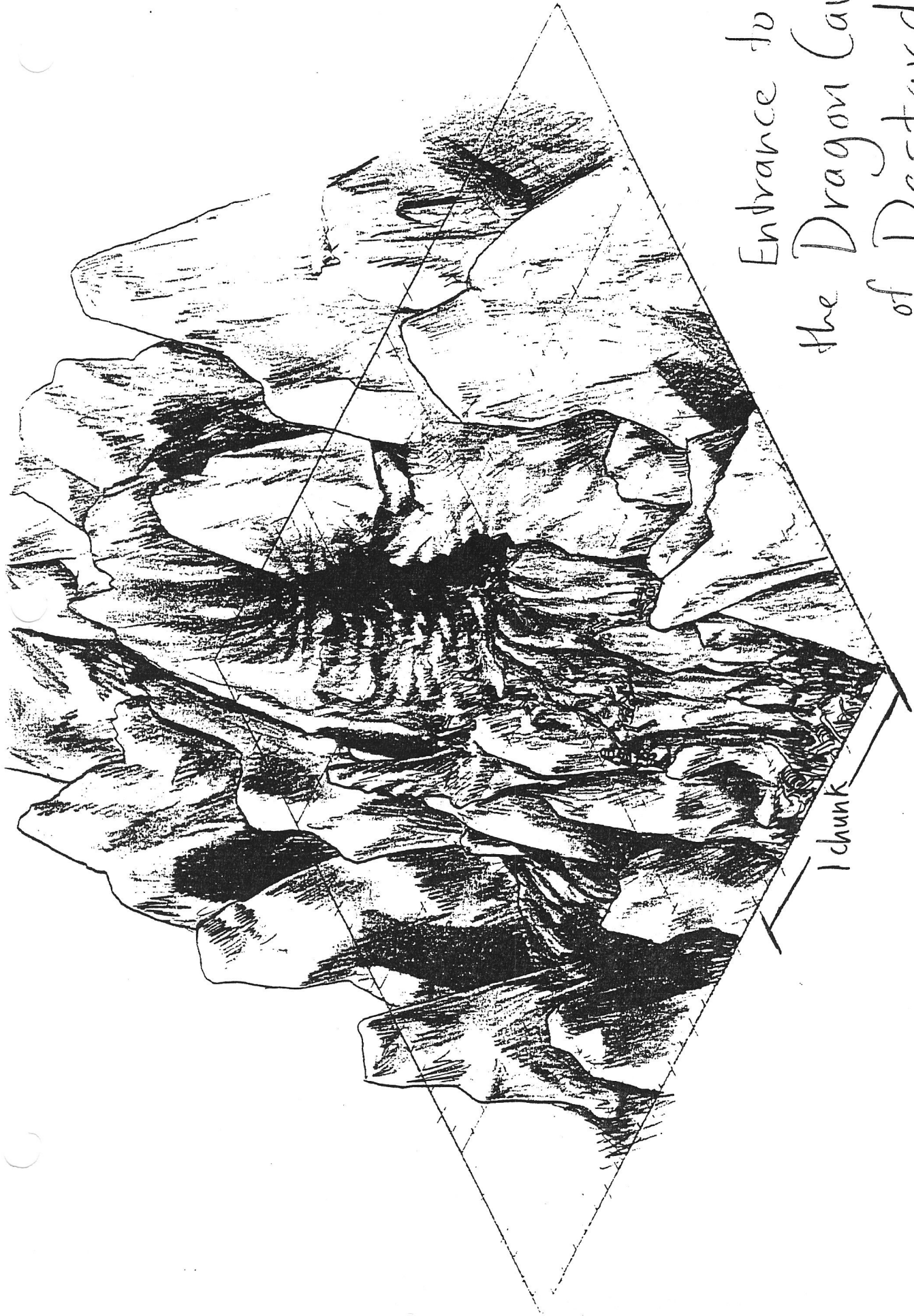


Destard

Entrance to  
the Dragon Caves  
of Destard



1 chunk

Destard is the home of the dragons. This cavernous complex opens toward the sea on the western side of the mainland, on a peninsula west of Trinsic. The cave sits on a high cliff that will have to be climbed by party. The tunnels are natural formations, some have been widened by the brutish strength of the dragons. Deep in its depth lies the queen of the dragons.

## PLOT INSERTION

The Avatar will be turned away from the gates of the Bastion of Lost Paladins in Trinsic. There are clues indicating that the lost paladins were on a quest to discover the source of the Wyrmguard. The player can then deduce that the most logical place to search is the dragons' lairs in Destard.

Later Caine of the Paladins will send the group back to Destard (if this is not accomplished at the same time). To seek out the Queen of the Dragons to combat Blackthorn's black dragon.

## DETAILS

The caverns must be assailed first by rope use in an effort to reach the opening on the cliff face. The caves are large and roomy with passages easy enough to accommodate a dragons bulk. There will be other openings on the cliff face from the caverns, but these are not reachable by the party from the outside, nor can they exit from them.

The dragons in these tunnels all pay homage to the queen, so their hordes are rather small, but they are paying for her protection (if one is asked it may tell this information).

**Journal note <destardEntered>:** *"We have found a cave entrance on the cliffs above the ocean. We had to push through piles of debris, scales, bones and the like, just to reach the base of the cliff. We used grapnels and ropes to gain the entrance. The whole rock face around the cave mouth is scored with gouges caused by the great claws of the dragons. Even now some are circling along the winds above the cliff. I wonder if they no we climbed up here, or if their just waiting for another easy meal. We hope to find the paladins here, though I fear they may not be alive."*

**Journal note <destardEntered && evinJoined>:** *"We have come now seeking the queen of the Dragons aide in our up coming conflict. Evin says he knows the location of a secret door, which will let us get to her lair to speak with her. I hope she is receptive to us after we have annihilated some of her brethren."*

## Level 1

1. Main entry chamber. This is an enormous cavern. Huge tunnels open into this chamber from all sides. A ramp leads up to another tunnel on the north wall. A large body of water is in the center of the chamber. Near the large central column in the room lays a dragon. This dragon is an adult of moderate size and evil temperament. Nearby is a small pile of gold, gems, and objects. This dragon is the watch beast for the main entry. It will charge to attack, once the group gets near the main column.

2. A dead paladin lies on the ground. He looks to have been played with a lot, both before and after death. His armor is rent and torn, beaten and shredded.

3. Another large male dragon us here reclining on a small bed of gold and items. It will attack when confronted, otherwise it is resting and won't charge the characters.

4,5 These are the great dragon bathrooms. Most characters will comment on how bad the smell is. Inside are large piles of dung and puddles of urine (ummm, ummm good!). There should be something good to find in here if someone is industrious enough to look.

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File: \u9\docs\design\maps\destard.doc

5/5/95

Page: 1

6. Two headless II are in here. The tunnel is too small for dragons to enter, and the headless like to hunt the leavings that the dragons don't eat. They will attack the party if they enter.
7. Four spiders have webbed this are good and live in here. They will attack the [party if the party doesn't burn their webs and them with it.
8. Eight rats are industriously cleaning two dead paladins in this room. The armor is blackened but functional. Both are wearing plate, they have heater shields, and great helms. They are carrying a magical mace and a regular long sword.
9. Another dragon.
10. A cornered headless. The dragon is trying to get him out.
11. Dragon
12. Dead paladin
13. dragon, and paladin parts.
14. dragon
15. Dragon
16. Geyser field, a very moist and steamy cavern. Rivulets of water flow down towards the pool in room 23.
17. A large chamber, home of two ghouls who comb these caverns when the dragons sleep, eating the carrion left over from dragon feeds.
18. A large chasm cuts into about half of the room. Descending is unsafe and some party member will warn the group of this. On the floor are four of the paladins. They are quite dead. Their armor burned and rended.
19. Four bats
20. Six rats are in here along with a small section of the column that penetrates the dungeon. The SE corner is also piled with rubble due to the column.
21. Dragon and horde
22. Three headless and some treasure.
23. Main chamber. A large chasm splits this chamber from room 21. A pool of water is just south of the chasm. This is run off from the geysers in room 16

## Level 2

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File: \u9\docs\design\maps\destard.doc

Page: 2

5/5/95



On this level are the larger male dragons who have fought their way to the top and are now suitors to the queen (also on this level). They guard the entries to her chamber. They are extremely territorial and refuse to help one another. In fact they would love to see perspective rivals being eliminated at no cost to themselves, however the queen does care.

1. In here are the remains of three paladins, one of which is who the party is looking for.  
**Journal note <paladinFound>** *"We found the lost paladins".*
2. Gigantic cavern, bisected by an enormous chasm stretching wall to wall and eventually connecting to the chasm cut behind the Column of Corruption. Two large male dragons are at either end of the room. If the party only stays along the center line of the cave they won't attack, but if they move to either side they will close, one at a time, and attack.
3. Dragon
4. Dragon
5. Dragon
6. Horde for dragon in room 5
7. This chamber no longer has a dragon in it, but the pieces of the one killed when the column erupted will be laying around. The dragons don't like the column.
8. There is a large pool in here that flows into the crevasse. The crevasse and water fall are not navigable. If either is attempted, it will kill the party.
9. Three ghouls are waiting in here for the dragons to settle down so they can prowl for food. They will attack the party on sight.
10. The queens chambers. The party will have to convince this finicky beast to go with them.  
**Journal note <queenDragonJoined>**: *"The queen of the dragons has agreed to join us in our quest at destroying Blackthorn and the source of Britannia's misery. She realizes the dragons are in about as much danger as the human population"*

### Level 3

The weak and aged of the dragons are placed here to care for the eggs and young dragons.

1. Main chamber. Two large adult and fit dragons are placed here as a defense against intrusion of this area by anything that might harm the young or eggs. These dragons will only be second to the queen in toughness.
2. Egg chamber 1, Headless type 1 will be in here tending eggs. A large fire pit in the center of the room keeps this area very hot.
3. Egg chamber 2, Headless type 1 will be in here tending eggs. A large fire pit in the center of the room keeps this area very hot.
4. Chamber of the young. Three young dragons are in here

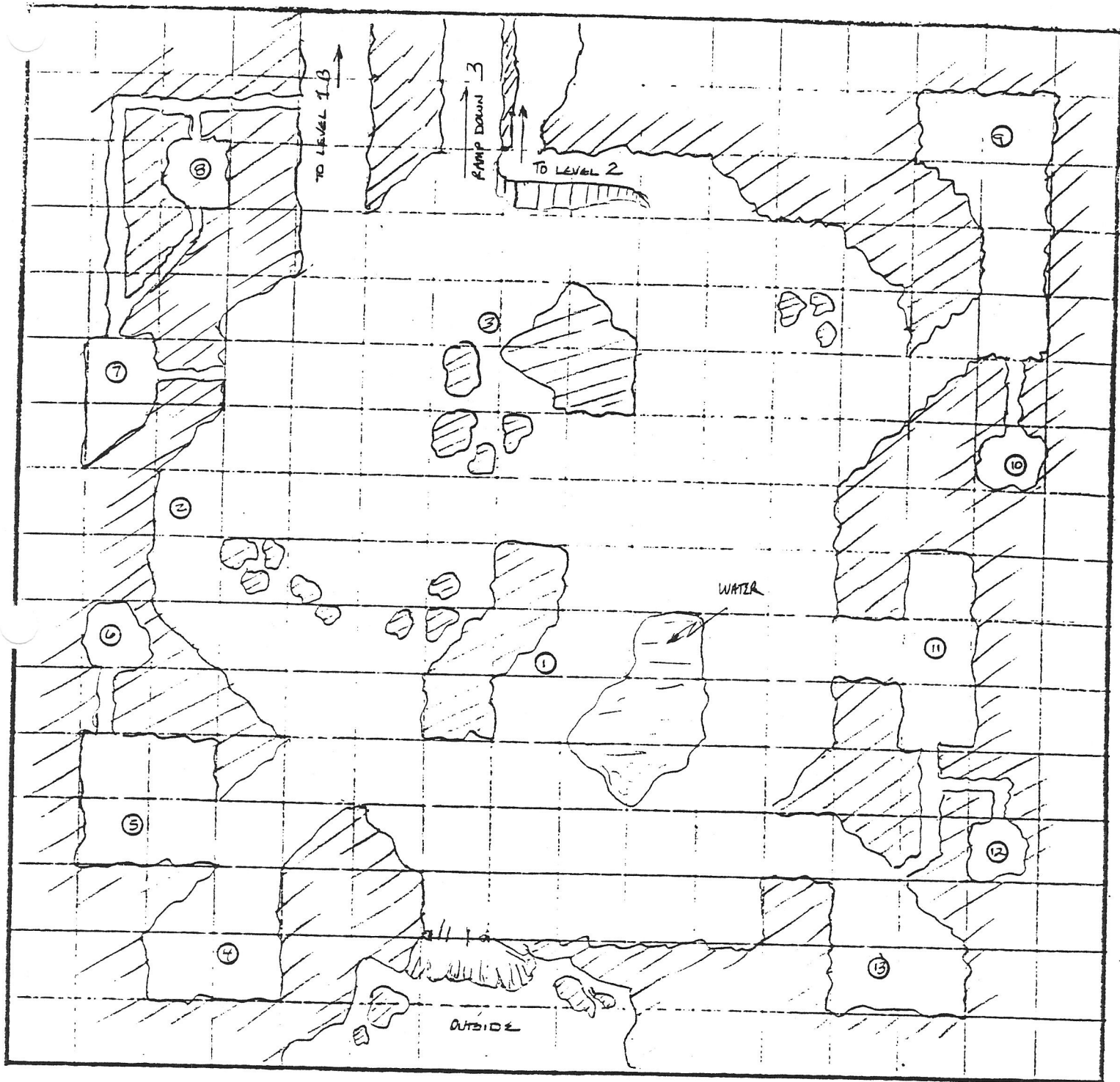
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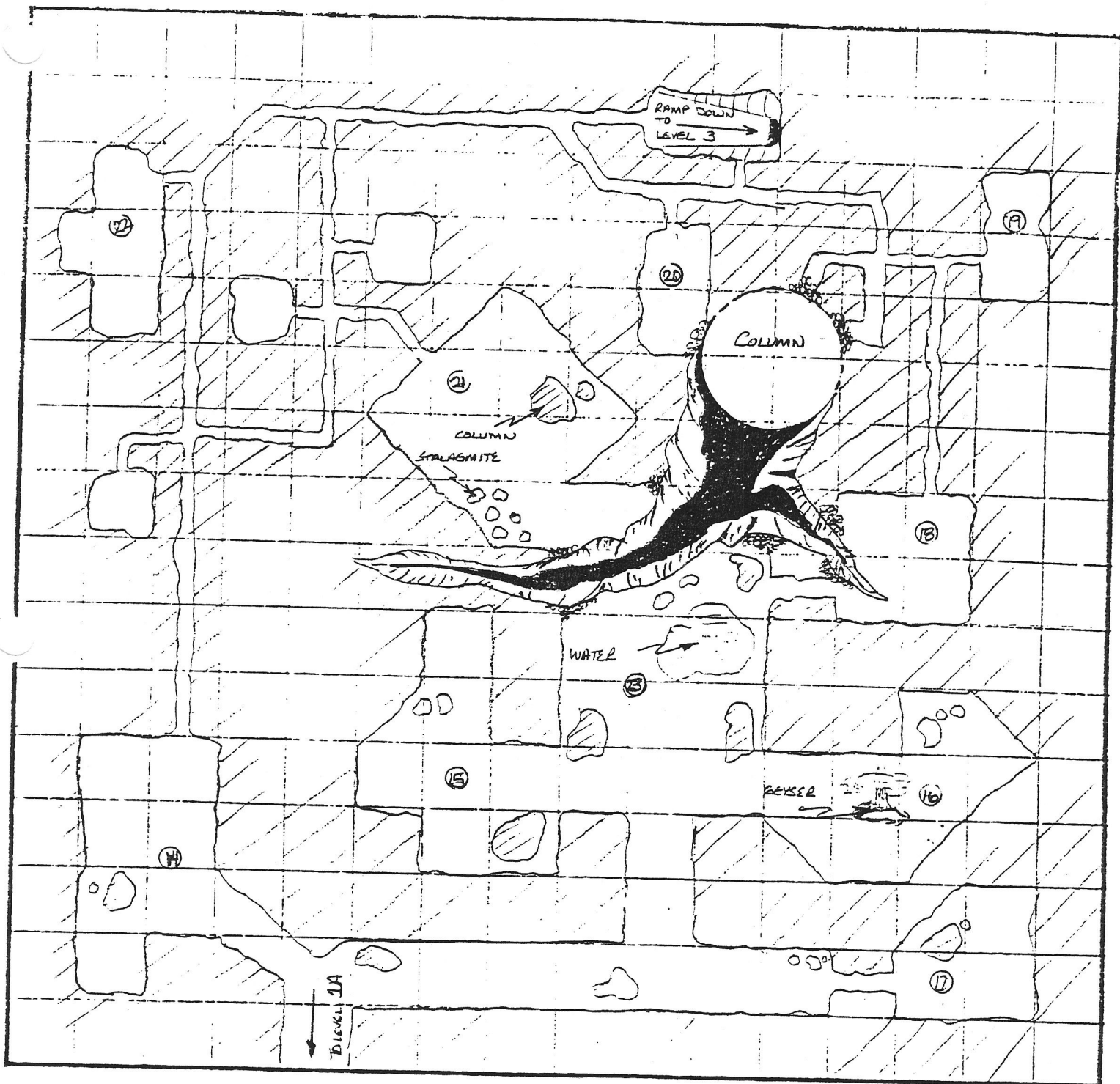
Page: 3

5/5/95

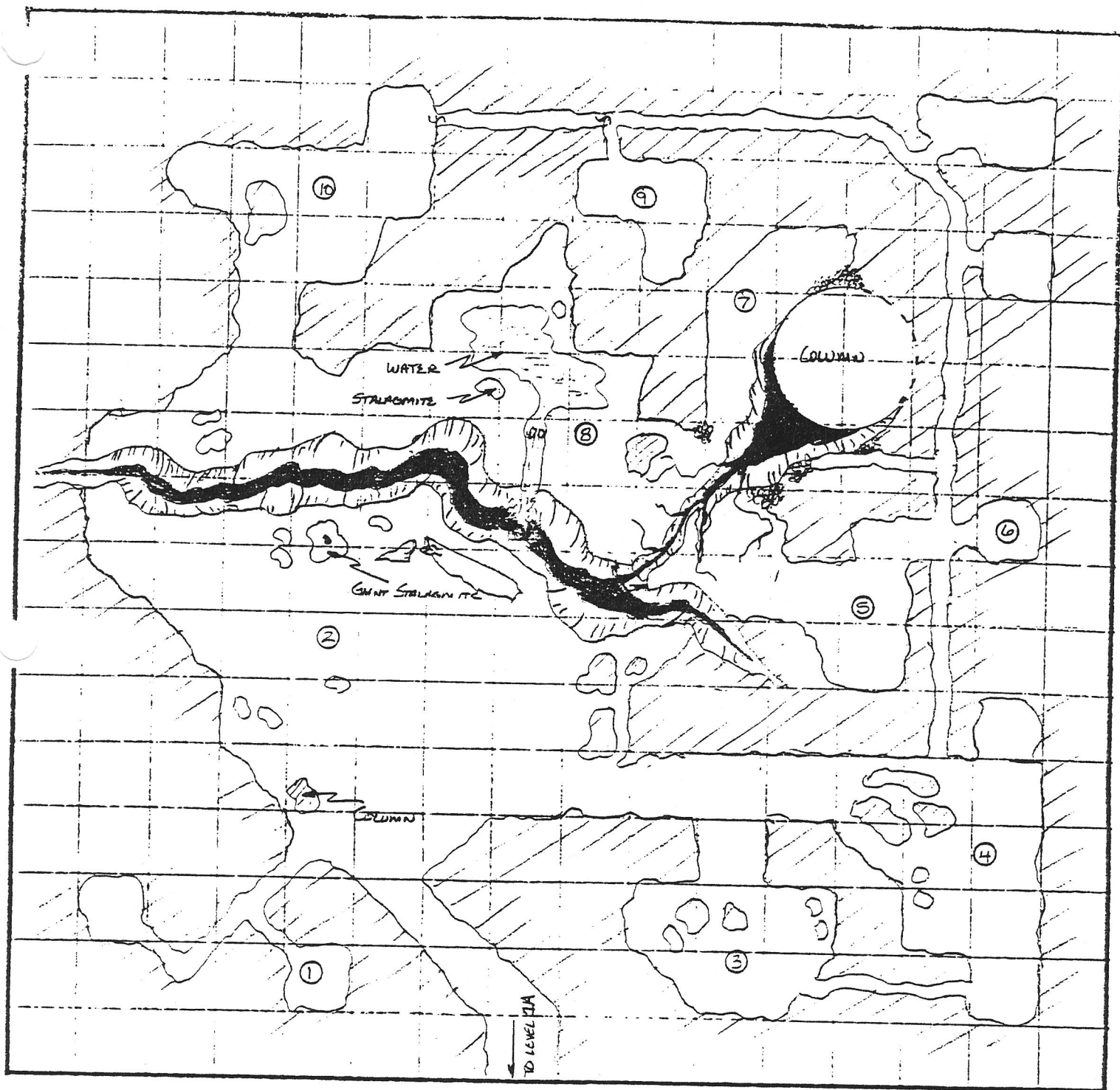
5. There is an older dragon lying here. He doesn't move much and will only attack if attacked. A pool of water is on the other end of the chamber.
6. Chamber of the ancients. Dragon bones are piled head deep in this room. Two fresh looking corpse lie on top of the mound, rot already set in. This is the tomb of the dragons.
7. Two old dragons rest in here. They also won't attack unless attacked themselves.
8. Eight headless lay around in this room. They will attack anyone other than a dragon entering. There are piles of dead cows and deer in the room. The headless are charged with looking after the aged dragons, (the aged ones look after the young)
9. Here the column has pushed almost through a room, but the glyph plate is visible. Once the Avatar removes this he will be shocked and knocked flat (moderate damage).  
**Journal note <destardGlyphTaken>:** *"We have taken the glyph to the column inside Destard. The power has ebbed from the column."*
10. Eight baby dragons are in here. One large older dragon lies in the main entrance and cares for these babies.



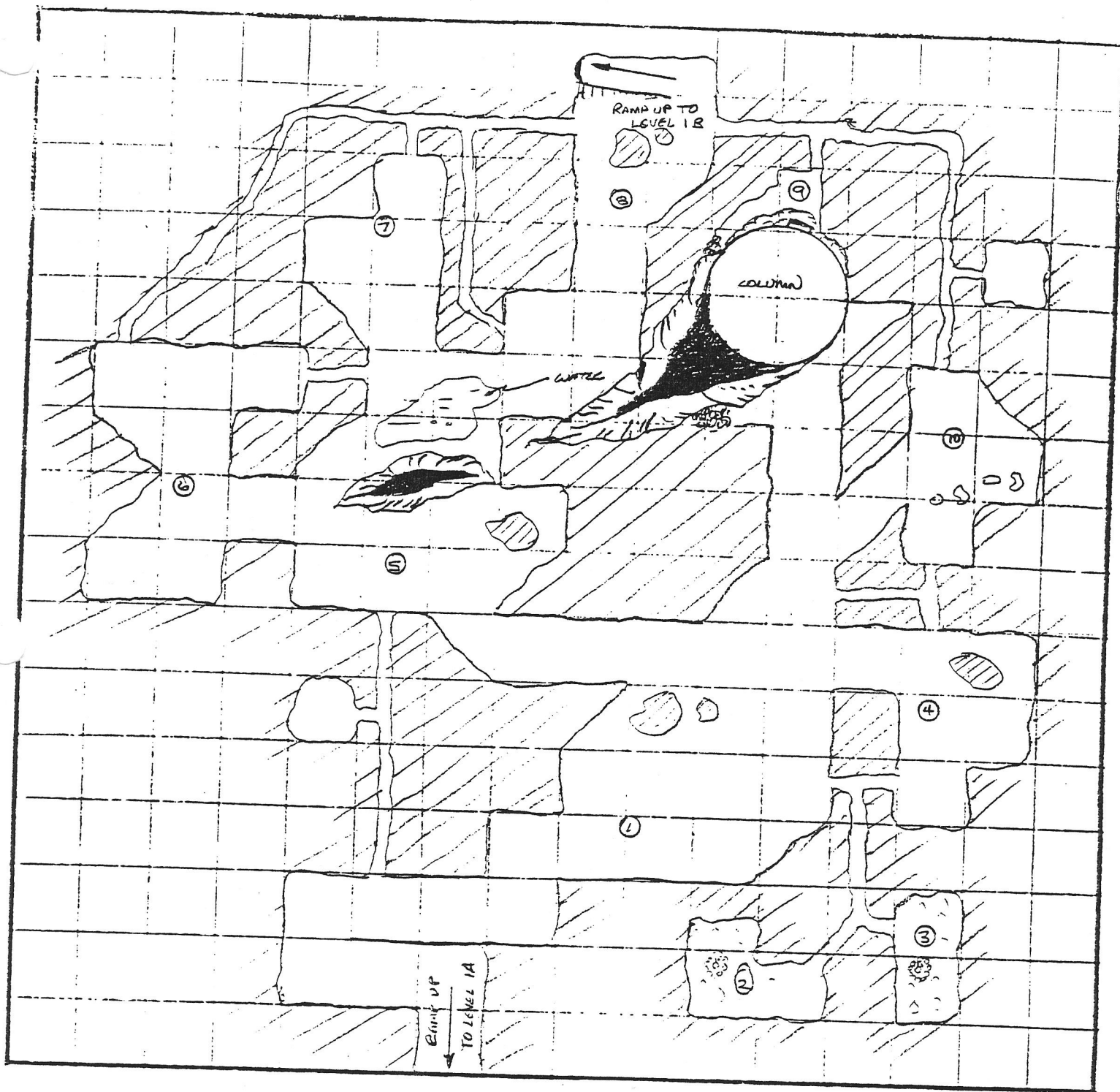
DESTARD - LEVEL 1A



DESTARD - LEVEL 1E



DESTARD - LEVEL 2



DESTARD - LEVEL 3