**Wyrmheart Mine (lvl 6)**

**Session 46**

George’s personal quest - Upon acquiring the rainbow shell, snakeskin, and gas gland, the monster recipe scroll swirls once again, and you stare at an intricate crafting process. You set to work, oblivious to all distractions around you, and work through half the night. You emerge with another magical short sword.

**Shell Sword** (+1 to atk/dmg, +1 to AC, requires attunement), this shortsword has a reflective, translucent barrier that appears around the pommel whenever you wield it.

While wielding this sword, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

If you roll a natural 20 on your saving throw and the spell is 7th level or lower, you can use your reaction to reflect the spell back on the caster using the original spellcaster’s statistics.

As you hold both swords for the first time, the words on the scroll shift and swirl once again, until they form a message.

George, you have learned much in your travels, become stronger, but more importantly, become more experienced and knowledgeable. There is but one final test. A monstrous beast, the King of Feathers, prowls a lost city. Bring its reign to an end, and prove yourself the king of the jungle.

An old road leads to a large cave opening cut into the mountains. A mine cart track, with empty mine cart, rests at the entrance of the opening. Two buildings made of stone, one large and one small, stand just outside of the opening.

Hew breathes in deep and lets out a long, steady exhale. “Wyrmheart Mine. This is it. Thank you Therin, I couldn’t have made it this far without you.”

If they ask Hew about the Mine:

Standard dwarven ingenuity: digging straight down to get at the ore, and used a winding mine cart track to bring it to the surface.

Anything we need to be aware of?

The dragon had killed all the dwarves. By the time we found the bodies it was too late, she was coming back in and we were trapped. It was every dwarf for themselves.

1. Office

This building has walls made of closely fitted stone with large windows, and a wide, overhanging tile roof. It’s now overgrown with vines and creepers, but the structure is still solid.

DC 12 Athletics check to force the door open. Everything inside is worn away with the ravages of time.

2) Supply Shed

This building is made from closely fitted stones and has a tile roof, but not windows. Portions of the wall are crumbling where tree roots are pushing the stones apart. Gouges and scars show where someone tried to hack through the heavy door with axes but gave up after making little headway.

No check needed to see that the axes scars are a few feet off the ground, denoting short humanoids (PCs will probably assume dwarves), but Hew will say they ignored the buildings and went straight into the mine.

DC 12 Athletics check to force open the door.

Inside is mostly mining supplies and tools, but PCs can find enough to cobble together a healer’s kit. Other loot??

3) Entrance, Ore Cart

The entrance to the mine feels warm, and you can see flickering light from glowing sconces further in. An ore cart sits on the tracks at the entrance held in place by a block under the wheels.

DC 10 INT check to inspect the cart and realize the brakes are damaged. See that the cart is shaped so one end is higher than the other, so it can be stable on ramps. Can use tools from the supply shed or the mending spell or something to fix it.

4) Chasm

The mine opens up into an enormous gaping chasm. The pit plunges into darkness, but the mine track winds around and down the edges with flickering torches lining the walls. You can hear the sound of rushing water far below.

5) Haunted Forge

Put a boarded up door at the entrance! Message written in Draconic on the door: DEAD INSIDE. Replace zombies with Wights.

This appears to be the forge, but the entire area has been blackened and scorched. The charred bodies of dwarves litter the ground. As you enter, several rise up, still holding weapons and wearing blackened armor, their undead eyes glittering with hatred. [dwarvish] “Heewwwww, you brought us here to dieeeee.”

Hew’s eyes grow wide, “It wasn’t my fault! I didn’t know!”

6) Nursery

Several kobolds guard this room, the walls of which have niches carved into them. Each niche is lined with moss and holds a brown egg the size of a small orange.

The Kobolds will fight to the death here, but can be reasoned with if the PCs back away. They will not pursue outside of area 6.

If the PCs use any light source, the kobold inventors on the ledge 6A will spot them and attack, warning other kobolds. Otherwise they have a passive perception of 10 to spot intruders.

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7) Upper Landing

Stone steps lead further down into the mines. You can see light flickering somewhere below, and you can just make out the now familiar sounds of numerous kobolds.

8) Living Quarters

Anyone traveling through the passage from the cart track to area 8 trips the swinging log trap (DC 13 Perception check to spot, several PCs can see it with passive perception). DC 13 DEX Saving throw , failure = 3d6 piercing damage and knocked prone.

A fire smolders in a pit in the middle of the chamber with lizards, bats, and fish slowly roasting on sticks properd around it. The fire illuminates over half a dozen kobolds in this chamber.

Atop a barrel in the east is a 3-foot tall statue (DC 10 Religion check to ID it as Kurtulmak, the kobold deity) assembled from bits of metal, glass, wood, and stone.

The statue is worth 10 gp.

If the kobolds on the surface area attack and warn the ones down here, then they can prepare. Inventors can douse the stairs in Acid and everyone will prepare a surprise attack.

9) Chief’s Quarters

The chief responds to any threat to the Kobolds in area 8.

10) Big Smash

If the cart is rumbling down the tracks, the kobolds run out and yank the rope so the boulder crashes into the cart. The cart derails into area 11. Everyone in the cart takes 1d10 bludgeoning damage and needs to make a DC 12 DEX saving throw or take another 1d10 bludgeoning damage and be knocked prone. Failure by 5 or more results in getting knocked off the ledge and falling 100 feet down the shaft.

11) Urd’s Quarters

The winged kobolds will attack any in their area but flee once reduced to half their numbers.

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12) Bottom of the Shaft

The floor of the bottom of the shaft is littered with charred dwarven skeletons. A 60-ft high waterfall pours out of the north wall, forming a large pool about 120 feet deep. All you can hear is the sound of crashing water.

The exploding mine craft echoes through the mine, followed by the roaring dragon, which sounds close.

[Draconic]: Minions! Stop with these fool games or feel my wrath!

If the PCs respond in anything other than Draconic, Tinder will know immediately they are intruders. She will not leave her chamber unless she’s properly taunted or drawn out in some way.

If they do respond in draconic, theyll need to respond appropriately (worshipping the dragon, apologize profusely) otherwise need a DC 15 Deception check.

If successful and they haven’t made it to area 13 yet, she responds: “Come here and address me properly!”

**Hew’s Arrival**

Regardless of what happens with the PCs, Hew has continued to fight with the remaining kobolds above, including the chieftain and sorcerer. He wants to rejoin the party, however, and runs down to jump into the third and final minecart, sending it careening down the tracks.

This can occur at any point but preferably sooner rather than later, as combat rounds only take 6 seconds. At most a few minutes pass before this event, but the PCs should get a little time to interact with the dragon if they want.

You hear a screeching sound the unmistakable voice of Hew Hackinstone screaming at the top of his lungs “I’m a-comin’ Therin!”

Anyone on the mine cart track must make DC 13 DEX saving throw (4d10 bludgeoning damage, save negates but if in combat the PC must dive to safety and land prone) to leap out of the way of the cart as it rushes through the area. If in combat, Hew will leap out on his next initiative. Otherwise it occurs soon after. If the cart hits anyone, Hew and the cart go crashing into a wall.

A round later (or soon after if out of combat) the chieftain, sorcerer, and two kobolds attack from higher on the track. If the dragon has not yet already -entered the fight, the chieftain screams out in Draconic:

“Oh benevolent overlord, she who wields the everlasting flame, carver of mountains, destroyer of dwarves, the flying red death. Invaders have slaughtered your loyal minions, we beseech thee!”

Once the dragon enters the fight:

Hew: Foul beast! You remember me? You ate my whole bloody party, and a piece of me. and I tend to rip you open and take it back with some old and new friends, the likes of which you’ve never seen!”

13) Audience Chamber

This cave looks out over a much larger cave about 20 feet below, where you see an irritated looking red dragon atop a pile of gold coins and treasure. Hanging from pegs at the back of the overlook are four ferocious-looking wooden masks and four capes made of scaly dinosaur hide dyed bright red.

PCs can converse with Tinder if they follow the rules above. If they break them have to make another Deception roll.

Anyone trying to sneak up on Tinder needs to succeed on a DC 18 Stealth check.

14) Tinder’s Lair

The dragon will not fight to the death. When she’s reduced to between half and a quarter HP, she will sneer in rage but fly out of the mine shaft. “Vermin! You have made a powerful enemy, do not think I will forget this!”

If Hew’s alive: “Blast, she’s gettin’ away!”

Hew: Therin, everyone, we did it! The mine is ours!

What now Hew?

“Now we have deals to make, good honesty dwarves to hire, logistics to...figure out. I’ll need a business partner Therin, whaddaya say?”

The Forge?

“Right, the forge! We’ll need that too to maximize our profits.”

**Treasure**: 3300 gold, 15,000 silver, 45,000 copper, a gold embroidered scabbard (25 gp), dragon-shaped medal and chain fashioned from gold (50gp), copper mug with jade inlay (100gp), potion of greater healing.

Crates and barrels filled with dwarve made armor and weapons. One of the weapons appears magical, a light-weight rapier (Bob, +1 rapier, Advantage to Athletics checks when swimming, floats on water).