

ENCOUNTER 4: DRAGON EGGS AND SOARING SILVER

Estimated Time to Play This Encounter: 15 minutes

When the characters enter the hatching cavern, read the following:

This large chamber is filled with stalactites and stalagmites covered in ice. The ceiling slopes up toward an ice-plugged hole far above you. On the ground in the center of the chamber, two large silver eggs rest upon heaps of frozen snow. A third spot now holds nothing but broken shell pieces. A fourth spot looks like it also held an egg, but that egg is missing.

Between you and the eggs stand two strange creatures the size of horses. They have bodies like frogs, but their skin is pure white and they have mouths full of sharp teeth.

The creatures are moving threateningly toward the two remaining eggs in the nest, but you've interrupted them. They turn toward you and hiss. Then with powerful hops, they hurl themselves toward you!

These creatures are **egg snatchers**, trained by ice trolls to steal dragon eggs. If the characters don't intervene, the last two eggs will be lost!

There are three egg snatchers. If you have three or fewer players, remove one egg snatcher, leaving the characters with two enemies. If you have two or fewer players, reduce the starting hit points of the two egg snatchers to 10.

EGG SNATCHERS

Armor Class 12

Hit Points 18

ATTACK

Bite. Melee Weapon Attack: +4 to hit.
Hit: 1d6 + 2 piercing damage.

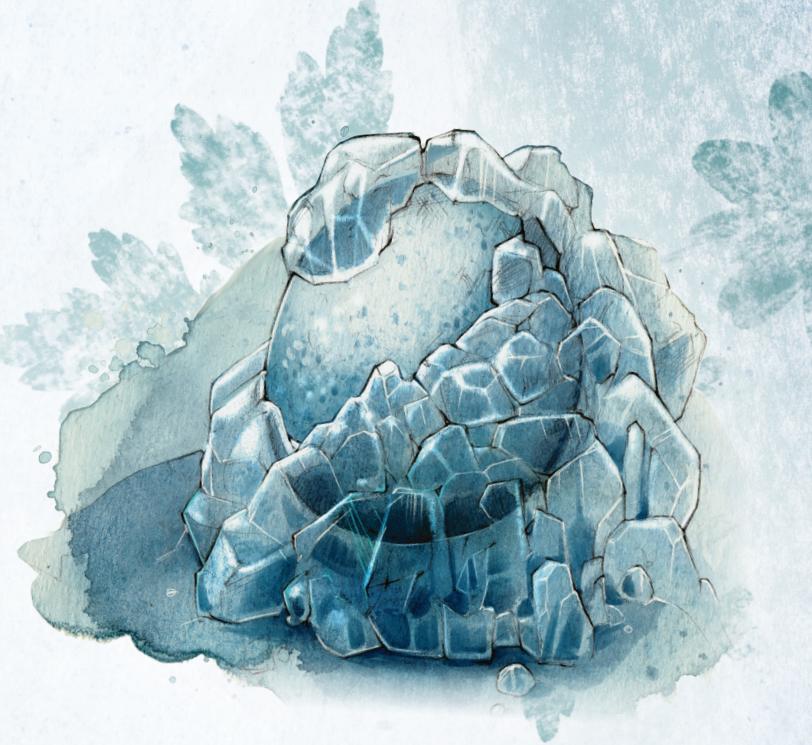
This combat runs the same way as in "Encounter 2: Living Icicles." Refer to the DM Tip in that encounter to remind the players how to make melee and ranged attacks if you needed.

TAKING TURNS

Let the characters act first, starting with the player on your left and going clockwise. Ask each player what they want to do.

After all the players have acted, any undefeated egg snatcher attacks. Each monster that still has hit points moves to a different character and makes an attack with their bite.

Roll a d20 and add the attack modifier (+4) to the roll. If the total equals or exceeds the Armor Class of the character being attacked, the attack hits. Roll 1d6 and add the damage modifier (+2). Tell the player to subtract that damage from their hit points. If the attack misses, nothing happens. Either way, describe the attack. Perhaps a bite clamps around an ankle, or maybe the egg snatcher breaks a tooth on a piece of armor.



Describe the egg snatchers falling to the ground as they are defeated, or fleeing into the darkness too fast for the characters to follow.

DM Tip

A character that reaches 0 hit points falls unconscious and remains unconscious until they regain hit points through healing. At the end of the encounter, any unconscious player characters regain 1 hit point automatically.

AFTER THE CHARACTERS SUCCEED

Once the eggs snatchers are defeated, the baby dragon crawls into the nest, settles among the broken eggshells, and falls asleep.

MOVING THE ADVENTURE FORWARD

Before the characters can do anything else, the mother dragon returns! Read the following:

A loud crash erupts from high above. Chunks of ice and snow fall around you as an enormous silver dragon bursts through a frozen section of the cavern ceiling. The dragon plummets and lands before you, frigid air streaming from between sharp teeth.

"What is happening here?" the dragon roars.

The characters have some explaining to do! Proceed to the Conclusion.

CONCLUSION

Estimated Time to Play This Encounter: 10 minutes

The angry silver dragon waits for the characters to explain themselves. This is an opportunity for the players to roleplay as their characters.

During the conversation, you can have the dragon reveal that her name is Hysvearorn (Rorn for short). "The Dragon" section below gives you more information to help you roleplay the silver dragon.

If the players are reluctant to speak, ask one of the following questions:

- "The dragon has asked you what you are doing here. What do you say?"
- "How does your character feel about standing before an incredibly angry dragon the size of a small house?"
- "What can you do or say to the dragon to prove to her that you came here to return her baby?"

As long as the characters don't do anything silly, Rorn quickly realizes they aren't here to steal her eggs, but are returning her baby instead.

DM Tip

Dragons are incredibly powerful. If the players decide to have their characters attack Rorn, you can handle the situation in different ways:

- The dragon looks at them with disappointment and tells them to stop being silly.
- Ask the characters to make Nature checks, then tell the character with the highest check that they know a dragon this powerful could defeat all the characters easily.
- Let the characters make attacks or cast spells if they like, then tell them that the dragon ignores those attempts to harm her.
- If the characters continue acting in a hostile or belligerent manner, Rorn uses her magical dragon breath on them. This leaves the characters unhurt but unable to move. She then leaves them outside the mountain unharmed, but they don't get any reward from her.

Rorn can also share details of what happened to her eggs:

- Rorn recently made her lair here to prepare for the hatching of her wyrmlings. She drove away the dangerous ice trolls who lived here.
- As her eggs were getting close to hatching, the ice trolls attacked Rorn and stole one of her eggs. Rorn chased the egg thieves and has been gone from the lair for several hours.
- The ice trolls took the egg into a tunnel in another mountain, but Rorn couldn't fit into the tunnel. She doesn't know where it might lead.

The rescued wyrmling tells its mother what happened to it, which Rorn can also share with the characters:

- The wyrmling hatched while Rorn was chasing the egg thieves. Finding itself alone, it wandered from the lair and into the forest.
- The characters found the wyrmling and took good care of it on the way home.

MORE WYRMLINGS!

As the characters speak with Rorn, the other two eggs hatch. Rorn watches carefully as the wyrmlings break their shells and then crawl over to nuzzle their mother. She pulls some frozen meat from the nest and feeds them.

THE REWARD

After the two other baby dragons hatch, Rorn speaks to the characters. Read the following:

Rorn thanks you again for your help. "Please, take these as a sign of my gratitude." She digs into the snow where the eggs were set and pulls out a small shiny diamond for each of you.

"More importantly, you have already bonded with my first hatching. He deserves to continue to learn what it is like to grow up in the realm of people. Would you be willing to take him back to your settlement and raise him? I will watch over your area to help you out, and I'm always here if you have any questions."

The dragon continues. "I have another request for you. When I find the exact location where the ice trolls took my final egg, would you retrieve it, so my child can be safe from whatever the ice trolls have planned for them?"

Let the characters react to Rorn's offer. No matter how the characters respond to Rorn's requests, she is kind and polite to them if they are kind and polite to her.

TREASURE

Each of the small diamonds is worth 50 gold pieces. Each character can add this to their character sheet under "Other Equipment."

RETURN TO PINEBROOK

At the conclusion of the conversation, Rorn shows the characters a secret passage that leads from the mountain, which ends the characters' adventure ... for now!

APPENDIX A

| Common | Draconic |
|----------------|-----------|
| above | svern |
| after..... | ghent |
| air..... | thrae |
| and..... | vur |
| animal..... | baeshra |
| armor..... | litrix |
| arrow..... | svent |
| ash..... | vignar |
| axe..... | garurt |
| bag..... | waeth |
| battle..... | vargach |
| beautiful..... | vorel |
| before..... | ghoros |
| behind..... | zara |
| beside..... | unsiti |
| big..... | turalisj |
| black..... | vutha |
| blue..... | ulhar |
| bow..... | vaex |
| brass..... | auraj |
| bravery..... | sveargith |
| bronze..... | aujir |
| burn..... | valignat |
| but..... | shar |
| cave..... | waere |
| century..... | ierikc |
| claw..... | gix |
| copper..... | rach |
| dance..... | vaeri |
| danger..... | korth |
| day..... | kear |
| dead..... | loex |
| demon..... | kothar |
| die..... | loreat |
| dragon..... | darastrix |
| dwarf..... | tundar |
| earth..... | edar |
| elf..... | vaecaesin |

| Common | Draconic |
|-----------------|-----------|
| enchanted | levex |
| enemy..... | irlym |
| evil..... | malsvir |
| far..... | karif |
| fire..... | ixen |
| flee..... | osvith |
| fly..... | austrat |
| food..... | achthend |
| foolish..... | pothoc |
| forest..... | caesin |
| friend..... | thurirl |
| gem..... | kethend |
| give..... | majak |
| gnome..... | terunt |
| go..... | gethrisj |
| gold..... | aurix |
| good..... | bensvelk |
| green..... | achuak |
| hate..... | dartak |
| home..... | okarthel |
| human..... | munthrek |
| in..... | persvek |
| leader..... | maekrix |
| magic..... | arcaniss |
| many..... | throden |
| meat..... | rhyaex |
| mountain..... | verthicha |
| name..... | ominak |
| near..... | leirith |
| night..... | thurkear |
| no..... | thrice |
| ogre..... | ghontix |
| on..... | shafear |
| peace..... | martivir |
| pet..... | kosjirl |
| rain..... | oposs |
| red..... | charir |
| rest..... | ssifisv |

| Common | Draconic |
|---------------|-----------|
| scroll | sjir |
| secret | irthos |
| see..... | ocuir |
| shadow | sjach |
| silver..... | orn |
| skin..... | molik |
| small..... | kosj |
| smart | othokent |
| so | zyak |
| soar | hysvear |
| song..... | miirik |
| sorcerer..... | vorastrix |
| speak..... | renthisj |
| stone..... | ternesj |
| storm..... | kespek |
| strong..... | versvesh |
| student | thurae |
| sword..... | caex |
| take | clax |
| talk | ukris |
| thief..... | virlym |
| through..... | erekess |
| travel | ossalur |
| treasure..... | rasvim |
| ugly..... | nurh |
| under..... | onureth |
| valley | arux |
| victory | vivex |
| want | tuor |
| war | aryte |
| water | hesjing |
| we..... | yth |
| weapon..... | laraek |
| white | aussir |
| wizard | levethix |
| yes | axun |
| you | wux |

Believe me, it took me quite some time to learn Draconic words, but once I did, it greatly helped my relationships with dragons.

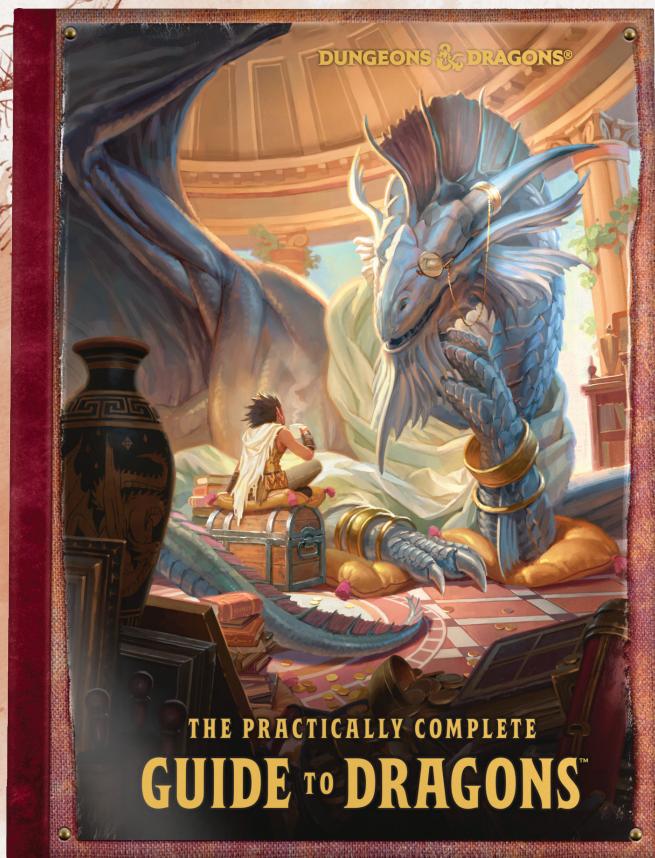
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CHARACTER NAME: SHALEFIRE STOUTHEART

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME:

ARMOR CLASS: 16

(Ring Mail Armor and Shield)

ATTACKS

| Name | Modifier | Damage |
|-----------|-----------|----------------|
| Handaxe | +6 to hit | 1d6 + 4, Melee |
| Shortbow | +3 to hit | 1d6, Ranged |
| 20 Arrows | | |

OTHER EQUIPMENT

| | |
|---------|-----------|
| Crowbar | |
| Rations | (1 day) |
| Rope | (50 feet) |

SPECIAL ABILITY

Once during this adventure, you can regain 6 hit points. You regain these hit points either when you take your turn during combat or after a combat ends. You can't have more hit points than the hit points on your character sheet.

RACE: DWARF

CLASS: FIGHTER

SKILLS

| | |
|-----------------|----|
| Animal Handling | +5 |
| Athletics | +6 |
| Perception | +3 |
| Survival | +3 |

DESCRIPTION

(Check one per line, or write your own)

- Grumpy or Enthusiastic
- Unkempt or Well-Dressed
- Long-Haired or Bald
- Proud or Humble

NOTES

HIT POINTS: 13

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

CHARACTER NAME: NOORAH ELDENFIELD

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME:

ARMOR CLASS: 14

(Leather Armor)

ATTACKS

| Name | Modifier | Damage |
|------------|-----------|-----------------|
| Shortsword | +5 to hit | 1d6 + 3, Melee |
| Shortbow | +5 to hit | 1d6 + 3, Ranged |
| 20 Arrows | | |

OTHER EQUIPMENT

Climber's Kit

Rations (1 day)

Thieves' Tools

RACE: HALFLING

CLASS: ROGUE

SKILLS

| | |
|---------------|----|
| Acrobatics | +5 |
| Investigation | +3 |
| Perception | +3 |
| Stealth | +5 |

DESCRIPTION

(Check one per line, or write your own)

- Excited or Calm
- Barefoot or Fancy Boots
- Timid or Brave
- Selfish or Generous

SPECIAL ABILITY

If you hit with an attack roll in the first round of combat during an encounter, you roll two 6-sided dice (2d6) for damage and add your damage modifier.

NOTES

CHARACTER NAME: GALLANTINE BIRCHENBOUGH

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME:

ARMOR CLASS: 12

(No Armor)

ATTACKS

| Name | Modifier | Damage |
|--------------|-----------|------------|
| Fire Bolt | +5 to hit | 7, Ranged |
| Quarterstaff | +3 to hit | 1d6, Melee |

OTHER EQUIPMENT

| | |
|-------------|---------|
| Blank Book | |
| Ink and Pen | |
| Mirror | |
| Rations | (1 day) |

SPECIAL ABILITY

Twice during this adventure, instead of using one of your regular attacks, you can cast a spell called *magic missile*. When you cast this spell, three missiles of magical force automatically hit any creatures you can see, without needing d20 rolls. You can hit the same creature with all three missiles, or you can hit different creatures with fewer missiles, as long as you use three missiles total. Each missile automatically deals 3 damage.

**RACE: ELF
CLASS: WIZARD**

SKILLS

| | |
|------------|----|
| Arcana | +5 |
| History | +5 |
| Nature | +5 |
| Perception | +3 |

DESCRIPTION

(Check one per line, or write your own)

- Very Young or Very Old
- Absent-Minded or Focused
- Silver-Haired or Golden-Haired
- Soft-Spoken or Loud

HIT POINTS: 9

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

NOTES

CHARACTER NAME: EVANDON HAART

DUNGEONS & DRAGONS

NICKNAME

PLAYER NAME:

ARMOR CLASS: 14

(Scale Mail Armor)

ATTACKS

| Name | Modifier | Damage |
|-----------|-----------|----------------|
| Mace | +5 to hit | 1d6 + 3, Melee |
| Shortbow | +2 to hit | 1d6, Ranged |
| 20 Arrows | | |

OTHER EQUIPMENT

Holy Symbol

Rations (1 day)

Rope (50 feet)

RACE: HUMAN

CLASS: CLERIC

SKILLS

| | |
|------------|----|
| Athletics | +3 |
| Insight | +5 |
| Perception | +5 |
| Religion | +5 |

HIT POINTS: 11

(Add or subtract your hit points here)

DRAW YOUR CHARACTER

DESCRIPTION

(Check one per line, or write your own)

- Graceful or Clumsy
- Silly or Serious
- Polished Armor or Tarnished Armor
- Peaceful or Warlike

SPECIAL ABILITY

Twice during this adventure, you can cast a spell called *cure wounds* on yourself or another creature. You can cast this spell instead of using one of your regular attacks, or after a combat ends. When you do this, the creature you cast the spell on regains 7 hit points. A character can't have more hit points than the hit points on their character sheet.

NOTES

PLAYER REFERENCE SHEET

This sheet contains explanations, definitions, and helpful advice on being a player in this DUNGEONS & DRAGONS game.

D&D TERMS

d20. A 20-sided die is also known as a d20.

d6. A 6-sided die is also known as a d6.

d20 Roll. A d20 roll is a roll of a 20-sided die plus any modifiers.

A d20 roll is compared to a Difficulty Class number or an Armor Class number to see if the action you use the roll for succeeds.

Difficulty Class (DC). A Difficulty Class is the number that tells how hard it is to use a skill. When you make a d20 roll to use a skill, you need to equal or exceed the DC to use the skill successfully.

Armor Class (AC). Armor Class is the number that tells how hard it is to hit a creature with an attack roll. When you make a d20 roll as an attack roll, you need to equal or exceed a creature's AC to hit them and deal damage.

Hit Points. Hit Points is the number that shows how much damage a creature can take before they fall unconscious or are defeated.

Action. What your character does on their turn during a game of D&D is their action. Actions include attacks, using skills, and more.

Encounters. Encounters are the scenes that take place during a D&D adventure.

Advantage. When you attempt an action while circumstances make success more likely, you roll two 20-sided dice for your d20 roll, then use the higher roll.

Disadvantage. When you attempt an action while circumstances make failure more likely, you roll two 20-sided dice for your d20 roll, then use the lower roll.

Dungeon Master (DM). The Dungeon Master is the person acting as the lead storyteller, the keeper of secrets, and the referee in a game of D&D.

Roleplaying Game (RPG). D&D is a roleplaying game, where players use characters to take part in a story as the game unfolds.

Adventure. A story you play through with your character in a game of D&D is called an adventure.

Character Sheet. The information about a character that a player refers to in a game of D&D is listed on a character sheet. The character sheet tells a player who their character is and what they are good at.

D&D SKILLS

Acrobatics. The Acrobatics skill is your character's ability to do physical tricks and have good balance, like an expert gymnast.

Animal Handling. Keeping animals calm and getting them to do what you want can be accomplished with the Animal Handling skill.

Arcana. Arcana determines what you know about magic and how magic is used.

Athletics. Activities that require strength, such as lifting heavy objects or breaking down doors, can be accomplished with the Athletics skill.

History. The History skill tells you what you know about what's happened in the past.

Insight. The Insight skill helps you understand situations involving what other creatures are feeling, including how they feel about you.

Investigation. When you study a situation and figure out what's going on based on clues, you use the Investigation skill.

Nature. Your knowledge of the natural world is covered by the Nature skill.

Perception. The Perception skill lets you notice things that are hard to detect or that are hidden.

Religion. Knowledge of the gods and their powers is covered by the Religion skill.

Stealth. The Stealth skill lets you sneak around without being seen or heard.

Survival. The Survival skill covers lots of activities for staying safe in nature, including tracking animals and finding food or water.

D&D SPELLS, WEAPONS, EQUIPMENT

Climber's Kit. A climber's kit includes special spikes, boot tips, gloves, and a harness to help you ascend a wall, a cliff, or some other vertical surface.

Crowbar. A crowbar is a heavy piece of iron used for smashing open or prying open doors and other objects.

Cure Wounds. Cure Wounds is a spell that allows you to heal damage taken by a creature (including you).

Fire Bolt. The Fire Bolt spell shoots a blast of magical fire at one enemy.

Handaxe. A handaxe is an axe you can hold in one hand that is built to be used in combat.

Holy Symbol. A holy symbol is a small object that represents your god's power. If you are a cleric, your holy symbol allows you to use that power to cast spells.

Leather Armor. Leather armor is a suit of armor made from hardened animal skins. It is light and easy to wear.

Mace. A mace is a weapon consisting of a blunt piece of metal on the end of a handle.

Magic Missile. A Magic Missile spell sends out three missiles of magical force, which automatically hit without needing d20 rolls.

Quarterstaff. A long piece of heavy wood, a quarterstaff can be used as a walking stick or as a weapon.

Rations. Rations are food you take on adventures. They include dried meat and fruit to eat, and water to drink.

Ring Mail Armor. Ring mail armor is a suit of armor made of small interlocking metal rings. It is heavy for maximum protection.

Scale Mail Armor. Scale mail armor is a suit of armor made from small, flat pieces of overlapping metal plates sewn together. It is heavier than leather armor but lighter than ring mail armor.

Shortbow. A shortbow is a light bow used to shoot arrows at enemies from range.

Shortsword. A shortsword is a light sword that can be easily swung in one hand.

Thieves' Tools. Thieves' tools are a kit containing lockpicks and other tools for opening locks and disabling traps.

TIPS FOR PLAYERS

Here are some tips for you and other players that can help everyone enjoy a great game of DUNGEONS & DRAGONS:

Be a Good Teammate. D&D is a cooperative game, meaning that everyone should work together to have fun.

Think About Your Characters' Actions. Unlike other games where rules limit you, D&D allows you to have your character do anything. But just because you can do anything in the game doesn't mean you should. Remember that there are things your character is good at, and other people are trying to play too. Let everyone participate, especially if it's their turn and they want to do something their character is good at.

Be Supportive. Discuss plans with the other players and the DM, and work to help other people do things. Give suggestions when necessary, and encourage the other players on their turns. Be respectful if another player decides to do something that you wouldn't do.

