

# The taxing task

As the party sets out on their latest adventure, they receive a royal decree from the king himself. The kingdom's coffers are running low and the king has mandated that all citizens and creatures alike must pay their taxes. The party is tasked with collecting taxes from the dragon Kavalaar, known for hoarding his treasures and evading taxes. The journey will take them through a labyrinthine bureaucracy of government offices and paperwork, culminating in a confrontation with the dragon himself. Will the party be successful in their quest to fill the kingdom's coffers, or will Kavalaar prove to be too much of a challenge?

## The large castle

*As you all sit on the bench at the entrance of the castle, you hear a loud clanging sound as the door opens. Out walks a big, well-dressed goliath, who introduces himself as "Small Boy", a name granted to him by King Ethan. He gives you a quick education on how the king expects his guests to behave:*

1. You should crawl on the floor so as to not appear taller than King Ethan
2. Do not use any words related to length and size such as long, short, high, low, big, and small
3. Do not speak unless King Ethan gives you permission

These rules can be implemented to create a humorous roleplaying scenario where the players may face consequences for breaking them. Such as by asking if the reward will be high, or how long the walk is.

Ethan explains that the village is in dire need of funds and that the only way to collect the necessary taxes is to collect them from a blue dragon named **Kavalaar** that lives in a nearby cave. Ethan promises the players a handsome reward for completing this task but warns them that the dragon may not be willing to part with its treasure willingly.

Kavalaar lives in the desert a couple of hours south of this village

## The trip to the dragon

Encounter: lizardfolk

As the party travels through the desolate desert, they spot a group of **six lizard folk bandits** led by a fierce-looking leader. The leader demands the party's possessions and threatens them with his poisoned knife.

If the party refuses to give up its valuables or engages in battle, the leader will lick his own knife in an attempt to intimidate the party. However, the knife is laced with a deadly poison, and the leader will quickly succumb to its effects, collapsing to the ground in front of the party.

The remaining bandits may attempt to flee or continue the attack, depending on the party's actions.

## The dragon's den of deductions

The Dragon's Den of Deductions is a cavernous lair carved into the side of a cliff.

- The ceiling is made of solid stone and sits 20 feet above the ground
- All doors are made from oak and unlocked.

- Everything is bright light since this is a workplace after all.

## 1. The reception

*The reception area is cluttered with piles of paperwork and various office supplies. A small kobold sits behind the desk, surrounded by messiness. There are chairs for visitors to wait in and a pool table in one corner of the room with a few kobolds playing a game of pool. Despite the chaos, there's an air of cheerfulness and coziness in the room. A small human boy can be seen sitting nervously in the cluttered reception area, clearly excited to see a real dragon.*

Quillbert, the kobold behind the reception desk greets the party as they enter the room and asks them to take a seat. However, as the party waits, they begin to realize that nothing is happening. When they approach Quillbert and confront him about the delay, he insists that he will be with them shortly, but this never seems to happen.

If the party tries to sneak past Quilbert will get angry at them and alert the two dragonborn guards to escort the players out.

If the party wants to get past Quillbert without alerting the guards, they will need to come up with a clever plan. Perhaps they can distract Quillbert with a shiny object or a fake message, or use their skills to convince him to leave his post temporarily. They could also try to sneak past him after causing a distraction

## 2. The Office

*As you enter the office area, you see eight desks arranged in a row, each with a kobold furiously scribbling away at a stack of papers. The room is filled with the sound of scratching quills and shuffling papers.*

**Encounter:** One of the kobolds suddenly shouts "Wow, I've seen this in the training pamphlet!" and all eight **office kobolds** quickly start attacking the players.

### OFFICE KOBOLD

*Small humanoid (kobold), lawful neutral*

**Armor Class** 14 *formal suit*

**Hit Points** 28 (8d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	16 (+3)	15 (+2)	8 (-1)

**Saving Throws** Int +5

**Skills** Investigation +5

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Pack Tactics.** The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

### ACTIONS

**Scissors.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

**Stapler gun.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 13 (3d6 + 2) piercing

### 3. The filing cabinets

You walk into a large hall filled with rows of filing cabinets. The cabinets are labeled with various categories, such as "tax forms," "contracts," and "invoices." A faint smell of paper and ink fills the air.

**Encounter:** As the party explores the room filled with filing cabinets, they suddenly hear a strange whispering sound coming from the cabinets. Suddenly, the files begin to gather and form a towering figure made entirely of contracts and paperwork - a fearsome Contract Golem!

#### CONTRACT GOLEM

Medium construct, neutral

**Armor Class** 20 (natural armor)

**Hit Points** 93 (11d8 + 44)

**Speed** ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	20 (+5)	6 (-2)	5 (-3)

**Saving Throws** Dex +6, Int +8

**Skills** History +8, Sleight of Hand +6

**Damage Vulnerabilities** fire, piercing, slashing

**Damage Resistances** bludgeoning

**Damage Immunities** lightning, poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned

**Senses** blindsight 20 ft., darkvision 60 ft., passive Perception 8

**Languages** understands All but can't speak

**Challenge** 8 (3,900 XP)

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Tax Evasion.** When the golem is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

#### ACTIONS

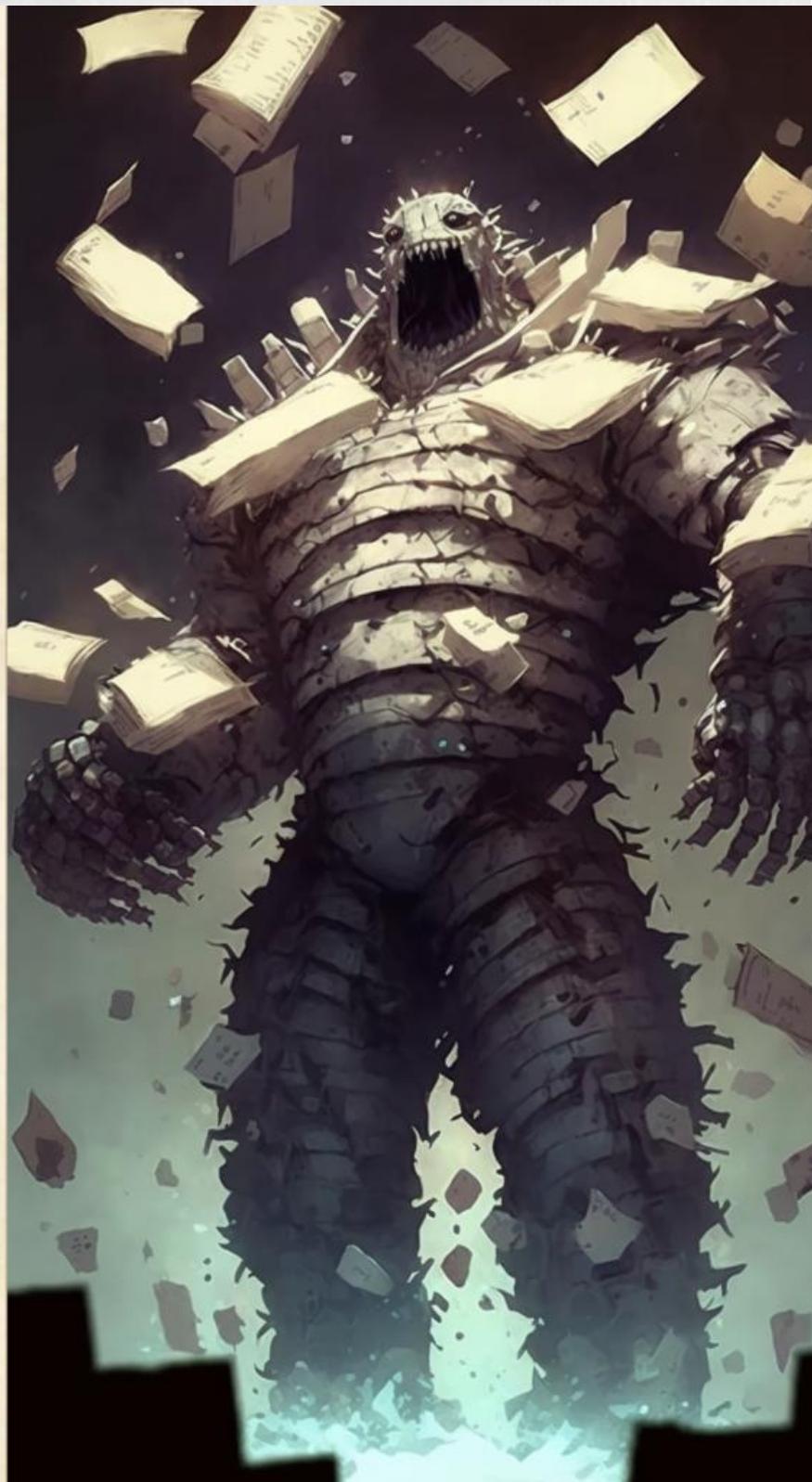
**Multiaction.** The golem makes two slam attacks.

**Paper Airplane.** Ranged Weapon Attack: +6 to hit, reach 50 ft., one target. Hit: 13 (3d6 + 4) piercing damage.

**Paper Cut.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

#### BONUS ACTIONS

**Data Absorption.** The Contract golem can use a bonus action to gain 4d4 temp hp when there is paper nearby



## 4. Line of payment

In this room, you see a long line of people in front of a giant wooden door. The people all seem to be carrying money, and as you get closer, you notice that they are depositing their money into a large, gold pile marked with the word "Philanthropy." Above the pile, you see a banner with the words "**The Dragon's Philanthropy Fund**" written in bold letters. The people in line seem content and even happy to be making their donations.

When the players approach the line of people waiting in front of the wooden door, they will explain that they are there to donate money to the dragon's philanthropy and that they are doing this because the local dragon population has declined due to rowdy adventurers and they want to help in any way they can.

## 5. The room of assets

As you step inside the chamber, the overwhelming glimmer of gold and gems nearly blinds you. The air is heavy with the smell of burnt coins and the sound of clinking metal. **Kavalaar**, the majestic **blue dragon**, sits atop a massive pile of treasure, his piercing gaze fixed upon you. "Ah, visitors. Please, leave your donations in the room before. And mind your manners, I'm not fond of disturbances," he says with a low growl.

**Kavalaar**, the blue dragon in the room, is not hostile and will not attack the party unless provoked. If the players attack Kavalaar regardless, use the stat block of a **young blue dragon** for the fight.

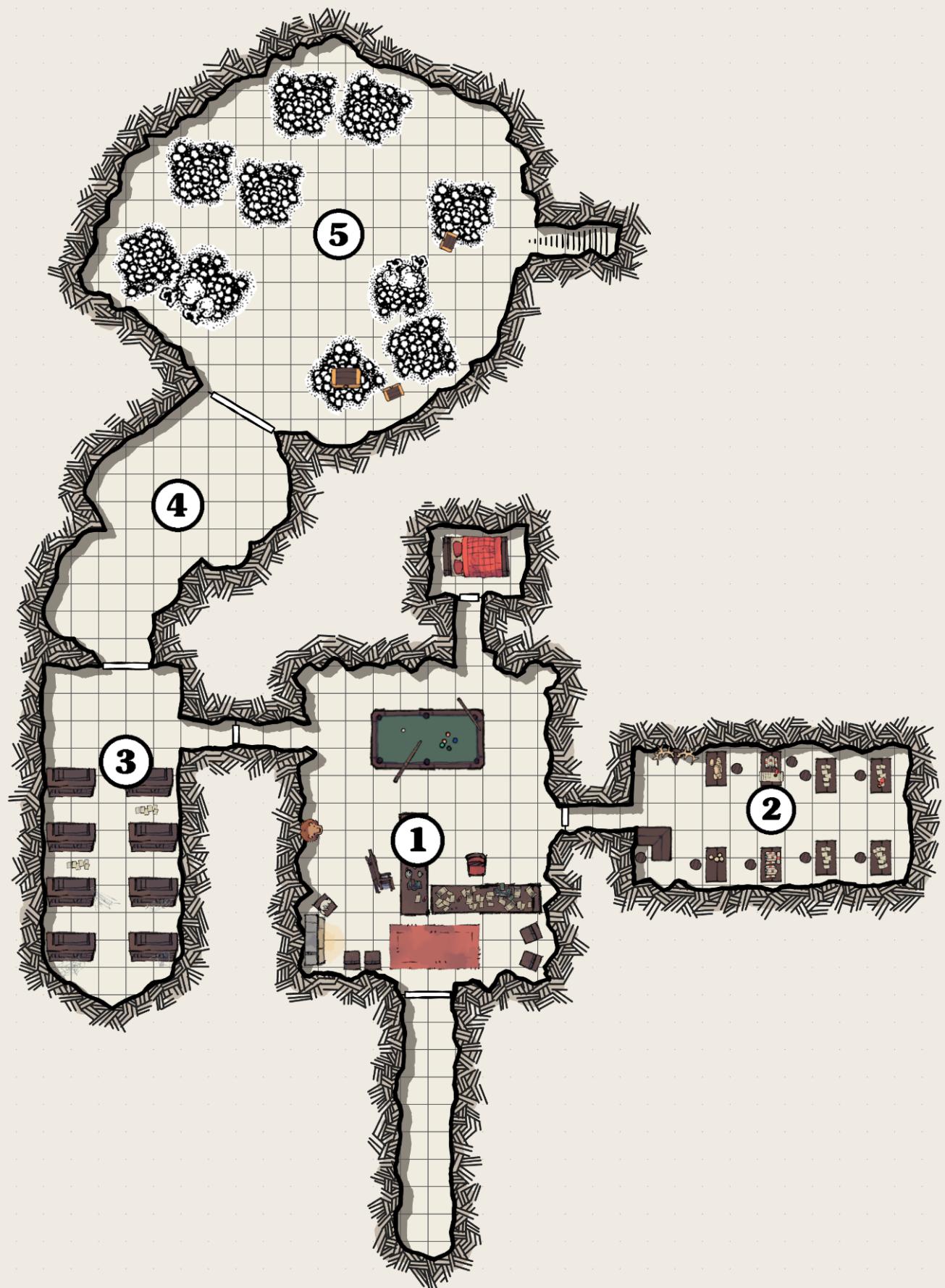
Kavalaar has a stubbornness meter of 100 points. The players can try to reduce this by making appropriate rolls, such as an intimidation or performance roll. The roll's value will be subtracted from the stubborn point total, and Kavalaar will pay his taxes when it reaches zero.

### Example:

The party could try to persuade him to pay his taxes by appealing to his sense of duty, reminding him of the benefits of being a responsible citizen, or even making a deal with him. For example, they could offer to help him protect his hoard in exchange for paying his taxes. They could also make a performance roll to entertain Kavalaar to gain his trust.

### closure

Once the party successfully collects the taxes from Kavalaar, they can return to king Ethan to deliver the payment and receive the reward promised by the king. The king will express his gratitude and commend the party for their efforts. The adventure can then end with the party collecting their reward and potentially gaining favor with the kingdom depending on the world you play the adventure in.



# An adventure written by Julian Kroes

## Cover art generated using mid-journey

### Some assets in the map belong to two-minute tabletop

### Also thanks to Adventures Await Studios since I used their work as a guideline for writing this adventure

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