

# REVENGE OF THE OJEEYELL

The town of **Restovuss** rests in the shadow of the mountain of **Hazzborough**. Years ago the mighty dragon **Ojeeyell** appeared from the caves of **Mount Hazzborough** and threatened the town. The town elders came together and made a pact with the dragon to ensure peace, while the dragon promised his protection. The dragon received enough to eat and the town prospered. The pact ensure the success of both entities.

Over the past year the town heard nothing from the dragon **Ojeeyell** until a new dragon emerged, far larger than **Ojeeyell**, announcing himself as **OjeeyellPlusOne**. The dragon claimed to be a replacement for **Ojeeyell** and he denied the pact with the town existed. He instead demanded tribute of a large amount of the town's goods. He states that the tribute is due in three days. The path to the caves of **Mount Hazzborough** is well known and takes four hours travel by foot.

## Ojeeyell's Lair

### 1. The Entry Hall

Two enormous doors open to a hallway constructed of gleaming marble. Ahead is a huge set of double doors, and there are doors to the left and right. Perception reveals deep breathing behind the double doors.

### 2. Left Chamber

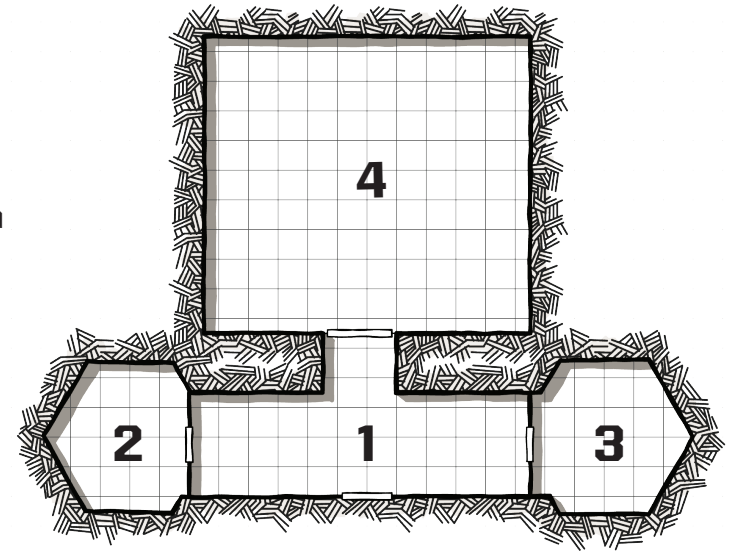
Bookshelves hold many scrolls. They all contain notes about the town and people of Retovuss but all positive comments have been crossed out. There is a note and sketches for a complex lock.

### 3. Right Chamber

Many broken chains and enormous shackles litter the floor of this room. A large workbench is covered in various metalworking tools. Investigation reveals a secret safe in the wall, which is locked. Inside the safe is an enormous black key. [This key opens the lock binding Ojeeyell].

### 4. Throne Room

The main room in the lair contains a huge emerald throne built for a large dragon. In the far right corner of the room are many large blankets and pillows. These were used by Ojeeyell, before OjeeyellPlusOne constructe its throne. In the far left corner of the room Ojeeyell is chained to the wall with a large lock that matches the drawings from chamber 2. This lock can be opened with the black key found in chamber 3. OjeeyellPlusOne sits on its throne, and will endlessly boast and chatter to the party as long as they'll put up with it. It will attack if attacked, or if the party tries to leave the lair or free Ojeeyell.



# OJEEYELLPLUSONE

These stats are suggestions for OjeeyelPlusOne. Adjust as necessary for your PCs. Ojeeyell will have similar stats if needed.

## Cypher System

**Level:** 7

**Health:** 45

**Damage Inflicted:** 10 points

**Armor:** 3

**Movement:** Short; long while flying

**Modifications:** Perception as level 2;

Speed defense as level 6 due to size

**Combat:** Ojeeyell can bite one target or claw two opponents in immediate range as a single action, plus use its captivate ability.

When bitten, targets are also immobilized until they succeed on a Might defense roll to break free (or Ojeeyell drops them).

**Captivate:** Ojeeyell can psychically mesmerize a nondragon target in immediate range who fails an Intellect defense roll with its legalese babble. A captivated target is stunned for one round.

**Loot:** Ojeeyell's hoard might contains 6 cyphers, which OjeeyelPlusOne created, and Ojeeyell will gift to the heroes if they free it.

## Fate

**Aspect:** Terrifying and Selfish Dragon

**Good at (+5):** Flying, Being a Dragon, Being Terrifying, Breathing Darkfire, captivating with legalese babble.

**Bad at (-2):** Understanding Humanity, Sharing with other Dragons.

## Call of Cthulhu

**STR** (20d6) 72

**CON** (10d6) 31

**SIZ** (20d6) 82

**INT** (-) 10

**POW** (4d6+6) 25

**DEX** (3d6+3) 17

**Move** (-) 4/10 flying

**HP** (-) 57

**db** (-) +4d6

**magic points:** 10

Ability to cast the **Mind**

**Blast** spell with its legalese babble.

