

The Rise of Volvagia

Introduction:

Your entire childhood you heard stories of the Heroes of Time, legends repeated by everyone and each telling of more daring adventures and close encounters with evil than the other. Unfortunately, that's all they seem to be... stories.

Each of your homes were destroyed by a sudden and dreadful act, one after the other, and no heroes in sight.

Ancient Elven forests were felled and burned, riparian preserves dried up, desert cities swallowed by sand, the list of atrocities never seems to end. Everyone was made to fend for themselves as the land was stripped of its resources and what was once a prosperous Eden has now become a wasteland.

Hard times have turned you into strong adventurers. These unfortunate circumstances led you to where you are today, members of yet another legend in Hyrule: The Shiekah Clan. Well, not members per-se, but initiates. Master Kogha said that in Ancient times, we would have had a well established curriculum of training. However, due to well (gestures broadly) everything going on, your training has been "streamlined".

The Shiekah have been tracking the atrocities across Hyrule for the last decade trying to discover who or what is causing all of this. Master Kogha has sent you with Stikh Mugpeel (another Shiekah Member) to investigate tremors that were reported in Kakariko Village. Master Kogha is taking a squad out to the Gerudo Desert to check on reports of a "Sand Worm?" and says that Master Impa is nearby at Zora's Domain if you ABSOLUTELY need help but otherwise not to send for her.

You are given the following supplies for your journey:

1. Sending Stone with 3 charges that communicates with Master Kogha
2. 50GP for the Party
3. 3 Potions of Healing
4. 1 Potion of Invisibility
5. 1 Potion of Growth

You have distributed the potions to each of your party members and they are listed on your sheet for who has which one.

First Encounter

Read Aloud: You head out to your destination in the early afternoon. As you make your way towards Kakariko, your escort Stikh Mugpeel introduces himself to the you all. Stikh is a Korok from the Lost Woods, he tells you that he was recruited to the Shiekah Clan after he killed an owl bear that had been terrorizing a nearby village. His recollection of the account is as if it happened yesterday and suddenly his appearance makes more sense. Stikh's barkskin has multiple deep scratches in it and he's missing a "limb" where must humans would have an arm. He tells you that the owlbear took much from him, but it

didn't take his razor sharp mind. Stikh tells you he works primarily in espionage and that his fighting days are mostly behind him.

As you continue to exchange stories with Stikh, you spot a group of people up ahead. It appears to be 4 men walking alongside a donkey cart that is loaded high with supplies

4 Ruffians are a part of this group and they will jump the adventurers when their guard is down.

DC18 Investigation Check- reveals that the items in their cart bear insignia native to the town of Kakariko but the cart has one that none of the players have ever seen

DC15 Nature Check- user spots what appears to be smoke coming from the direction of Kakariko

The Ruffians will engage with players in a casual and friendly manner. If players are suspicious of what's in the cart or question the ruffians on what they're up to, the ruffians will do their best to dispel that suspicion. User's can make an investigation check that is contested by a group deception check from the ruffians.

Loot: if the ruffians are defeated the players can find 50SP, strange looking rations, 3 potions of healing, and 1 potion of invisibility

If players lose the fight they regain consciousness a few hours later. They do not have their 50GP from Kogha or healing potions

Either outcome leads to Stikh suggesting they continue on and rest at an inn at Kakariko Village

Kakariko Village

Read Aloud: *You arrive in just before sunset and find yourself at the heart of a sprawling little town that appears to have taken in more residents than it was designed to hold. Beings of all different races are milling about. New construction is everywhere and the builders are running around like crazy trying to get work done. A few workers seem to be tending to recent damage to a building at the entrance of town as well*

Gorons, Rito, even a few Zoras dot the streets as you make your way to the Inn with Stikh. He cautions you to stay close so that you don't get separated in the crowd.

Buildings inside Kakariko:

- Kakariko Inn
 - The inn is a two-storey building of timber and brick walls, with a small fenced yard. Accommodations consist of several small rooms with wooden cots and wooden cots near the hearth. A secret door in the cellar opens into a network of tunnels.
 - The innkeeper is a tall male human named Athert. He was cursed by a vagabond witch, and can only see through a glass eye which he holds.
 -
- Shooting Gallery
 - A burly shirtless man stands at the counter. As you enter he grunts:
 - “Welcome to the shooting gallery. Play or get out”
 - 5SP to play a game
 - 5 shots to hit a target. Need to hit at least 4/5 to win a prize
 - Roll d100 each time. Scores of 70 or higher will be considered a hit. All other rolls miss
- Bubba's Bazaar
 - The shop is a single story building of half-timbered walls, with dwarf-wrought iron furnishings. It is well lit by glowing gemstones set into the ceiling.
 - The shopkeeper is a short male goron named Bojan
- Potion Shop
 - The shop is a two-story stone-walled building, with a reinforced wooden door and a tiled mosaic floor. It is protected by a bound fire elemental.
 - The shopkeeper is a tall female human named Joyce. She is particularly interested in armor and shields from the tomb of the Goron champion Godron.
- Petting Zoo
 - There's something off about the animals.... Except the chickens they seem fine.
 - A short female half-elf named Anju runs the zoo. She does not like the chickens
- Fortune Teller
 - A wood shack at the rear of the potion shop can be accessed by passing through the potion shop to the entrance of this strange building. As you approach the door it slowly

opens wider as you get closer, a frail voice beckons you: *"Come in.....let me ease your troubled minds"*

- Madame Fanadi a human woman
- Fortunes can be told for 5GP:
 - An ancient spirit still haunts these lands and seeks vengeance. They call out to those it can corrupt with promises of power. If it is returned to this realm, only a legendary weapon could destroy it again. You were brought here to fulfill this purpose
- Library
 - Kokiri Librarian named Astor
 - She's fond of dragons and talks about them non stop if questioned
 - Says that an Volvagia was once slain by a Goron hero and buried in the heart of death mountain
 - The legendary hammer that killed the dragon was allegedly laid to rest in Godron's tomb in the Kakariko graveyard.
 - Godron's tomb was unmarked for fear of looting for the legendary hammer
- Windmill
 - It's a windmill and it's made of stone
 - A slender man plays jaunty music and stands on the platform. He nods as you enter and continues to play his music.
- Graveyard and Graveyard diggers shack
 - An elderly elven man makes his way around the yard
 - Someone has been messing with the graveyard recently
 - A historical burial plot was recently demolished- some say it's lightning but he thinks someone did it to get an artifact left in the tomb.... Not that it's in there anyway. Access to the tomb is now blocked
- Broken down building
 - DC22 perception to spot Kogha as he darts out the back of the building
 - DC20 perception to spot a figure darting out the back of the building
 - DC15 investigation to tell someone has been here recently
 - DC18 Arcana check to see that necromancy runes have been recently used
- Watchtower
 - A young rito boy stands atop this tower staring up at death mountain.
 - If questioned he tells the characters he likes the view
 - Tells them he's seen some weird stuff coming from the mountain

Goron City

- Lower Level
 - Darunia's Grand Hall
 - Goron Shop
- Mid Level
 - A dark hallway with lively music playing at a distance, you're unable to see down the hallway even with special accommodations like dark vision
 - Midgoron's shop
- Upper Level
 - Stairs to go down
 - Large room filled with boulders about 6 feet tall

Plot:

Characters are sent to Kakariko to investigate tremors. Necromancy rituals are the actual cause of these tremors and the rituals are being carried out by dragon cultists that Kogha is working with. They are trying to resurrect Volvagia

Day 1:

Characters arrive in the evening and settle at the inn, allowing them a long rest after their first encounter (if a beginner one-shot).

Day 2:

Woken by screaming. Young Kruthiks that live in the mountains are fleeing the depths of the mountain and popping up in the town. They kill anything that slows them down but will leave everything else alone

Cultists are told by NPCs that they knew kruthiks lived in the mountain but they've never come this far up. Something must be bugging them.

Later in the day a dragonflesh grafter emerges and runs amuck. This is a sign of the cultists working on their rituals

Day 3:

If characters haven't been to the library or graveyard, drop some hints that lead them there. The librarian tells of Godron the Goron who use a legendary hammer to smite Volvagia. He was buried with the hammer in a sacred grave in Kakariko. The only way to unlock it is with the blood of Volga, the half-red dragon veteran that shows up 1 day before volvagia is said to emerge again.

Dampe in the graveyard will tell them that they need the blood and will fill them in on the ritual once they bring the blood AND Volga's head.

Characters who complete the quest are walked through a ritual that opens a hidden tomb to retrieve a Megaton Hammer that does 2d8 worth of damage and must hit at least 3 times to kill the beast (players don't know the 3x part).

Later that evening Kogha arrives and chats with the players. They don't realize that he just dropped off additional components for the ritual. He wants to resurrect Volvagia so he can rule over all Hyrule, or at least be 2nd in command since he earned Volvagia's favor.

The cultists summon Volga who is designed to clear the way for Volvagia. He will lay waste to everything in his path with absolute malice.

Day 4:

Depending on character speed of side quests, Volvagia can arrive at any point. If the characters journey up the mountain they will discover Kogha completing a ritual for reviving Volvagia. Kogha will disclose his plans and ask that the characters join him.

I made Kogha a Mary-Sue villain for the purposes of summoning the dragon, but he is immediately eaten by Volvagia because dragons are gonna dragon.

Players can fight Volvagia who has a Red Dragon stat block appropriate for whatever level your players are. I used a wyrmling for 5 level 4 players and it was still close because:

In order to defeat Volvagia the hammer must land a hit 3x on the skull. Volvagia will fly and dive and players can attack and deal damage. If more than 30HP of damage is dealt or he goes to 0 HP. He crumbles to the ground and players have 1 round of no attacks from Volvagia as he is stunned. If they're really struggling to land a hit you can use prone rules or allow them to pass the hammer to one other character while Volvagia is stunned. I would not suggest allowing both

At the end of that round, Volvagia gains half of the hit points he lost and starts attacking again. Rinse and repeat until 3 hits to the skull or TPK.

- Day 1
 - Talk to people in town maybe discover some information
 - Young Kruthik- live in the mountains and weird that they would come out to at all
 - Dragonflesh Grafter
- Day 2
 - Dragon Speaker comes to town and announces the return of Volvagia to finish what “The Evil One” started
 - Cultists show up are spotted in the graveyard
 - Half-Red Dragon Veteran threatens to burn the village down
- Day 3
 - Red Dragon Wyrmling