wellspring within, they realized they could make the fortress itself their new home.

Unfortunately, an unexpected threat living here had interrupted their plans. The refugees have been fighting off kobolds, who cut off their access to the Wellspring, and are running low on supplies. Yinnoril displays confidence in her ability to fight off the kobolds, but will not speak of the dragon. She fears the army finding out about it will use its presence to justify their stay.

However, the player characters can convince her with a DC 20 Charisma (Persuasion) or Charisma (Deception) check. On a success, Yinnoril tells them about the dragon, but begs them to not tell Rosk or his army. That way the army could leave and the refugees can team up with the player characters against the dragon. The players must then decide what to do with this information.

## EMOLYN YINNORIL

*Medium Humanoid*

**Armor Class** 14

**Hit Points** 15 (3d8 + 3)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	15 (+2)	10 (+0)	16 (+3)

**Saving Throws** WIS +5

**Skills** Insight +3, Survival +3, Deception +6

**Senses** passive Perception 10

**Languages** Common, Elvish, Harengon

**Challenge** 2

### Leverages

**Hypocrite (Threat).** If we get kicked out, the "fair and just" ruler will get a bad reputation. Can you handle such a stain? We'll just be wandering in your land.

**Labor and Skills.** We have so many people with great skills that can help with Thudor's infrastructure, they won't be as willing to work if we aren't welcomed.

**Wellspring** We've learned how to use the Wellspring, if we stay, we can trade excess food with Lord Rosk.

Yinnoril is willing to debate the situation with Lord Rosk, but wants the player characters to align with her. She will appeal to their sense of honor and compassion to help a group of people without a home. She rebukes Rosk's familial claims to Dro Thon, stating her people need it more. What use does a noble have for a fortress that's been abandoned for centuries?

She genuinely cares for the refugees she's led all this time. As fellow countrymen who have been uprooted from their home, she believes they deserve a new place to call their own. However, she also believes she's the only one capable of leading them. Drawing from her experience as a soldier, she believes she and her troop were the primary reason the refugees were even able to get this far. She's aware of a growing dissent against her decision to stay and fight for Dro Thon, and she understands why, but she refuses to let anyone else handle the situation.



## KYRLAYISS

Their exploration of Dro Thon will certainly raise the player characters' awareness of Kyrlyayiss and her kobolds. If they should be so inclined, they can try to talk to Kyrlyayiss herself and get her side of the story. Doing so will require getting past the kobolds patrolling the fortress, whether through stealth, persuasion, or violence.

Kyrlyayiss is an adult brown dragon that has made the dungeons below the fortress her lair. She keeps all her personal treasures here and refuses to let any humanoid near them. At first, she's hostile to the player characters when they enter, but calms down if they reveal they're here to talk. She refuses to let her guard down, however.

The only time she is not willing to talk is if the party had slaughtered her kobold companions on their way into her lair. Should they enter her lair after doing so, she will immediately attack them.

If the party does manage to speak with her, they'll learn the following information:

- Kyrlyayiss had inhabited these mountains for centuries, far longer than any humanoids. It was she who allowed the Thon family to settle here in the first place.
- In exchange for protection and tribute, she helped the Thons build Dro Thon. Kyrlyayiss was also the one who created the Wellspring to help the Thons master their mountainous environment.
- However, the Thons eventually backstabbed her, destroying her eggs while she was asleep. When she learned they were the ones who committed the deed, she tore through the fortress, killing its inhabitants, and then killed any stragglers that tried to flee.
- Since then she has inhabited Dro Thon, eventually allowing a tribe of kobolds to settle in and serve her. She has hated humanoids ever since.

Despite her hostility toward humanoids, Kyrlyayiss wants this debacle to be dealt with as soon as possible so she can go back to living in peace. If the player characters allow her, she will present herself and her own claim at the debate for Dro Thon's ownership.

With that said, if the party intimidates Kyrlyayiss into joining the debate at all, like through threatening to unite the refugees and army against her, she will gain the following Leverage for the debate:

**Hostility:** The party used threats to pressure Kyrlyayiss into a debate and conversation. How trustworthy can people really be if they're willing to threaten those they want to negotiate with with violence?

## GATHERING THE PARTIES

At this point, the player characters should have met all sides of the conflict and learned about their desires and conditions. It's time to gather them all to decide who gets the claim over Dro Thon.

## DEBATE OVER DRO THON

Have the players choose a location for the debate to be held. This can be the entrance of Dro Thon, a courtyard, or any open space that will allow all parties to debate without hostility. All parties will arrive and the debate encounter can begin. Consider the different groups and their priorities when beginning the first round.

- **Lord Aidon Rossk:** The noble presents a familial claim to Dro Thon as a descendant of the Thon family. He wants to make the fortress his new domain and use the powers of the Wellspring to feed his county back in Thudor.
- **The Refugees:** After fleeing from their war torn homeland, the Ithranan refugees want to make Dro Thon their new home, using the Wellspring to feed themselves.
- **Kyrlyayiss:** If she is involved in the debate, the dragon claims dominion over the fortress and the area, citing that she has lived here the longest and built the fortress in the first place. She will use the Wellspring to support her kobold tribe.

The party with the highest leverage score will ultimately receive ownership of Dro Thon. The exact concessions made to parties who managed to get their own leverage may be harder to determine depending on how the conversation goes, but here are some ideas:

- **The Wellspring:** The new owner of Dro Thon can use the bounty of the Wellspring as a resource to trade, granting one or more of the other parties food in exchange for having the fortress.
- **Habitation:** Although the refugees may not own Dro Thon, they may be allowed to stay as either employed by Lord Rossk or servants to Kyrlyayiss. Alternatively, Lord Rossk may renew the Thons' original deal with Kyrlyayiss and hold Dro Thon in exchange for tribute and protection.
- **Resettlement:** The refugees may have to leave, but either Rossk or Kyrlyayiss can give them assistance to make the rest of the way to Thudor with supplies gained from the Wellspring over the next few days.



# KYRLAYISS

Huge Dragon

Armor Class 18

Hit Points 200 (16d12 + 96)

Speed 40ft., fly 80ft., burrow 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	12 (+1)	14 (+2)	12 (+1)

**Saving Throws** DEX +5, CON +11, WIS +7, CHA +6

**Skills** Perception +12, Insight +6

**Senses** Darkvision 120ft., Tremorsense 120ft., Passive Perception 22

**Languages** Common, Draconic, Elvish

**Challenge** 14 (11,500 XP)

**Legendary Resistance.** If the dragon fails a saving throw, it can choose to succeed instead.

**Cave Walker.** The dragon can climb sheer walls and even hang upside down with no penalty to movement.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite, and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 17 (2d10 + 6) piercing damage, plus an additional 4 (1d8) acid damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened or 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Sand Breath (Recharge 5-6).** The dragon takes a bite out of a nearby rock, and uses its acidic saliva to melt it into fine sand. The dragon exhales this sand in a 60 foot line that is 5 feet wide. Each creature in this line must make a DC 18 Dexterity Saving Throw, taking 27 (6d8) acid damage plus an additional 27 (6d8) bludgeoning damage and be blinded on a failed save, or have as much damage without being blinded on a successful one. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Leverages

**Draconic Might (Threat).** I leveled this fortress centuries ago. I will not hesitate to do so again.

**Draconic Ingenuity.** I created the Wellspring and helped build the fortress. If I get the fortress, I can build more for you.

**Safe Passage.** I can give safe passage to anyone you want to pass through, and can destroy those you don't.

**Hostility (If Unlocked).** The party used threats to pressure Kyrlyayiss into a debate and conversation. How trustworthy can people really be if they're willing to threaten those they want to negotiate with with violence?

## Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## WRAPPING UP

Roleplay the final scenes according to the results of the last debate mechanic. While any side will be frustrated at not achieving their total goals, they will largely accept the results. The only exception would be Kyrlyayiss if she either was not included in the debate or if she achieved zero leverage. In either case, she will attack the humanoids, but between the player characters, refugees, and/or army, she will be driven off to find a new home, but not without casualties on the humanoids' side.

## SPECIAL THANKS

The Turmoil in Thudor team would like to thank our faculty advisors at the Rochester Institute of Technology, Dr. Jessica Lieberman, Dr. Michael Brown, and Professor David Simkins, for their expert support and wisdom during the development of this one-shot and project.

We would also like to thank the people behind Homebrewery for providing their services to the D&D community for free. You can find them with the links below.

