CHARWALL

ABOUT

Charwall is a settlement built in the ruins of an old fortress on a small island in the Black Loch. The population of Charwall is a mix of draconic humanoids, most of whom are either dragonborn or kobolds.

While Charwall is a single community, the dragonborn, dragonkin and half-dragons live within the walls of the fort, while the kobolds live in the watery tunnels below, where they farm large patches of moss for food.

Charwall was only settled recently. Most of the dragonborn residents are not native to the underdark and cannot fully explain why they made the long journey there or why they decided to stay. They only know that they felt drawn to the place.

The reason behind this mysterious attraction is unknown, but it almost certainly has something to do with an ancient red dragon named Kaliphex the Immortal, whose lair is nearby. The residents of Charwall venerate Kaliphex and claim to be able to feel her presence within them, even from miles away.

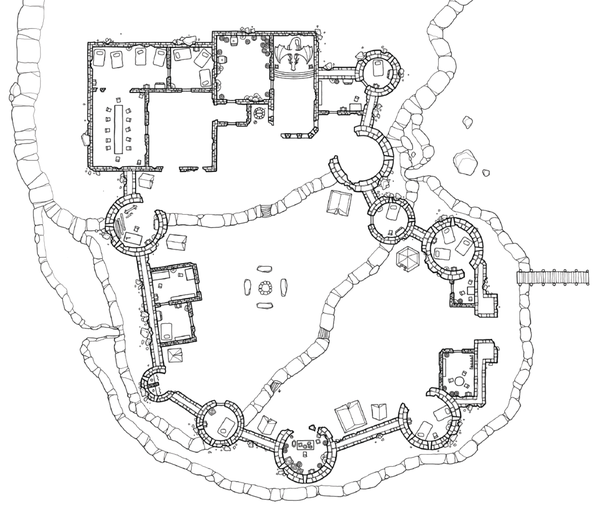
HISTORY

The original name of the fort within which Charwall lies is unknown. It was built by dwarves over 2000 years ago and was abandoned about 1000 years later.

The fort stood empty for centuries until, about 300 years ago, a group of duergar raiders moved in. Soon after their arrival, the duergar learned that a dragon laired nearby and began making plans to loot its hoard.

The dragon was named Kaliphex, a truly antediluvian beast who had lived for almost 11,000 years. When two duergar came to her lair to scout it, they were caught. They claimed to have come by mistake, but Kaliphex wrested the real reason for their visit from them and flew out to put a stop to their plan.

After eating the two scouts, Kaliphex paid a visit to their comrades at the nearby fort. She spewed flames over every inch of the building, incinerating everyone and everything inside until she was certain that



no one survived to threaten her hoard.

Afterwards, the fort was empty for another few centuries, until a group of kobolds moved in about 15 years ago, followed shortly after by a slow trickle of dragonborn and other races of draconic descent. Over time, this colony grew into the village of Charwall.

New arrivals from the surface and elsewhere continue to appear and the village grows at a rate of about one or two residents a month. Newcomers are told about Kaliphex as soon as they arrive. No one can explain to them why they were drawn to Charwall, but, whatever the reason may be, they are not alone.

KALIPHEX

Kaliphex is aware of the community at Charwall, but has no more insight on the reason for their arrival than they do. She regards them as harmless, but is concerned that they are a sign that something strange is going on.

After 11,000 years of life, there are few things Kaliphex does not understand or cannot explain. But the phenomenon she is observing now is incomprehensible to her. She has three hypotheses on what may be happening, although she isn't sure any of them are correct.

The first is that she may, finally, be dying. As she does, her extraordinary life essence may be slowly radiating out of her, attracting lesser draconic beings to her presence.

The second is that she may be undergoing apotheosis-- ascension to godhood. While Kaliphex has had many experiences over the course of her long life, she has never had that one in particular. If this is happening, the community of Charwall may become her first clergy. Kaliphex believes she is a plausible candidate for godhood, but believes she would have been informed about it in advance if this were the case.

The third possibility, which concerns Kaliphex the most, is that there may be an outside force intentionally causing this. She doesn't know who it might be or why, but she has lived long enough to have made quite a few enemies. Perhaps someone is surreptitiously siphoning off her life force or some other vital essence. If this is the case, those gathered at Charwall could have been drawn by whatever power she may be emanating, perhaps even absorbing it into themselves.

CHARWALL

The residents of Charwall are an unusual group, many of whom have little in common. This is particularly true of the kobolds, whose society is very different from the more civilized lives of the other races.

But the community is held together by their veneration of Kaliphex and by the universal experience of having traveled to this strange island from far away. Everyone has a long story of their journey to Charwall, their life before and the bizarre experience of leaving it all behind.

Many had brushes with death along the way. The path through the underdark is a dangerous one and many residents think the number of people who attempt the journey is much higher than the number who arrive.

There are two leaders in Charwall: one dragonborn and one kobold. This is not due to a deep division between the two groups, but because of the differences in their day-to-day activities. While the kobolds largely spend their time tending to their moss farms, the dragonborn engage in trade, fishing, crafting and other pursuits. Since no dragonborn knows anything about moss and no kobold knows much about the rest, they each have their own leader. Still, they regard each other as equals and consult each other on decisions that affect the whole community.

NOTES

None of the buildings in Charwall have roofs. Most of the roofs collapsed ages ago and the rest fell when Kaliphex burned the fort.

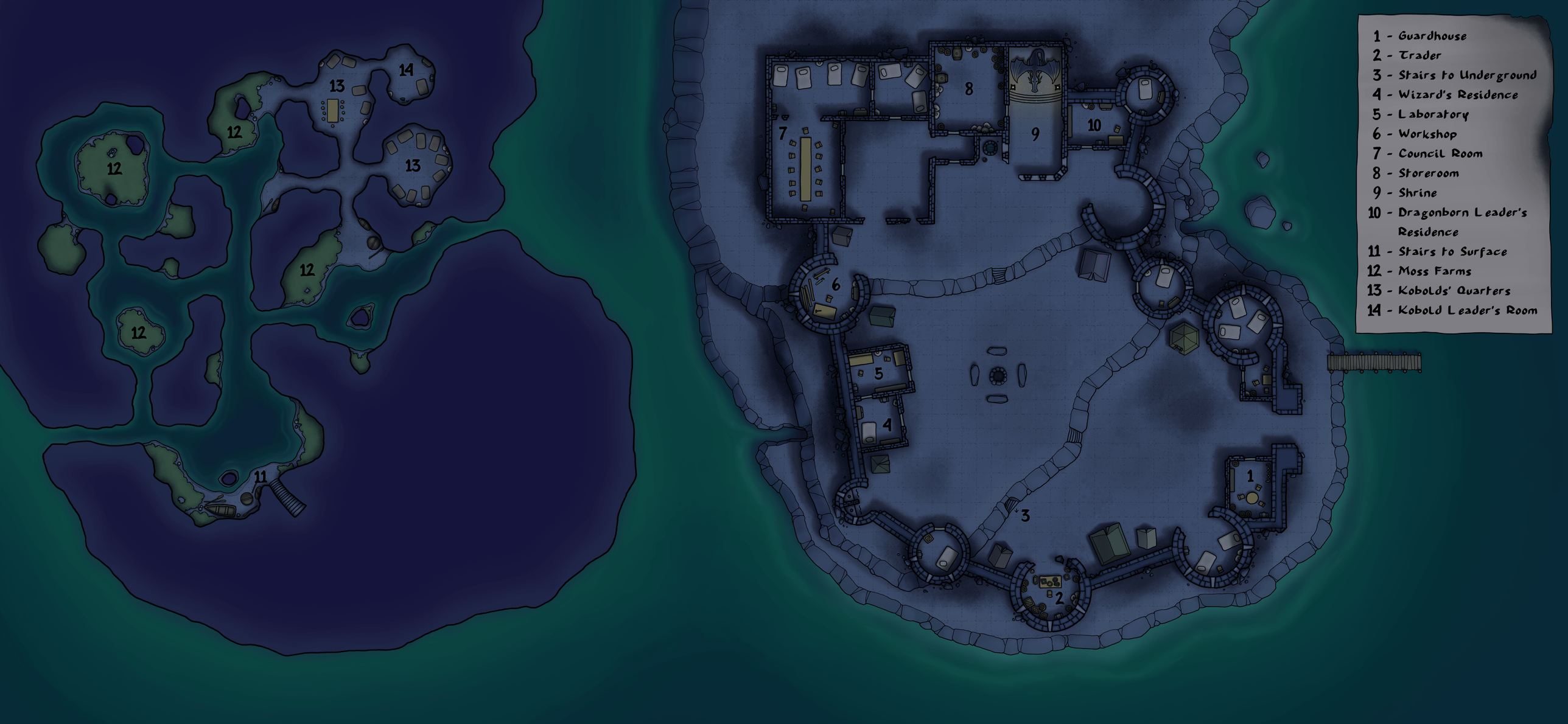
The kobolds travel through the underground tunnels in small, circular boats called 'coracles.' These simple vessels are too small for most of the dragonborn, who use a rowboat instead. Generally, the dragonborn spend very little time in the tunnels.

There is a small shrine to Kaliphex in Charwall, featuring a large, stone sculpture of her. She has only been seen by the residents of Charwall once, having flown overhead three years ago. Those who were present claim that they could feel her presence surging through them and most describe it as a religious experience.

Some residents leave offerings of gold by the statue. As most people in Charwall have little or no money, there isn't much there.

No one in Charwall has ever been to Kaliphex's lair and the village's leaders forbid traveling there. Opinions differ about whether it should be permissible to do so, but most believe it would be disrespectful. They say that the honor of being in Kaliphex's presence is for her to bestow, not for them to take.

Whatever it is that has drawn the residents of Charwall to their home might be felt by dragonborn party members who visit. They may even feel it before they arrive.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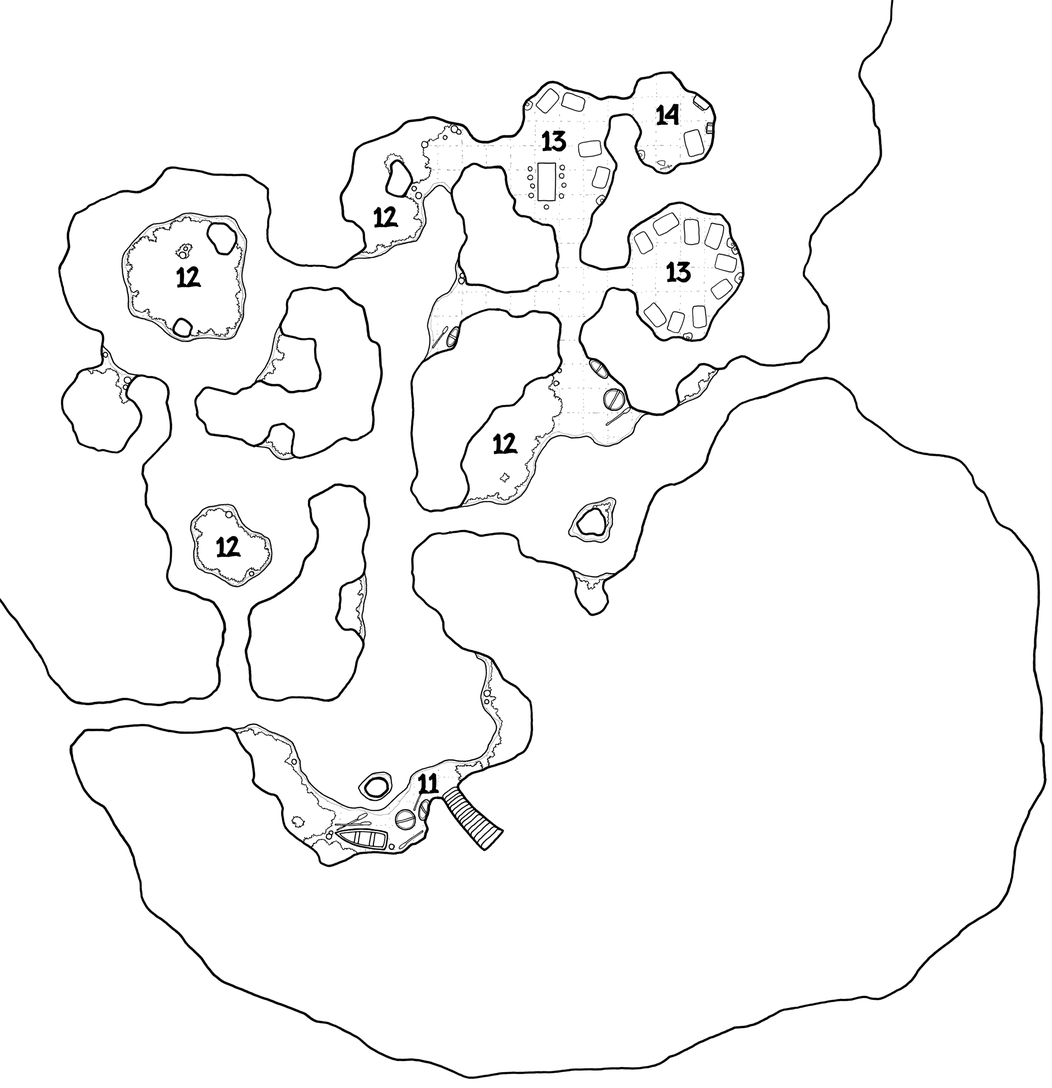
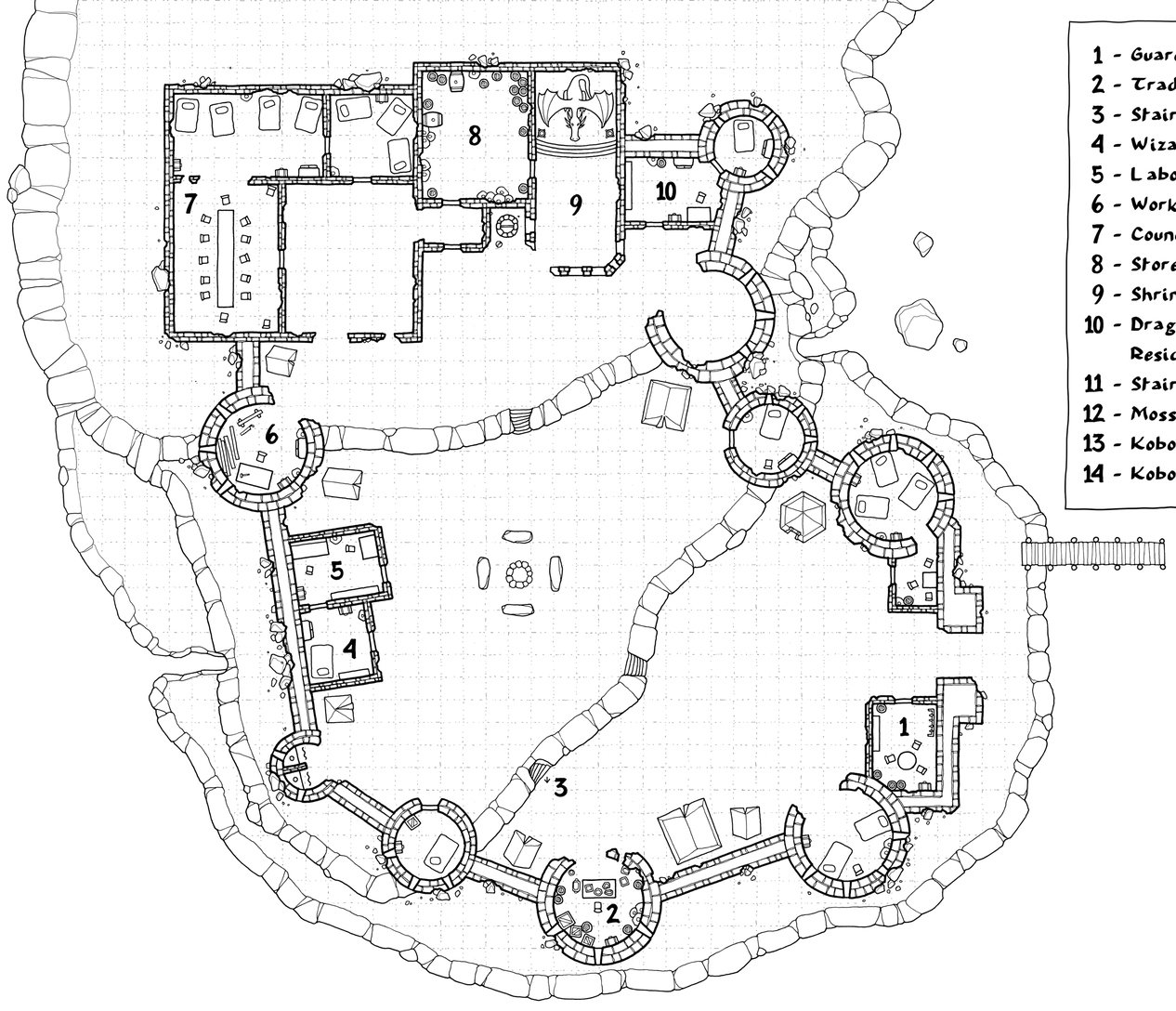
2 - Trader
3 - Stairs to Underground
4 - Wizard's Residence
5 - Laboratory
6 - Workshop
7 - Council Room
8 - Storeroom
9 - Shrine
10 - Dragonborn Leader's Residence
11 - Stairs to Surface
12 - Moss Farms
13 - Kobolds' Quarters
14 - Kobold Leader's Room





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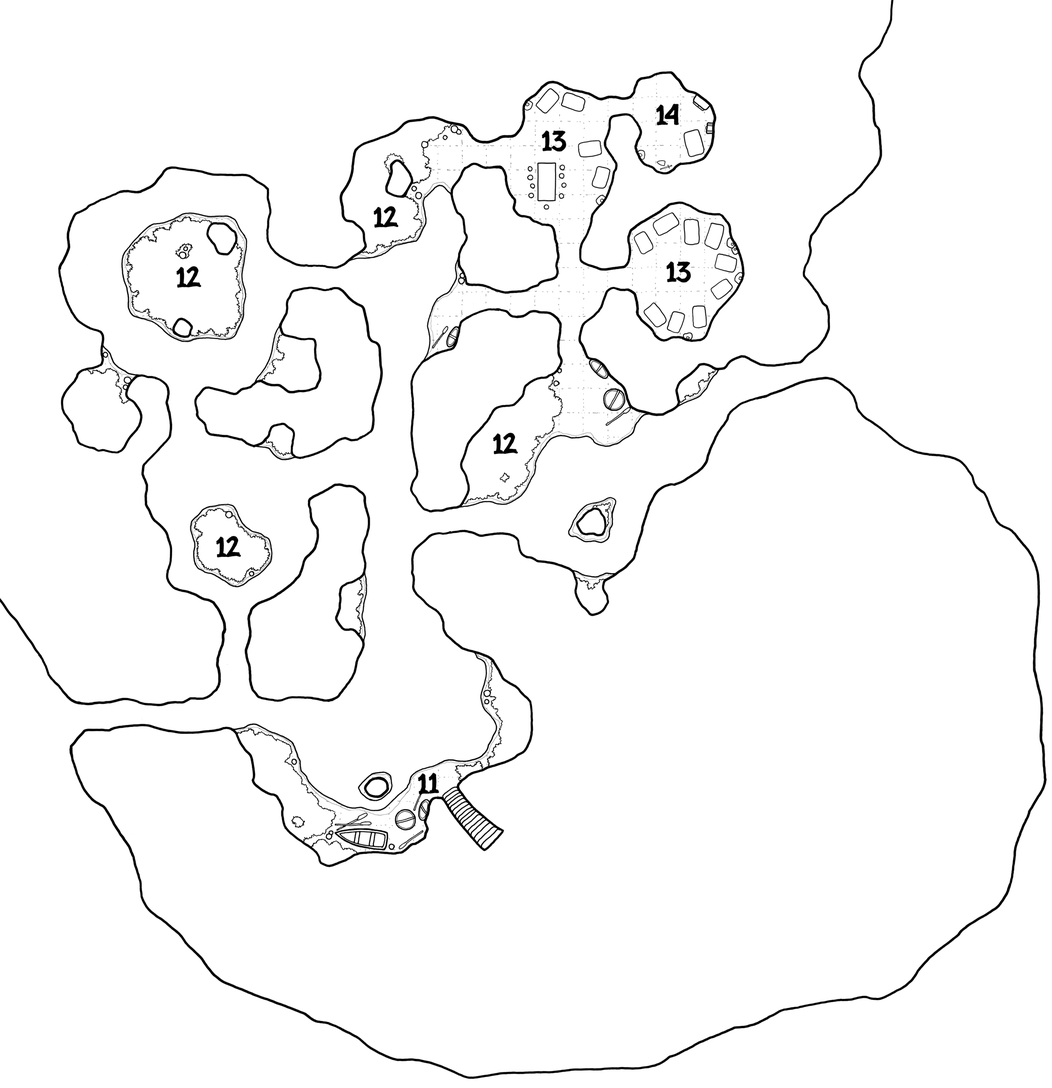

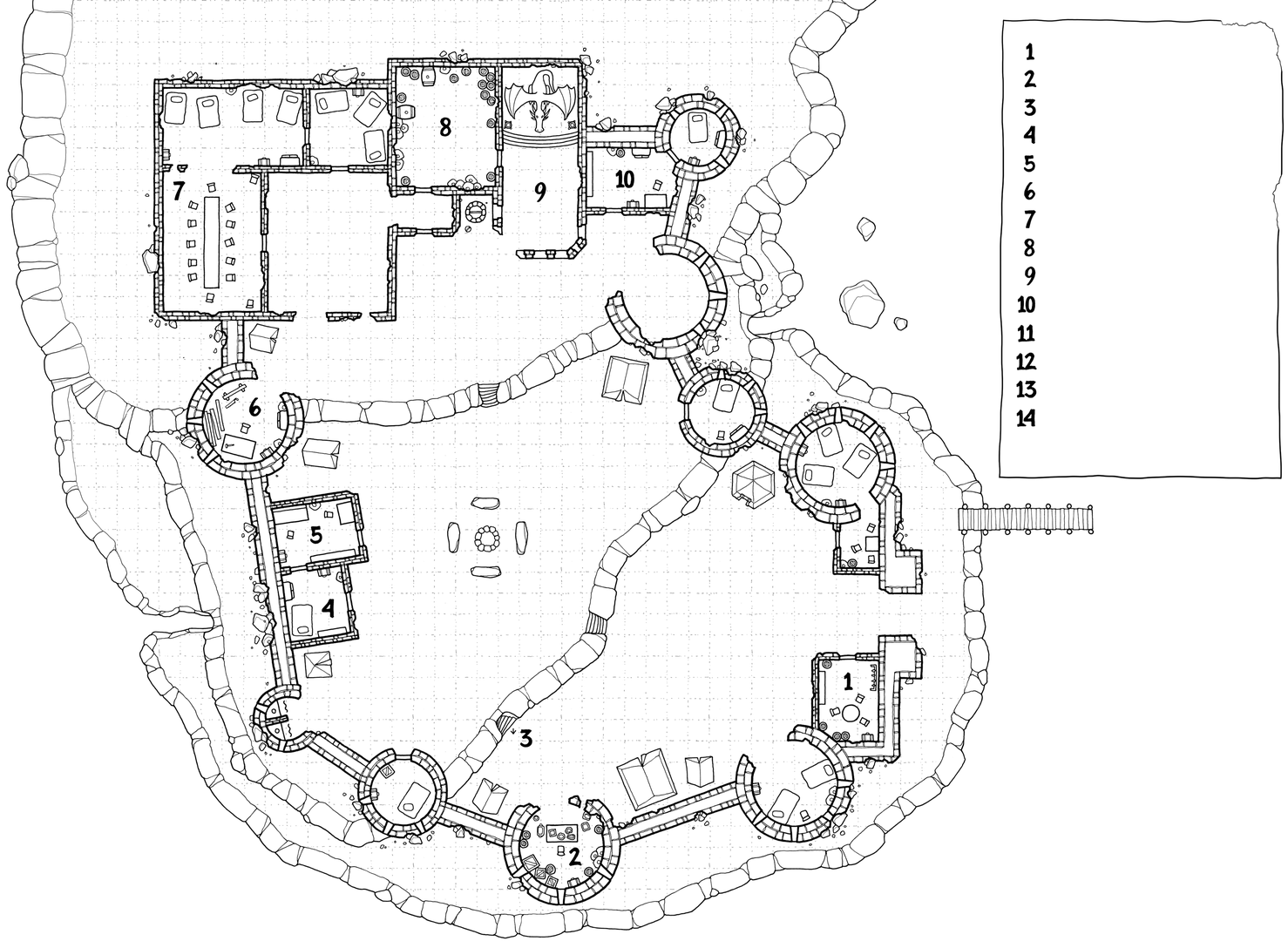
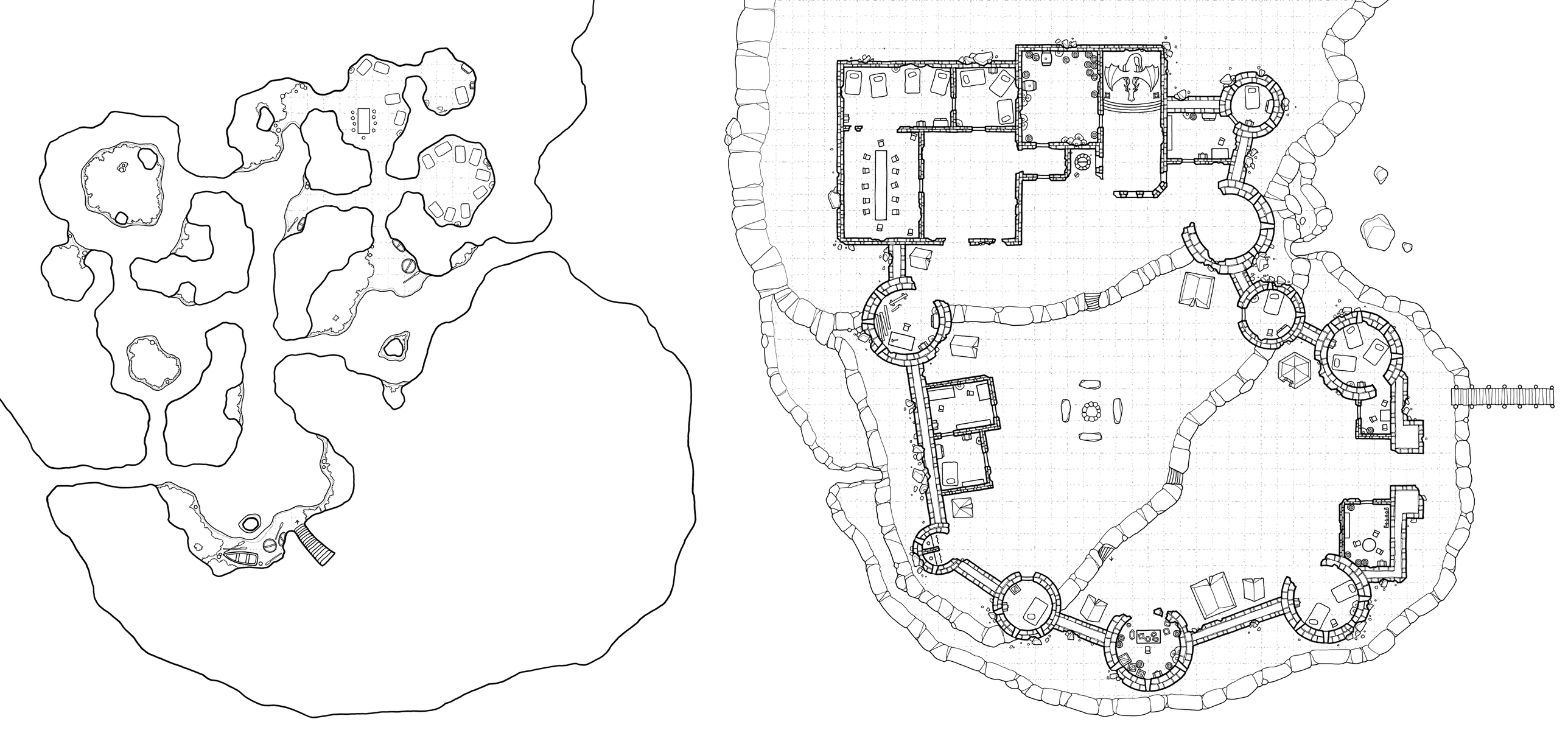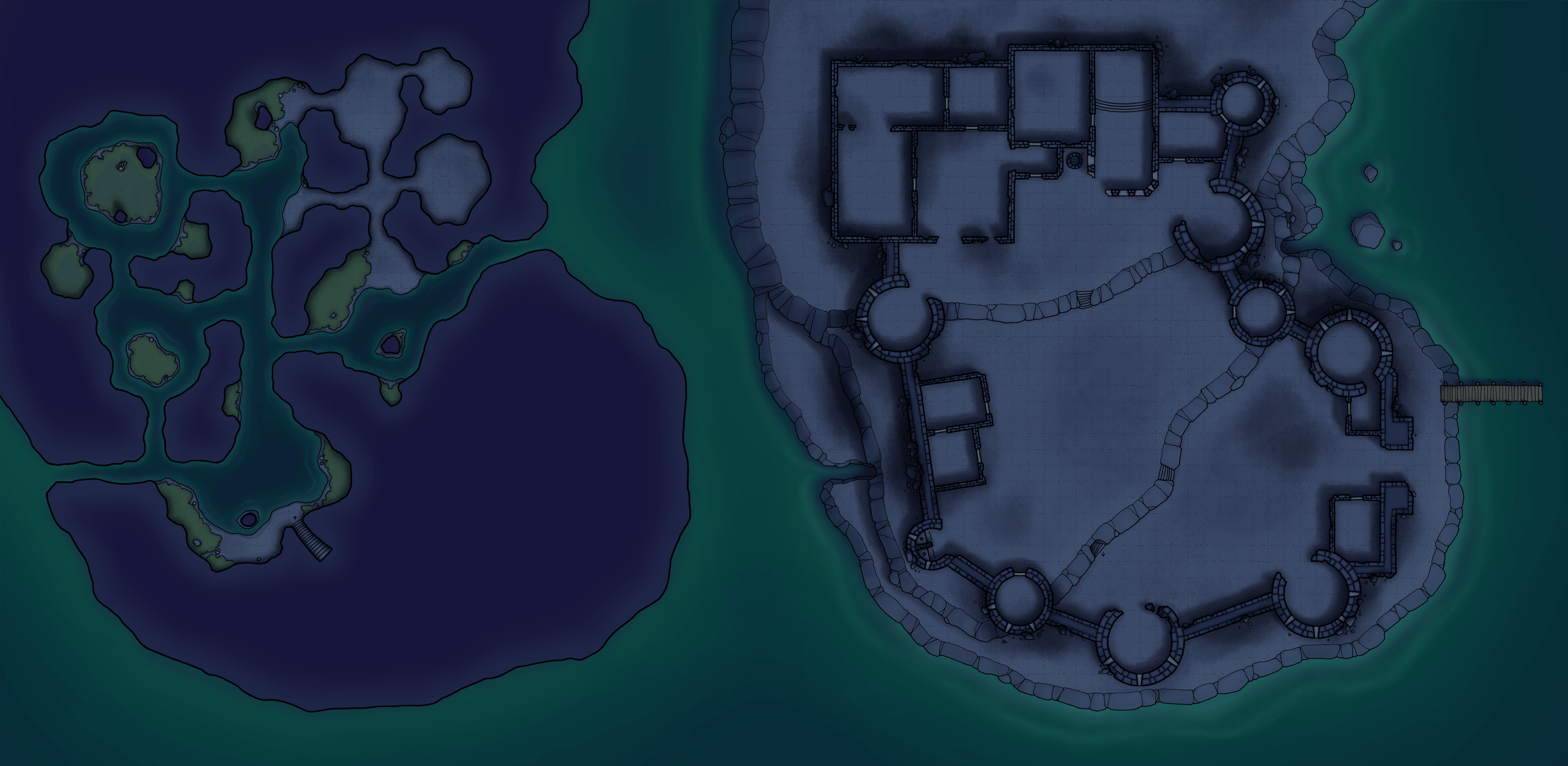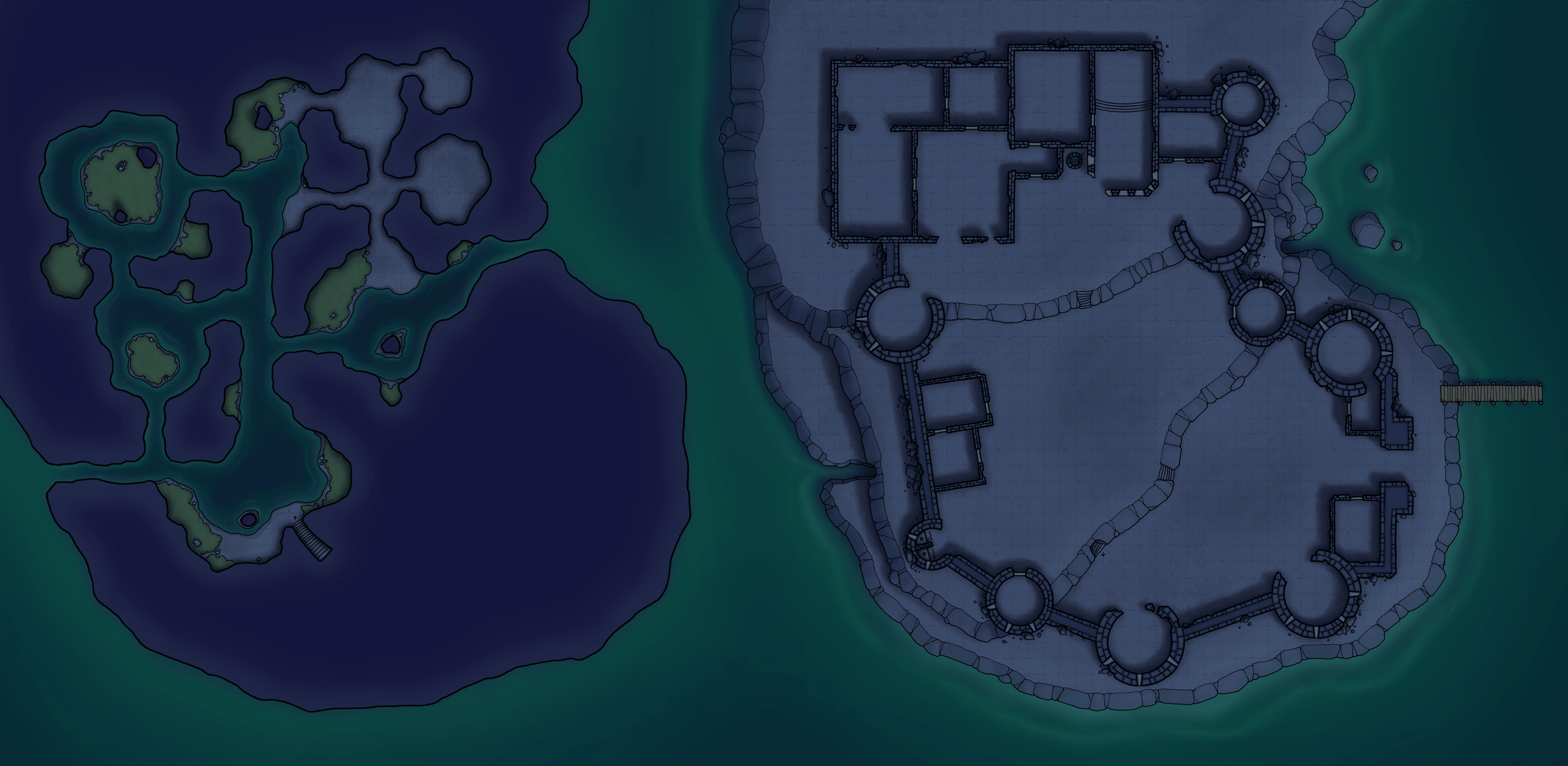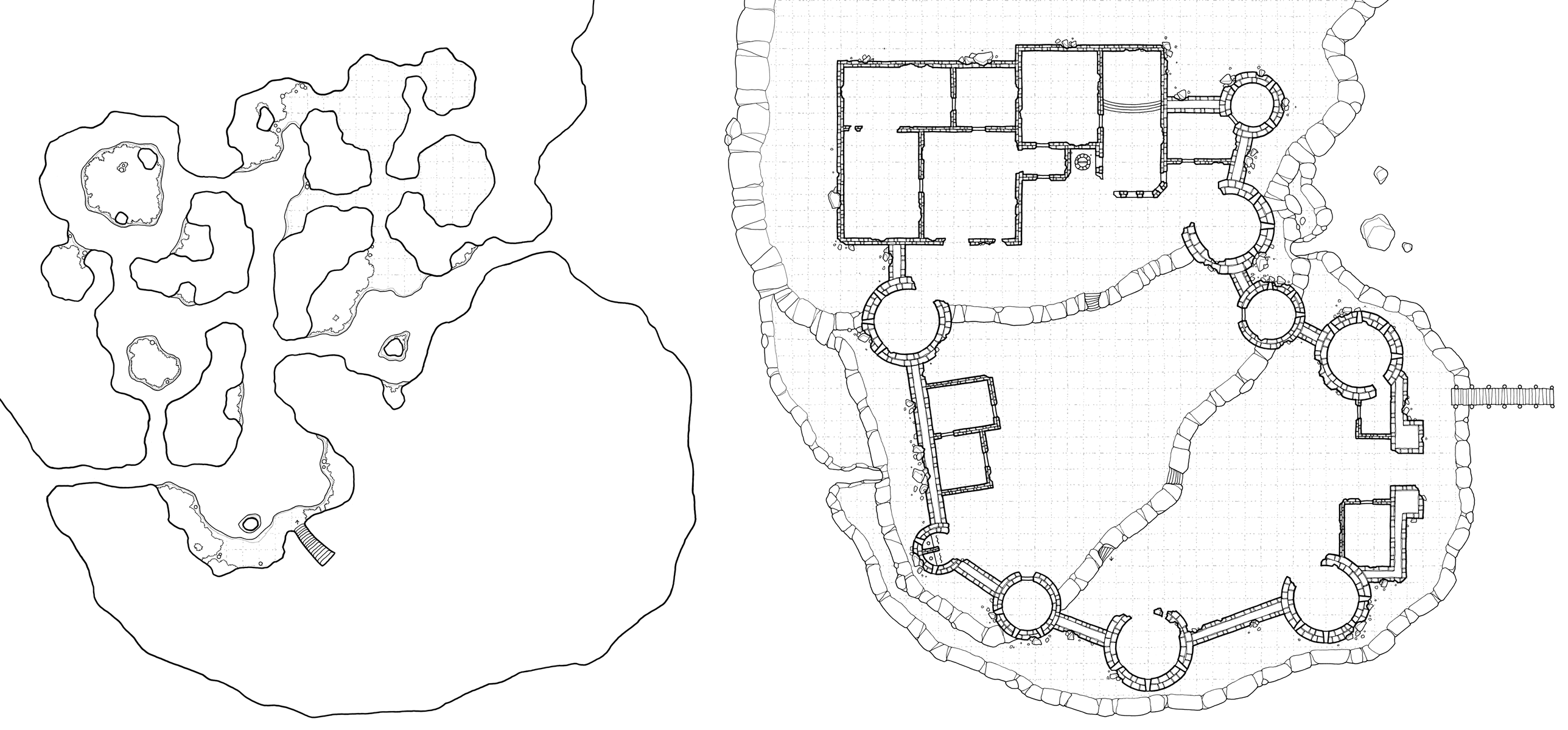
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