

MEGA DRAGON TURTLE

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Legends tell of a crystal forged by the giants with the power to enlarge its wielder to twice his size. It was handed down through generations of royalty, until it was finally lost to the sea when the royal ship wrecked in a ferocious storm. Many believe it still rests on the ocean floor to this day; but the truth is, it was discovered by Golram a mighty and greedy Dragon Turtle.

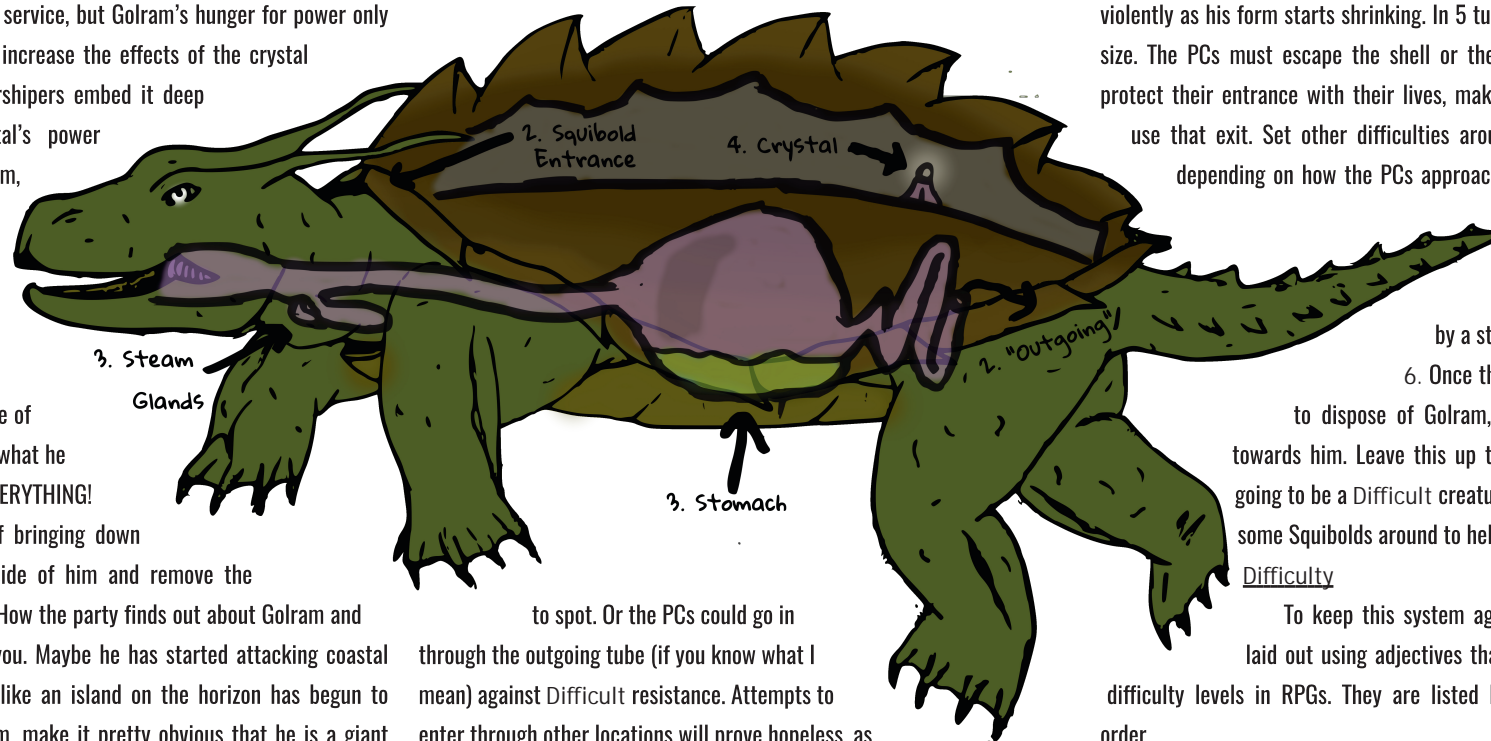
Golram used the crystal to add to his might and lure more Squibolds (amphibious Kobolds) into his service, but Golram's hunger for power only grew. He discovered ways to increase the effects of the crystal until he one day had his worshipers embed it deep within his shell. The crystal's power began to course through him, growing his body larger and larger over time. The power began to corrupt him, feeding his ego until it matched his body, that had now grown to the size of a city. Now he is out to claim what he believes to be his: EVERYTHING!

The group's only hope of bringing down this monster is to travel inside of him and remove the crystal that gives him power. How the party finds out about Golram and his weight problem is up to you. Maybe he has started attacking coastal towns, or maybe what looks like an island on the horizon has begun to move. When they discover him, make it pretty obvious that he is a giant dragon turtle and have a wise old NPC tell the story of the crystal. Once the players go after Golram, he will flee into the ocean. Golram is invincible to the PC's attacks. He only runs to toy with them.

Adventure Steps

1. The players first have to travel underwater to Golram. They encounter 1d4+2 Squibolds who have stayed back to protect their master. Squibolds are Easy to take out and/or gain information from. When the fight starts looking dire for the Squibolds, one or more will flee towards Golram shouting, "Protect the crystal!"

2. Once the players reach Golram, he attacks with Moderate attacks, but attacks against him do nothing. The PC's should be encouraged to find a different solution. The easiest entrance is through his mouth. Golram takes a deep breath before each use of his steam breath, requiring an Easy difficulty to enter unscathed. At any other time, the difficulty is Very Difficult. The PCs could theoretically find the opening in Golram's shell, but it is heavily protected by hundred's of Squibolds and is Very Difficult



to spot. Or the PCs could go in through the outgoing tube (if you know what I mean) against Difficult resistance. Attempts to enter through other locations will prove hopeless, as the turtle's hide and shell are too tough.

3. Once inside, the PCs must dodge the steam glands on the way down Golram's throat (Moderate difficulty) and then they must cut their way out of the softer interior flesh at the roof of the turtle's stomach (Moderate difficulty). Golram accidentally swallows 1d4+2 Squibolds to make the situation more interesting. Roughly every 15 seconds, Golram swallows a big gulp of water to try and wash the party out (Moderate difficulty).

4. The PCs crawl up through the opening into a cavern-like area

inside of Golram's shell. Nearby are hundreds of Squibold worshipers maintaining and decorating the inside of the shell like an elaborate temple. In the center, the crystal sits on a pedestal of Golram's flesh. Sneaking past the Squibolds is Difficult. Removing the crystal requires a Difficult check and will definitely alert the Squibolds if they didn't already spot the party.

5. Escape! Once the crystal is removed, Golram begins to shake violently as his form starts shrinking. In 5 turns, Golram returns to normal size. The PCs must escape the shell or they will be crushed. Squibolds protect their entrance with their lives, making it Nearly Impossible to use that exit. Set other difficulties around Moderate and Difficult depending on how the PCs approach the situation. If they are in the fleshy part of the turtle after 5 rounds difficulties will all increase by a step.

6. Once the PCs escape, they may want to dispose of Golram, depending on their feelings towards him. Leave this up to the players. Golram is still going to be a Difficult creature to face and may still have some Squibolds around to help him.

Difficulty

To keep this system agnostic, difficulties have been laid out using adjectives that commonly correspond with difficulty levels in RPGs. They are listed below in ascending difficulty order.

Easy - Simple tasks or enemies to defeat. Possible for anyone within the party.

Moderate - Simple for those skilled in it, but tougher for those untrained in the skill.

Difficult - Fairly difficult for all characters.

Very Difficult - Low success rate.

Near Impossible - Impossible for all but those skilled in the task.

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