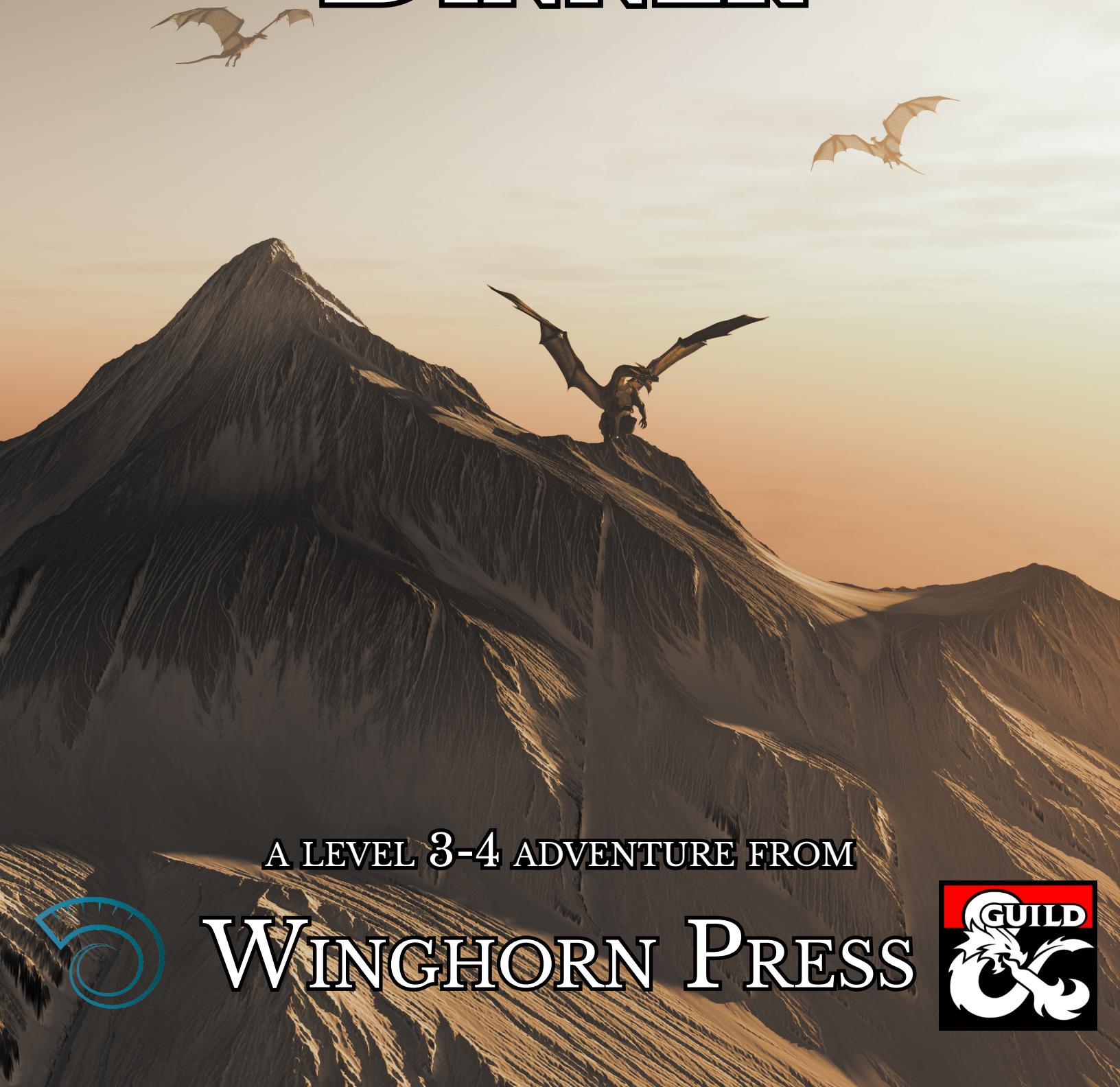


THE DRAGON'S DINNER



A LEVEL 3-4 ADVENTURE FROM



WINGHORN PRESS



BACKGROUND

Villainous Kobolds in the service of a newly hatched Red Dragon Wyrmling have raided a village, making off with half a dozen children!

Will the adventurers be able to rescue the young hostages in time, or will the Wyrmling have a particularly fine dinner this evening?

BEGINNING THE ADVENTURE

The adventure starts as the players pull into the small village of **Whellwich**, a collection of a few wooden cottages and a coaching inn that sits along a well-travelled trade road.

Normally the village is only of interest to the hundred or so people that call it home and the occasional trader, but as soon as they get within sight of Whellwich the adventurers will notice that something is very wrong.

Smoke is rising from the husks of three cottages that seem to have recently been torched and the muddy streets are packed with concerned or angry villagers.

THE KOBOLD DEN - GENERAL FEATURES

Hundreds of years ago this cave network was home to a clan of Kobolds that served a powerful Red Dragon. During a battle with adventurers the main chamber was collapsed, burying the creature in rubble and driving out the surviving Kobolds.

When the clan got its claws on an egg they uncovered the ruins and moved in, attempting to restore the den to its former glory.

Chambers. The caves are natural but the Kobolds have expanded chambers where they see fit. The ground is generally smooth but the walls and ceilings are craggy and unfinished.

Light. The entire den is sparsely lit with flickering torches that send shadows dancing up the walls. Unless otherwise mentioned the chambers are dimly lit.

Tunnels. The larger chambers are big enough for all but the tallest adventurers to move around comfortably, but most of the connecting tunnels are designed for use by Kobolds and medium creatures will have to duck or awkwardly shuffle to pass through them.

As the party approaches, a woman in a green dress that seems to be of higher quality than those being worn by the rest of the peasants, runs over and flags them down, begging them to "rescue the children!"

This woman is Mila, the owner of the local inn. She's distraught, but will eventually explain that the village was attacked by a band of Kobolds last night. The tiny draconic creatures sneaked in under the cover of darkness, before setting fire to a number of houses with flasks of oil.

In the confusion that followed, the Kobolds broke into unattended houses and abducted six young children from their beds. They disappeared soon after, and the villages only realised what had happened when they returned to their homes.

A posse of villagers set out in search of the Kobolds, but they've not returned yet. Mila begs the adventurers to follow along and rescue the children, offering a reward of 100gp per adventurer as well as free food and lodging.

Mila does not have any children herself, but as the owner of the inn she views herself as a local leader and is horrified at the idea of her friends and neighbours losing their children.

TRACKING DOWN THE KOBOLDS

The Kobolds have left a trail that skilled trackers should be able to follow with relative ease, and an adventurer can pick up the path they took with a DC12 Wisdom (Survival) check.

If the adventurers lack the necessary skills, Mira will suggest they speak to **Zeke**, a local hunter that has a pair of skilled hounds.

Zeke has already lent one of his dogs to the posse and isn't happy about working with outsiders, but a DC10 Charisma (Persuasion or Intimidation) check will convince him to provide them with his remaining dog - a **Mastiff** named **Esme**.

In any case, the path the Kobolds took leads up into the hills that surround the village. After around four hours of hard walking up rocky slopes and through tangled woods the party will come across the entrance of a dark cave that disappears into the depths of the hill.

Just outside of the entrance lies the body of a middle-aged peasant. He's bruised and battered, but the only wounds on him are a series of small puncture marks. A DC12 Intelligence (Medicine) check will reveal he was probably killed by poison.

THE KOBOLD DEN

1. ENTRANCE CHAMBER

A shallow slope winds down into the hillside before emerging into this wide chamber. There are large piles of grey rocks off to the left and right, and a tangled heap of what appear to be bodies lie against the far wall - the remains of the posse sent out by the villagers.

Six **Kobolds** are hiding in each pile of rocks, waiting to ambush any intruders. A large pitfall trap measuring 15 ft. by 15 ft. has also been set in the center of the room, and is concealed by dirt-covered branches. The pit is only 10 ft. deep but is filled with six **Poisonous Snakes** that will attack any creature that falls in.

Spotting the trap and the ambush require DC12 and DC14 Wisdom (Perception) checks respectively. If Esme is with the party she will growl as she enters, glancing at both piles.

There are two exits on the rear wall. The one to the left leads to the Sleeping Quarters, and the one to the right heads to the Mess Hall.

2. SLEEPING QUARTERS

This chamber is where the Kobolds sleep and spend what little downtime they are allowed.

If the party fought their way through the Entrance Chamber relatively quietly the eight **Kobolds** in here are still asleep and the room is dark. Otherwise, the torches have been lit and the draconic creatures conceal themselves underneath beds and behind tables in a bid to catch the adventurers unawares.

A flimsy wooden door on the rear wall leads to the Sorcerers' Lab. It's locked but is simple to either pick or kick down, requiring either a DC10 Thieves' Tools or Strength (Athletics) check to open.

3. SORCERERS' LAB

The clans **Kobold Scale Sorcerers** and **Kobold Trapsmiths** work and carry out research here, and two of each are present when the adventurers arrive.

The lab is incredibly cluttered and filled with notes and half-completed projects. In the southwest corner is a wide array of amber rods, patches of wire wool and twists of metal. A DC 15 Intelligence (Investigation) check will allow adventurers to notice that all these are materials used to create small electrical charges.

Indeed, the inventors have been putting this to good use and gain the following option for their *weapon invention* action:

Shock Stick. The Kobold jabs a creature with a metal rod that fizzes and sparks. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) lightning damage and the target must make a DC10 constitution saving throw. On a failed save the target is stunned.

4. MESS HALL

The smell of boiling stew and roasting meat fills the air as the adventurers approach this room, and even a glance about will reveal that it's a mess hall of sorts. A trio of long tables are surrounded with low stools and a large fire burns away merrily in one corner, heating a black iron pot and a handful of wooden skewers.

If the adventurers have been making plenty of noise then the door is barricaded with tables, requiring a DC12 Strength (Athletics) check to smash. Otherwise the two cooks and their four assistants will be cheerfully peeling vegetables and tending to the food.

While the assistants function as normal **Kobolds** in combat, the cooks are a tougher breed. They function as **Kobold Dragon-shields**, with resistance to fire damage. Instead of shields they wield heavy pot-lids and instead of spears they fight with chef's knives (+4 to hit, 4 [1d4 + 2] piercing damage).

A DC10 Wisdom or Intelligence check will allow adventurers to be sure that the meat being cooked is mutton rather than anything humanoid. A passage to the rear of the room leads to the Ice Store.

5. ICE STORE

Weak sunlight streams into this chamber from high above and a chill fills the air.

A path runs along the western wall, but the rest of the chamber seems to consist of a pit filled with compacted snow and ice. Anyone looking at it will notice preserved sheep carcasses stores in the ice.

6. PUZZLE CHAMBER

This chamber is quiet and empty of Kobolds, with an almost religious air to its layout and decoration.

A heavy stone door sits in the north wall, and is engraved with the following sentence in an archaic form of Draconic:

"To proceed, make the dragons breathe"

Mounted on the walls around the door are five stone dragon heads, each with an open mouth and painted a different color. From left to right they are black, blue, red, green and white.

To open the door the adventurers must fill the mouths with something approximate to the dragon's breath weapon. These are:

- **Black** - Acid (*acid vials*)
- **Blue** - Lightning (*shock stick*)
- **Red** - Fire (*torches*)
- **Green** - Poison (*snakes*)
- **White** - Ice (*ice store*)

All of these items can be found about the complex. A DC12 Wisdom (Perception) check will allow adventurers examining the heads to notice traces of the materials used by the Kobolds the last time they opened the door, such as cold water in the White Dragon's mouth, ash in the Red Dragon's mouth, etc.

Once all the mouths are filled, the door to the Wyrmling's Lair will swing back.

7. WYRMLING'S LAIR

This large and gloomy chamber used to be the home of a vast Red Dragon, but they have long been buried in the huge pile of rubble that fills the rear portion of the room. It now serves as the creche of a young **Red Dragon Wyrmling** named Dranaxiss.

As the adventurers enter, Dranaxiss is having a petulant row with one of his two **Kobold** attendants, who are trying to persuade him to eat. They are explaining that they put a huge amount of effort into obtaining him the juiciest morsels possible, but Dranaxiss insists he wants something finer - and possibly Elven.

All three creatures are distracted so sneaking up on them only requires a DC12 Dexterity (Stealth) check.

The Wyrmling is arrogant and incredibly sure of himself, and will order the adventurers to leave his domain even after they've already launched an attack.

Not truly believing that he could actually lose, Dranaxiss will fight to the death.

The hostages are being held in the small Side-Chamber. It is padlocked, but both Kobold attendants have keys.

LEGAL & CREDITS

Written and designed by **Richard Jansen-Parkes**.

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8. SIDE-CHAMBER

This small room is filled with old scraps of cloth and long-rusted tools. It's also currently being used to hold the six abducted children from Whellwich, who are incredibly distressed.

They will follow any Human, Elven, Dwarf, Halfling, Half-Elf or Gnomish adventurers willingly, but getting them to accompany heroes drawn from other races requires a DC12 Charisma (Intimidation or Persuasion) check. This is reduced to a DC8 if they are accompanied by Esme the dog.

If this does not work the adventurers may need to just carry the children down the mountain.

FINISHING THE ADVENTURE

If the adventurers return the children to Whellwich there will be shouts of happiness and joy, though these will be somewhat tempered when they find out what happened to the posse.

In any case, Mira will happily pay the adventurers their reward and stick to her promise of free food and drink.

THE KOBOLD LAIR MAP

