

The Dragon's Fortune

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Dear Dungeon Master,

Please read the following:

Recommended Party Level: Level 1-3

Encourage the players to take notes of information they may find important. It may help them later on in the adventure.

DM Tip: The sentences in *italics* are meant to be read aloud to the players. The rest of the information can be used how you see fit to run the adventure. Convey this information in your own creative way. Although there are clear things the party should do to complete this adventure, the main goal is to have fun and support each other.

DM Tip: Read ahead and get a good sense of the adventure before relaying information to the players.

Let's Roll!

Introduction - Goldcrest Tournament of Heroes

Your story begins in the small town of Goldcrest. This town is home to around 500 people of mixed races. Elves, dwarves, humans, gnomes, and orcs can be seen living and passing through this small trading town. Most people come to Goldcrest for the tournament that happens once a year, but people stay for the delicious food of the Crooked Nose Inn and the beautiful forests that surround the town.

You have all flocked to Goldcrest to participate in a regional tournament known as Goldcrest's Tournament of Heroes. It has become a popular tournament, attracting people of all types to give their hand in competing for top prizes. There are six main contest games with prizes for the top 3 winners of the tournament.

This tournament takes place in a large field with wooden benches circling the six separate areas where each contest takes place. It seems like most of the town and people from all over the surrounding region have come to witness these events. Loud cheers roar from the audience as contestants gather for the first contest. A series of fireworks launches in the air to signal the start of the tournament. Explosive applause follows.

These contests will involve a series of checks using skills from all six attributes. The contestants will include the party members and two additional contestants named **Gunther Frost** and **Sarah Frost**, two human warriors that seem very tough. They are siblings and both sport black leather armor. As the DM, you should use the stats of Gunther and Sarah to be additional contestants in the tournament.

Gunther Frost

Strength - 12 (+1)
Dexterity - 18 (+4)
Constitution - 14 (+2)
Intelligence - 8 (-1)
Wisdom - 16 (+3)
Charisma - 16 (+3)

Sarah Frost

Strength - 18 (+4)
Dexterity - 12 (+2)
Constitution - 14 (+2)
Intelligence - 18 (+4)
Wisdom - 10 (+0)
Charisma - 8 (-1)

Throughout the tournament, keep track of whoever comes in first, second, and third for each contest. There will be prizes for who is overall first, second, and third at the very end. Whoever comes in first for the separate contests will get 3 victory points, second place in each contest will get 2 victory points, and third place will get 1 victory point. Whoever has the most victory points at the end of all the contests will win the tournament overall and win the grand prize. Second and third place in total victory points will also get a prize.

If there is a tie, the contestants will share the points for whatever place they come in.

The contests in the tournament include:

Archery (Dexterity)

In this contest, players will have a chance to shoot two arrows at the targets. The higher the dexterity check, the closer the arrow gets to the bullseye and the more points you get. Whoever has the most points on the target at the end of two arrows shot wins this game.

DC 9 or lower: You miss the target

DC 10-15 Dexterity: 1 point (you just hit the target)

DC 16-20 Dexterity: 3 points (you hit the ring just before the bullseye)

DC 21 and up: 5 points (bullseye)

Highest number of points: 3 victory points

Second highest number of points: 2 victory points

Third highest number of points: 1 victory point

Obstacle Course (Strength)

This contest will involve running across an obstacle course and throwing a large stone the furthest distance at the end. Follow the below series of checks to pass each part of the obstacle course. If a player rolls lower than the needed **DC Strength** check then they will fail this contest. If not everyone makes it to the end to throw the stone, whomever makes it the furthest in order will be 1st, 2nd, and 3rd.

The first obstacle is a series of large wooden logs swinging back and forth close to the ground, side to side, in front of you. Here, you must jump across the logs to the other side.

DC 10 Acrobatics: You complete the obstacle.

The second obstacle is a set of large wooden stairs that you must climb, then jump off onto a flag pole, grab the flag at the top, and slide down.

DC 15 Acrobatics: You complete the obstacle.

The third obstacle is walking across a long and skinny tight-rope that is suspended high in the air as people throw sacks of flour at you to try to knock you off.

DC 15 Acrobatics: You complete the obstacle.

Lastly, they must pick up and throw a basketball-sized stone the furthest distance.

DC 15 Strength: You throw the stone.

Whoever rolls the highest on this check throws the stone the furthest. Whoever throws the stone the furthest, gets first place in this contest.

1st place - 3 victory points
2nd place - 2 victory points
3rd place - 1 victory point

Hot Dog Eating Contest (Constitution)

This is a fairly straight-forward contest. The contestants will all sit at a long table that has plates full of hot dogs in front of them. Whoever rolls the highest **constitution check** eats that many hot dogs. First, second, and third place is determined by order of most hot dogs eaten.

1st place - 3 victory points
2nd place - 2 victory points
3rd place - 1 victory point

Dancing Contest (Charisma)

This contest involves doing the fanciest dance moves in front of the audience. This involves rolling the highest **charisma check**. It is encouraged that the players describe their fancy dance moves. First, second, and third place is determined by the highest-lowest charisma checks.

1st place - 3 victory points
2nd place - 2 victory points
3rd place - 1 victory point

Spot the Mushroom (Nature)

This contest involves going into a small plot of one hundred or so different flowers (approximately 20 feet by 20 feet) that is filled with an assortment of multicolored flowers that are extremely rare. The players will have to use their skills and knowledge of nature to bring the contest master the rarest flower of them all. First, second, and third place is determined by the highest-lowest charisma checks. Whoever succeeds on the **DC 20 Nature** check ties for first place in this challenge.

DC 10 Nature: You bring back a slightly rare flower, but not the rarest.

DC 15 Nature: You bring back a really rare flower, but not the rarer.

DC 20 Nature: You bring back the rarest flower in the plot, called an Orticusp.

1st place - 3 victory points

2nd place - 2 victory points

3rd place - 1 victory point

Horseback Riding (Wisdom)

The last contest involves racing a horse around a small oval-shaped track. Whomever rolls the highest **wisdom check** wins the race with the fastest time. First, second, and third place is determined by the highest-lowest wisdom checks.

1st place - 3 victory points

2nd place - 2 victory points

3rd place - 1 victory point

Winning the Tournament

Whomever has the most victory points wins a solid gold trophy titled “Tournament Winner - 1st Place - Tournament of Heroes” and a small chest of 500 gold pieces. Second place wins a coin purse with 250 gold pieces. Third place wins a coin purse of 100 gold pieces.

After the tournament, the party heads back to the Crooked Nose Inn where they are spending the night. The party celebrates with the local patrons and has hot meals for dinner, complimentary of some of the citizens of Goldcrest.

Tired from a long day of tournament, your party lumbers up the rickety stairs of the Crooked Nose Inn and you enter your respective rooms to fall asleep for the night. You still feel warm from the large fire downstairs and the hot meal that fills your stomach. You remove your weapons and armor and crawl into bed for the night.

Everyone has the same dream.

As you sleep, you dream of flying on the back of an adult golden dragon by the name of Geldar. Geldar has a short face with long and smooth metallic horns that sweep back from its nose and brow. His wings are broad and remind you of sails on a ship. As you fly, the wings make it seem as if Geldar is somehow swimming through the air. You’re not sure how you know this, but you know Geldar is lawful and good. You are filled with warmth and comfort as you sail across a bright night sky. Two massive and bright full moons light the large storm clouds that

pass far beneath you. Hundreds of bolts of lightning skirt between the clouds below you in a brilliant and powerful display.

Suddenly, Geldar takes a sharp dip down into the storm clouds. You fill with panic and try to turn the dragon away but he won't listen. Cold moisture from the clouds hit your face and soak your clothes as lightning crackles and dances around you. The dragon keeps diving and you finally appear beneath the clouds. You try to get good look through the heavy rainfall but its hard to concentrate as booming thunder and flashes of lighting seems to erupt every couple of seconds.

Finally Geldar lands. You look around and appear to be on a small island. Cold rain has fully drenched you as you start to shiver. Before you get a chance to even react to your cold environment, Geldar lets out a loud roar and says "They have taken them! They have taken my babies!". You look over his shoulder and see a massive but empty nest.

After you see this, you wake up in a cold sweat to a strip of sunlight that pierces through a hole in the curtain covering the window. It is shining directly in your eyes and forces you out of bed. You wash yourself, pack up your gear, and head downstairs to the dining hall of the Crooked Nose Inn.

Once the players all come downstairs, they can join the rest of their party at the large wooden table that sits in front of the crackling fireplace. Plates of steamed spiced potatoes and eggs are brought over by an elvish waitress as the players sit down.

Chapter 1 - "Treasure, you say?"

As your party finishes eating at the table and leave the Crooked Nose Inn, an elf man in green woodland attire approaches the party with a smile. He looks like a young man, but you know that all elves look young and can live to be around 750 years old. He wears green light leather armor with cloth pants that is designed to blend in with a woodland environment. He carries an elegant wooden carved long bow on his back. A leather quiver of several fine arrows peak above his shoulder.

Eldan: *"Hello adventurers! That is what you are, aren't you? You did participate in the Tournament of Heroes! I desperately need your help!"*

Eldan looks around at the people passing by them as they talk and starts to look nervous.

Eldan: *"I think it would be best if we talk about this in a place with less people. What I'm about to talk about is a...sensitive matter. It's nothing bad, I just think this conversation would be best in private."*

Eldan gives a quick look around and spots a near empty horse stable about 15 feet to the side of the entrance of the Crooked Nose Inn. The stable look like it can hold about 10 horses, but right now only two are hitched to the wooden bar inside.

Eldan: *“Please, follow me. I assure you it will be worth your time.”*

The party follows Eldan to the horse stables. You all gather inside and Eldan begins to speak again. For an elf, he speaks very quickly and nervously.

Eldan: *“Thank you for talking with me. I am in the need of adventurers like yourselves. You see, my family just moved to this part of the country in search for better woodlands to live in. We just finished building a home not far from here. There’s my mother Syliana Starbreeze, my father Genlan Starbreeze, my little sister Syltris Starbreeze, and myself Eldan Starbreeze.*

I am a natural explorer. One of the first things I did when we settled in the Spotted Spider Forest is explore everything I could. I know the name of the forest is pretty spooky but I’ve done a lot of exploring and haven’t run into any giant spiders, or anything that looks like a spotted spider. It’s probably just a name to keep people away. I hope.

(laughs nervously)

Anyways...

I managed to travel about 10 miles or so north of our home and came across the strangest scene. One moment I was walking along the side of a calm stream with beautiful large oak trees on either side of me, and a moment later a massive stone structure appeared not 5 feet besides me. It gave me quiet a scare! I must have jumped 10 feet at the sight and tripped right into the stream. It came out of nowhere!

After wiping the mud off my trousers, I inspected this structure. It has this symbol of a dragon on it. Here look, I drew it.”

He pulls out a piece of parchment and hands it to you.



Eldan: *“I didn’t get a chance to look inside. It was very dark in there, and while I can see very well in the dark I didn’t want to risk going inside without doing some research first. I rushed home and read every book on dragons that we had in our family library. I learned that it must be some sort of hideout for a dragon’s treasure. Based on the way the stone of the structure was starting to crumble, it must have been there for a very long time. From what I read, dragons love treasure of all kinds: gems, gold, valuables of any kind. They then take that treasure to the places like the one I found. Dragons haven’t been around these parts in hundreds of years so I guess it doesn’t need whatever is inside. This is where you come in. I want to hire your group to explore this place and bring me any valuables or strange items you find. You can keep most everything, I just want 20% of what you find. Call it a finder’s fee. You will get 80% of whatever you find.”*

DC 15 Insight - He seems truthful.

Eldan: *“If you’re ready just follow me. We can stop by my family’s place first so I can give you some supplies. After that I’ll guide you to where I found the building.”*

DC 15 Persuasion - They can convince Eldan to keep 85% of whatever they find.

DC 20 Persuasion - They can convince Eldan to keep 90% of whatever they find.

Once they are done speaking with Eldan, they will begin walking along a trail in the Spotted Spider Forest towards the home of the Starbreeze family. Eldan tells you that its a short walk to his family’s home. The sunlight barely penetrates the thick canopy of the 100 foot tall trees in some areas while other areas have been cleared for farmers to have land to grow various vegetables. You’ve only been walking for about 10 minutes outside of Goldcrest proper when you see a cozy looking cabin that seems to be built around and connected to three of the large trees. A small chimney extends from the back of the cabin giving off a small trail of white smoke that slowly drifts upward.

Eldan: *“We are here! Please come inside and I’ll introduce you to my family and give you some supplies!”*

Eldan leads you through the thick wooden door that has something carved into the wood. For those of you that can understand the language, you’ll see that it says “Welcome to all” written in Elvish. As you enter the house, the first thing that hits you is the mouth-watering smell of meat cooking over a fire on the far side of the room in front of you. An elvish man, woman, and girl, all dressed in various light pastel clothing of different shades of green and blue are seen

enjoying a meal at a small table on the right in a small dining room. They look up as you enter. The girl smiles large and jumps from her place at the table to almost tackle and hug Eldan as he enters.

Syltris: *“Eldan! It’s about time you’re back!”*

She playfully punches Eldan in the stomach before returning to her chair at the table.

Syltris: *“I had to do all the chores this morning by myself! You owe me!”*

Eldan laughs and says: *“I’m sorry, I was out trying to find people to help explore that place I was talking about out in the woods. I promise I’ll do all your chores tomorrow.”*

Eldan looks over at the parents who stare with interest at the party.

Eldan: *“Oh! Sorry!” He gestures to his parents. “This is my mom Syliana and my father Genlan.”*

They both stand up, smile, and greet the party.

Genlan: *“I know why you’re here and, I have to say, I was really surprised when I was told about Eldan’s findings. A dragon treasure horde possibly in our back yard? Who would have thought? Please, Eldan, take them to the back room and give them whatever they need.”*

Eldan nods at his father and begins to take them to the back room when the father speaks up again.

Genlan: *“I have to warn you, I did some research of my own based on what my son has told me about this place. If it is a site for a dragon’s treasure horde be warned that it could be dangerous to explore. If you want to back out of this, there would be no hard feelings at all. I don’t want anyone to get hurt. Just keep that in mind.”*

Eldan turns to his father.

Eldan: *“I don’t want anyone to get hurt either! But look at them! (he gestures toward you party). They look like they can handle themselves just fine. But I agree with my father, you can back out if you feel that its getting too dangerous. We wouldn’t blame you.”*

Eldan continues to guide you to the back room. As you enter, the back room surprises you. For a seemingly cautious man like Genlan Starbreeze, this room does not fit that attitude at all. The walls of this room are covered in long bows, hunting knives, an assortment of arrows, ropes with grapples, a crossbow, a

couple elvish-looking hand axes, and bear traps. Several old chests and crates surround this room and a large wooden table sits in the middle. Several map cases are poking out of an open barrel in the corner of the room. On the table is a map of the surrounding area with a couple of lamps holding it down. Eldan motions you to gather around the table.

Eldan: *“We’ll be traveling this way.”*

He points at the map and guides his finger north from their home to some area in the middle of the woods.

“Take a look around the room. If there is anything you think you may need, please take it and return it when you’re back. Anything you need.”

Below is a list of items in the room. The party can take what they need but they should return the equipment after they are done if possible.

- X3 large backpacks
- X3 50 ft lengths of rope with a grapple hook on the end
- X6 torches
- X1 Crossbow
- X50 arrows
- X2 hand axes
- X2 bear traps
- X2 daggers
- X3 long bows
- X3 short bows
- X1 map of the surrounding area
- X4 potions of healing
- X1 potion of greater healing
- X1 set of thieves tools
- X1 healer’s kit
- X2 climber’s kits
- X1 crowbar
- X1 empty sketch book with writing utensils

Once the party has everything they need, Eldan will start guiding them to the stone structure.

Eldan leads the party 10 miles into the Spotted Spider Forest to the site of the Dragon Tomb. Eventually he stops and points at a couple of trees.

Eldan: *“It’s right there.”*

Here is the last chance that the players have to speak to Eldan before they go into the tomb. He doesn’t know much more than what he has already told the party but if there is any more information you want to give them, now is the time. After the party is finished speaking with Eldan, they will proceed past the invisible barrier and into the entrance of the Dragon’s Tomb. A **map** of the Dragon’s Tomb can be found below. There is a **player map** and a **DM map**. The DM map has some reference symbols you can have a better visual of where some things are at but you should still reference the section beyond that for more details on each room.

Chapter 2 - Entering the Dragon's Tomb

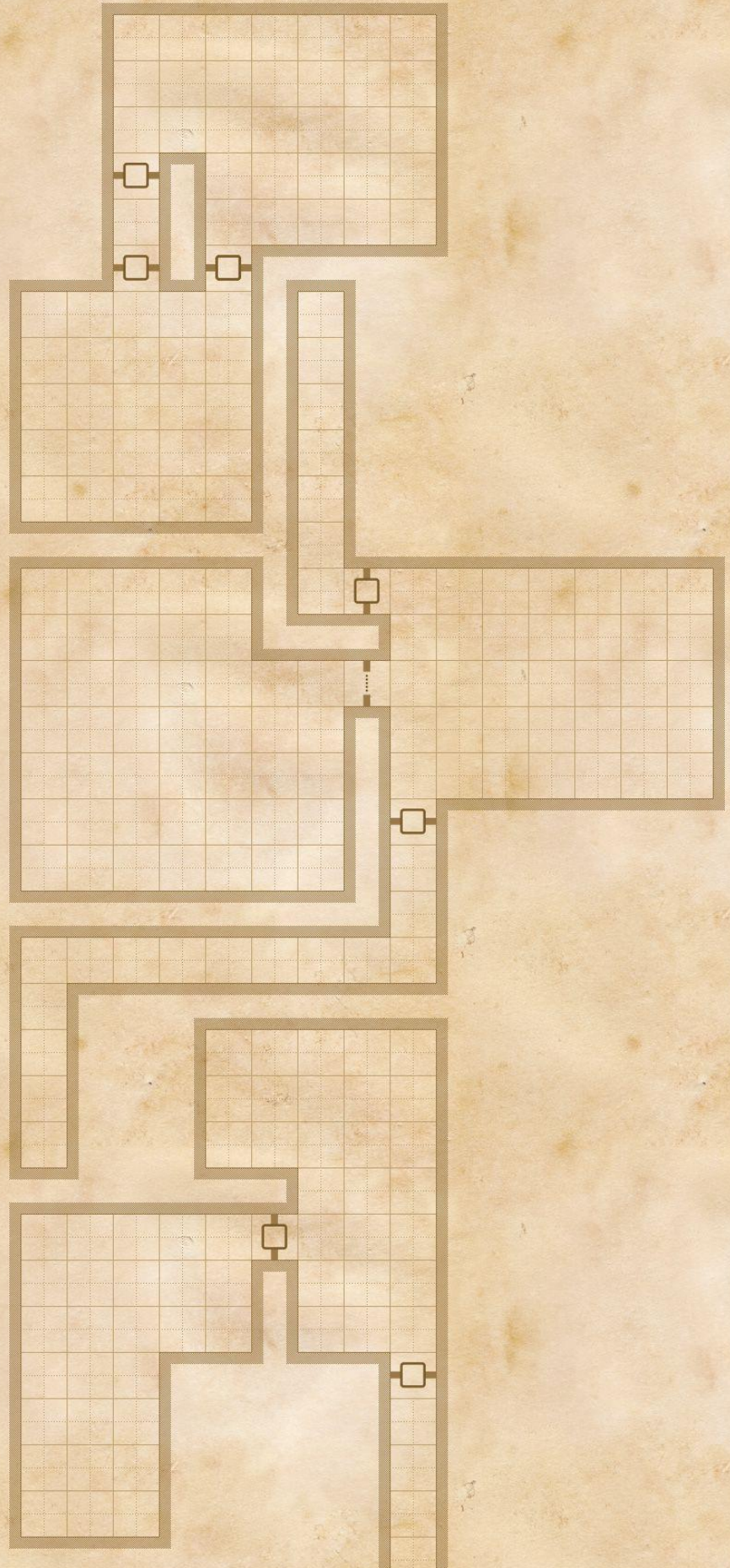
As your party passes through the invisible barrier, you get a quick sensation of being cold and wet before it fades away. It reminds you of the dream you had last night. In front of you is a large stone entrance that seems to slope downwards into darkness.

There is no light in this tomb, so the players should have torches or some other means of light to properly see. If the players try to attack in the dark they will have **disadvantage on attack rolls**. They can prop a torch against the walls or use some other creative means to light the room if they get into a combat encounter and need to use both hands to fight. Most of the rooms will also have empty iron torch stands that they can place a torch in.

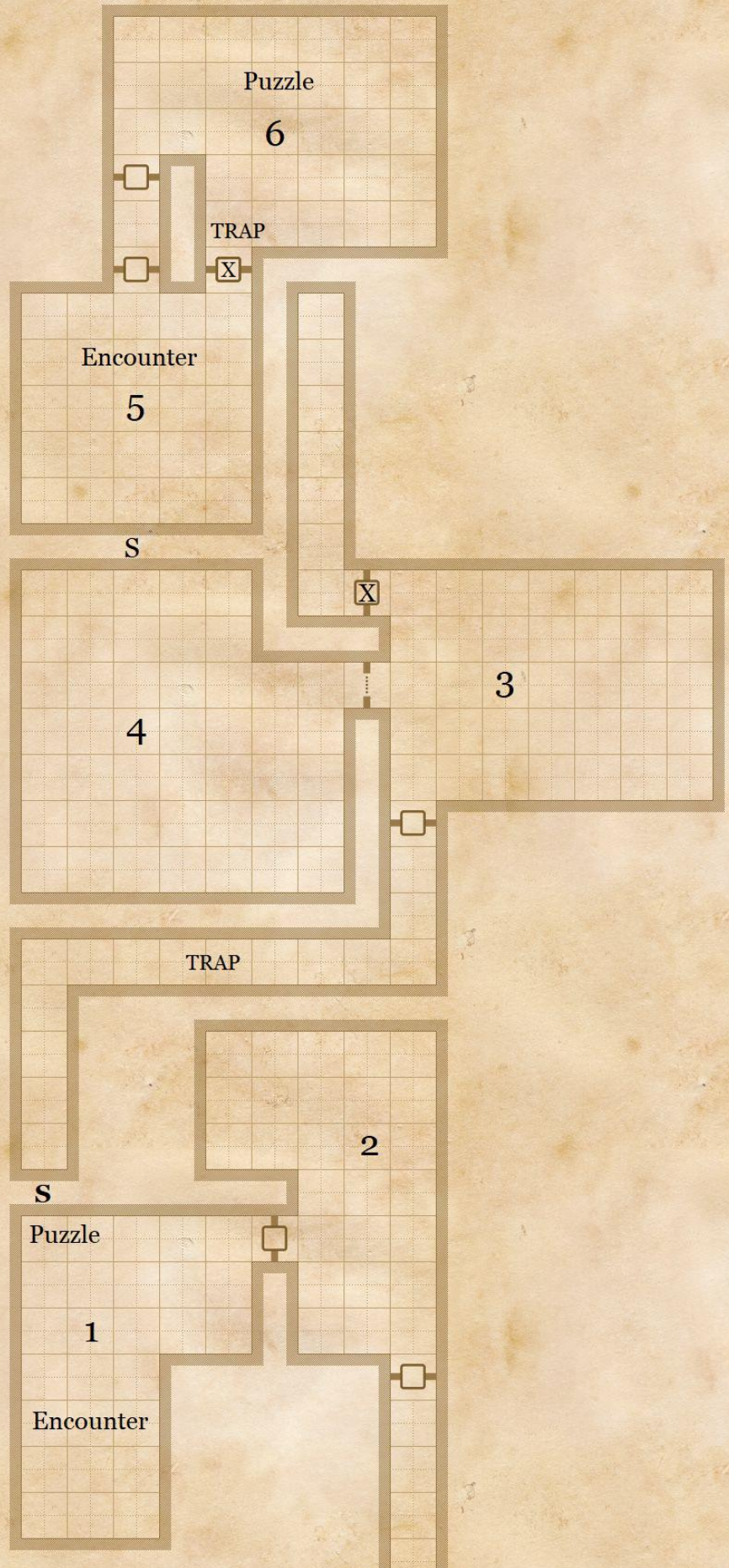
The players will enter from the south entrance. Their first obstacle will be a sliding stone door that appears to be stuck. They can do a **DC 15 Strength** check to slide the stone door into the side of the wall. They can have **advantage** on this check if someone helps them.

The descriptions of the rooms can be found below in the **room references** section. Refer to this section to continue the adventure.

The Dragon's Tomb Map (Players)



The Dragon's Tomb Map (Dungeon Master)



Room References

Room 1 - Food Stash

The wooden door to this room appears to have been chewed through, although what chewed through it is not clear. A gust of cool air pours through the hole before they enter.

DC 15 Perception: You hear what sounds like faint scratching coming from the room.

DC 20 Perception: You hear scratching and faint squeaking coming from the room. It sounds like rats.

Opening the door chills the adventurers. It is very cold in this room and very dark. As they enter the room, a nasty stench fills the party's noses from rotting food inside. Once inside, three **giant rats** will attack the party. See the **enemies and NPCs** section towards the end of this adventure for the stats of the giant rats.

As they enter and light up the room, it looks like it used to be filled with parchment-wrapped paper but what's left is scattered pieces of parchment and piles of half-eaten packages of partially spoiled meat. You see a large hole in the southwest part of the room where the rats have burrowed their way in. The hole is not big enough for a player, but if they somehow manage to crawl through they will find it leads outside near the entrance of the tomb.

DC 15 Insight: *This room appears to be the equivalent of a dragon's refrigerator that has been intruded by rats. It hasn't been touched in a long time.*

The only way to progress to the hallway that leads to **room 3** is to solve the puzzle in the room.

DC 15 Perception: *You will notice three pieces of stone sticking out of the eastern, western, and southern walls.*

DC 20 Perception: *You notice the pieces of stone sticking out and the faint outline of a door-sized impression in the northern wall.*

Nothing happens if they interact with the door by itself.

If someone tries to interact with the pieces of stone they may eventually find that they can be pushed into the wall. Once the stone buttons have been pushed in, the stone buttons will stay stuck in the wall and a clicking sound will come from the northern wall for about 10 seconds before the large button pops back out of the wall.

The players will need to press in all the buttons at the same time, within 10 seconds, for a passage way to open up to the hallway to the north. Whomever rolls a **DC 15 Insight** check can solve this puzzle if they can't figure it out.

Once they complete the puzzle, a 5 feet wide stone door will slide downwards into the floor revealing a hallway that leads to **room 3**.

The hallway is a narrow stone hallway with water leaking from the top. Designate a **marching order** to determine who is going in first. If nobody searches for traps, they may activate the trap in this hallway about halfway down.

DC 15 Perception: You notice a large pressure plate in the floor.

DC 20 Perception: You notice the pressure plate on the floor and tiny holes on either side of the hallway that line the whole hallway.

If the players notice the trap they can try to disarm the trap with a **DC 10 Dexterity** check using thieves tools to slide a small object under the pressure plate to prevent it from being pressed in as they walk across it. Alternatively, they can do a **DC 15 Athletics** check to jump over it one-by-one. The trap is 5 feet wide.

Pressure Plate Trap: If a player steps on the pressure plate it will activate. This will cause many poison darts to come shooting out the side. Each party member in the hallway must make a **DC 15 dexterity** check or take **1d6 piercing damage** and become **poisoned** for 5 minutes. A poisoned creature has **disadvantage** on attack rolls and ability checks. Anyone that makes a **DC 15 Medicine** check can recognize the effects of the poison.

Once they are past the trap, they will approach the wooden door to **room 3** that is **locked**.

The players must make a **DC 15 Dexterity** check with **thieves tools** or a **DC 15 Strength** check to get through the locked door. The players attempting these checks may get **advantage** on the check if they are being helped by someone else. They may make a **perception** check to try to listen to whats on the other side.

DC 20 Perception: They hear a slight humming sound on the other side.

Room 2 - Magical Animals Room

This is the first room that the party enters. This room is mostly barren except for a large red rug covering the stone floor that looks like its been partially eaten and scratched a lot. There are piles of hair of many different colors that surround the edges of the room. Small soft object of various colors and bits of rope litter the floor of the room.

On the right side of the room is a small 3 foot tall stone arch over a small wooden door. If the players try to open this small door, it is not locked. A ray of sunshine pours through the door when opened. Once opened, a couple seconds later the party hears what sounds like barking getting closer and closer. After about five seconds of this, about 10 small dogs of various breeds pour out of the hole in the wall and tackle whoever is standing within 10 feet. The party must make a **DC 20 Dexterity** saving throw to remain standing. On a failed save, the player is knocked prone and has their face licked by a bunch of barking puppies.

DC 15 Insight: This room is here just to have a bunch of dogs to pet and play with.

If someone looks through the door, read the following:

As you look through the opening in the door, you can't quite believe your eyes. It looks as if you are peering through the window of a farm house. You see a massive green grass field lit by sunshine. This field is littered with bowls of food and bowls water that seem to refill themselves. You see dog toys of all types. There are hundreds of dogs of all kinds having the time of their lives. The field seems to stretch for miles. You poke your head in and there is no end in sight. You look up in the direction of the sun, but instead of a sun there is a giant golden halo in the sky lighting the land.

If the party uses **detect magic** on one of the dogs they will find that each dog is magic. They are created by magical energy which means that they will live forever. They will never have to worry about injury, sickness, or any harmful effects so long as they are in this field. No danger will come to them here.

The party can enter this field if they want to have some fun with the dogs, but there is nothing here that progresses the story.

If the players want to keep a dog to take with them on future adventures, they must make a **DC 15 Animal Handling** check to tame the dog in some way. It is recommended that only one dog should follow a player at a time. They will have **advantage** on the animal handling check if they use food or a bone to try to tame the dog. Every breed of dog is available. It is recommended that they don't bring the dogs with them through the rest of the dungeon and leave the

dogs outside the entrance of the tomb. Once the dogs leave the magic field in the wall, they can be damaged and disappear. When this happens, the dogs are magically transported back to the field. The dog can be summoned back to the player's side with the **conjure animals** spell. Its also recommended that they tie the dog to a tree or something similar so it doesn't run away. The stats for the **pet dog** can be found in the **enemies and NPCs** section.

Room 3 - Armory

This room is the first room of the dungeon that has light. It is lit by a sword in the middle of the room that is floating and rotating above a small red platform that appears to be made of ruby. It is making a slight humming sound that gets louder the closer you are to the sword. The platform beneath the sword cannot be moved. Etched in the ruby platform is "Summer's Light". This sword has a silver hilt with a piece of leather stretching around it for grip. The pommel is also silver with a glowing red ruby in the middle. The cross-guard is flat and silver with a very detailed carving of a dragon with gold inlay. The blade is made of shimmering steel that glows, lighting the entire room in brilliant radiant light.

Summer's Light - Legendary Magic Longsword

Summer's Light emits a 30 foot radius of light that can be turned on or off on command. This weapon does not require attunement.

Category: Items

Damage: 1d10 + 2

Damage Type: Radiant

Properties: Finesse, Versatile

Weight: 3

Whoever tries to take the sword must make a **DC 15 Wisdom** saving throw or be pushed 5 feet back. If they succeed on the saving throw they may take the sword from the force field that holds it.

If the sword is removed, have the players roll for **perception**.

DC 20 Perception: *You hear a faint clicking sound from somewhere in the northern side of the room when the sword is removed.*

Besides the sword, there are two entrances on the west side of the room. The southern-most doorway leads to **room 4** while the northern-most door leads to a storage room. The large metal door to the storage room is **locked**. This door requires a **DC 20 Dexterity** check with thieves tools to unlock. There is no way to force the door open. The door becomes unlocked automatically when the **Summer's Light** sword is in its stand. The players may put the sword back in the stand once the sword is removed to unlock the door.

The **hallway room** has book cases that line the walls on either side of the hallway and one towards the back. This room is very cramped and difficult to walk through. Only one person could fit walking back and forth this hallway at a time. Books of all sizes, colors, and conditions fill this hallway. There must be over 1000 books in this room, at least it looks that way.

DC 15 Perception Check: You find a red and gold bound book that reads “The History of Gold Dragons.”

Should the players choose to read it, it says the following pieces of information:

- Some Gold Dragons have been known to use the **change shape** spell or some variation of the spell to turn into a normal looking person so they blend into their environment.
- Most dragons are very powerful magic users.

DC 15 Perception Check: You find a **Scroll of Teleporation**.

Scrolls can only be used once. Recommend to the party that this should only be used in emergencies.

Room 4 - Bathing Room

The entrance to the bathing room is an open archway. The room is mostly filled with steam. As the players enter the room and adjust their sight, they notice that the room has a large circle bath in the center that is 3 feet deep. Six large pillars surround the bath. The center of the bath has a five foot tall fountain that is spurting water in all directions into the bath water.

There is a **puzzle** in this room that the players must solve in order to proceed into the **treasure room**.

Solving the Puzzle: The players must discover that three of the faucets that are pouring water should be adjusted to their normal positions to unlock the secret door that leads into the treasure room.

DC 15 Perception: You notice that three of the faucets on the fountain seem to be turned in abnormal directions. They are spraying water outside of the bath tub, while the other faucets on the fountain are spraying water into the bath.

If they realize the faucets are turned in weird directions, the party may perform an **DC 15 Insight** check to solve the puzzle if they can't figure out that the faucets should be turned.

Once the faucets are all turned where the water is spraying into the bath, a stone door will slide down into the floor on the north wall and reveal an entrance into the treasure room.

Room 5 - Treasure Room

This room is mostly decorated with striped patterns of white marble and gold. While the room is filled with treasure chests, weapon stands, and scroll stands, you can see that most of the contents in this room have been emptied except for two treasure chests on the side of the room and about 50 gold pieces scattered on the floor.

One of the treasure chests is **trapped**. If the players try to open the chest without checking for traps, the chest will spring a toxic cloud trap that sprays a toxic purple cloud in the whole room. Everyone must make a **DC 10 Constitution** check or take **1d10 poison damage**. If they detect the trap before opening the chest, they can make a **DC 15 Dexterity** check with thieves tools to disarm the trap before opening.

The other treasure chest is a **mimic**. If they try to open this chest, the chest will try to bite whoever opens it and start to attack the party. Here the party should roll initiative and try to defeat the mimic. The stats for the mimic can be found in the **enemies and NPCs** section.

When going into the hatchery, the two doors to the left are unlocked. The door to the right is trapped. If nobody notices or tries to disarm the trap, whoever enters this door must make a **DC 15 Constitution** saving throw as electricity shocks them. On a failed save, they take **1d10 lightning damage**. Take half damage on a successful save.

Room 6 - Hatchery

Once the players are inside the hatchery, they see that it is mostly just a carved out section of rock in the earth made into a room. Several detailed carvings of dragons cover the walls of this room. The room is lit by torches with a red flame. In the center of the room is a marble statue of an elven woman with her hands palm up and extended out towards you. The right hand is raised up and the left hand is held low. If the players interact with the hands, they will notice that the hands both move up and down.

Below the statue, on a small platform at the base of the statue, are 6 small golden cubes of various sizes. They all have numbers on them. Each of them are different sizes. This is a puzzle the players must solve to proceed with what comes next. Use **insight checks** to help the players solve the puzzle if they can't figure it out.

DC 15 Perception: They notice that the bigger the numbers, the bigger and heavier the blocks. The numbers must correlate with the weight of each block.

Block 1 - Weight of 10

Block 2 - Weight of 8

Block 3 - Weight of 6

Block 4 - Weight of 5

Block 5 - Weight of 2

Block 6 - Weight of 1

Solving the Puzzle: To solve the puzzle, the players must put all the blocks in both hands of the lady that equal the same weight value. The answer is **block 1 and block 3** in one hand with **block 2, block 4, block 5, and block 6**, in the other hand. This will have both sides have a weight of 16 and even out.

After the puzzle is solved, they will hear a loud click come from the right side of the room. A stone platform will start to rise from the ground revealing a container. This container is not locked. Once opened, it will reveal **three golden spherical-like objects** sitting in a red silk container on a bed of gold coins.

DC 15 Nature or History: *You recognize these round objects as dragon eggs for a Gold Dragon.*

DC 20 Perception: *You notice unnatural fractures in the rock ceiling above you. It appears to be a trap of some sort but you're not sure where it leads or how it operates.*

A couple seconds later, you feel a slight tremor in the floor. Then it spreads to the walls. The tremor starts to get more violent. Dust and tiny bits of rock debris from the ceiling start falling around you. You realize that the ceiling is collapsing! You need to get out of there!

As this happens, your vision goes dark. You can't see anything but you clearly hear a booming yell say "Save my eggs! Save my children! Take the eggs and run!"

At this point the players should grab the eggs and make a run for it back towards the entrance.

Chapter 3 - Escaping the Hatchery

The players will now enter an escape challenge. This involves a series of **strength** and **dexterity** checks to dodge or remove debris falling around them as they escape. If anyone in the party falls unconscious while running out, recommend that they use a **potion of healing** to bring the unconscious party member back to consciousness or carry the player out.

The players will either have used the **scroll of teleportation** to exit the hatchery or will have run back out the entrance. If they teleport back to the cabin of the Starbreeze family then skip to the part where Eldan and his family are waiting for the party outside their cabin.

If the party stays in the room for a while to try to collect the piles of gold under the eggs, they will have to perform a **DC 15 Dexterity** saving throw to avoid large chunks of ceiling that start to fall on them. On a failed save, they take **1d10 bludgeoning damage**.

Now, read the following escape scene to the players:

As you grab the eggs and make your way through the entrance, you run through the treasure room as the room starts to shake violently. Large chunks of rock from the ceiling fall on your party.

DC 10 Athletics Saving Throw: *You dodge the rock debris falling from the ceiling and continue on. On a failed save, take **1d6 bludgeoning damage**.*

After the treasure room, you pass through the bathing room. Chunks of wall start falling down. One of the large pillars in the room block your way into the armory.

DC 15 Strength Check: *You lift up the pillar and unblock the path through the door.*

After removing the pillar, you run through the armory and down the hallway to the food stores. The hallway is pouring with water from a crack in the ceiling. It makes this hallway very slippery.

DC 15 Athletics Saving Throw: *You avoid slipping.*

On a failed save they are knocked prone from slipping.

After the hallway, you make it back into the food stores room. A large rift has formed across the middle of this room. You must jump across it to get to the other side.

DC 15 Athletics Saving Throw: *You jump across the gap with no problems.*

On a failed save, they fall into the 15 feet deep hole and take **1d6 falling damage**.

If they fall into the hole, they can use their rope to pull the party member back to safety. The member who fell must make a **DC 10 Strength** check to hold onto the rope as they are being pulled up. The party member pulling the trapped player up must make a **DC 15 Strength** check to pull the member out of the pit. They may have **advantage** on this roll if someone helps them.

Once the players make it into **room 1** they will be safe. This room does not collapse. They are free to exit the hatchery and go out the entrance.

After the party exits the tomb, allow them to discuss their next course of action before heading back to the Starbreeze family. When they are ready to leave, read the following:

When you finally exit the tomb you start making your way back down the 10 mile path back to the family of Eldan Starbreeze. When you reach the cabin, you see Eldan and his family waiting for you out front in the small clearing out front smiling. Eldan see's you and runs up to you, his family smiling behind him.

Eldan: *“You actually made it back! I am so impressed! So tell me, what was it like down there? What did you find?”*

Give the party time to convey their story back to Eldan. At this point, the party would have most likely gathered the eggs and taken them back with them to Eldan.

Eldan: *“I am so proud of you all. I knew you would do the right thing. Well, now I have something to tell you. I am not what you think I am.”*

Eldan snaps his fingers. Before your eyes, Eldan seems to grow and shape into something large and gold. In a matter of seconds Eldan stands before you as an Adult Gold Dragon.

Geldar speaks in a cool, calm, and collected manner.

Geldar: *“My name is Geldar. While I enjoy being an elf, I am actually Gold Dragon that has lived for hundreds of years. The family behind me (he looks at the Starbreeze family behind him) is actually an illusion created by me.”*

Geldar snaps his fingers and the family fades away.

“Yes, those eggs you found are mine. A long time ago I hid the eggs in the place you discovered, my hatchery. I went on a long journey to find my long lost wife Calla, a journey I am still on to this day. While visiting the eggs I discovered that someone placed a trap in my hatchery to destroy me. A powerful dragon-catching

spell was cast over the tomb that was meant to trap me and destroyed me. I found out that while the trap to collapse the hatchery might still activate if others went inside, it wouldn't keep others sealed there like it would me.

After I discovered this I found the best adventurers in the area, which so happened to be all of you, and implanted a dream in your heads that would lead you to helping me. I had to do whatever it took to save my children. I hope you understand.

Now please, give me the eggs. You may keep whatever treasures you found in my hatchery. Thank you so much. Your good deed here will be forever remembered.

Before I leave you, I want to give you a reward of my own. ”

At this time the party should give Geldar the eggs. Once they do, Geldar will drop a large bag that contains 1000 gold pieces and a glowing gold stone.

Geldar: *“I have given you some coin as well as a special stone. If you are ever in dire trouble, rub this stone and it will contact me. At that time, I will try my best to help you once in your time of need. May you never need to.”*

If they refuse to give Geldar the eggs then Geldar will attack them in dragon form. The stats for Geldar can be found below under **adult gold dragon**. After they hand over the eggs Geldar will take the eggs in his claws and fly up high, aimed at the sun until he disappears from the party's sight.

The End.

Enemies and NPCs

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom ([Perception](#)) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't [incapacitated](#).

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

PET DOG

Medium beast, any alignment

Armor Class 14 (Natural Armor)

Hit Points 14 (3d8 + 2)

Speed 40 ft., burrow 1 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Saving Throws DEX +4

Skills Athletics +2, [Perception](#) +3, [Stealth](#) +4

Senses Darkvision 30 ft., Passive Perception 15

Languages --

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom ([Perception](#)) checks that rely on hearing or smell.

Pack Leader. The dog can make its allies aware of any danger it can hear or smell

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked [prone](#).

MIMIC

Medium monstrosity (*shapechanger*), neutral

Armor Class 12 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills [Stealth](#) +5

Damage Immunities Acid

Condition Immunities [Prone](#)

Senses Darkvision 60 ft., Passive Perception 11

Languages --

Challenge 2 (450 XP)

form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also [grappled](#) by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature [grappled](#) by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each

ADULT GOLD DRAGON

Huge dragon, lawful good

Armor Class 19 (Natural Armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws DEX +8, CON +13, WIS +8, CHA +13

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is

immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Thanks for Playing!