

# DRAGON IN THE GOLD MINE!

## A Lower Levels One-Shot Adventure

### USING THIS GUIDE

This module is intended for a party of 3 to 5 1st-level adventurers. The GM should read through this document before playing. Treat each NPC like a real person, even the monsters, by playing on their goals and quirks. In this way, your players will experience a more believable world and may be more inclined to interact with things in creative and weird/fun ways! Even so, there's no way to run this the "wrong" way. Adding your own twists and tweaks to things is the spice of running the game!

### PREAMBLE

Baron Brenda Windleton of Windleton Town received a fabulous gift for her one-hundred and eleventh birthday; a red dragon hatchling! But, not a day later, the newborn dragon broke loose from its enclosure and took flight. Straight to the gold laden mines responsible for the wealth of Windleton the tiny terror has claimed this mine as its lair and attacks anyone who dares enter. Such a valuable creature should not be killed nor can the mines remain unproductive! And so the Baron proclaims that anyone who captures the dragon, alive, will receive a bounty of 1000 silver pieces to share, and a steed for each hero who had a hand in capturing the dragon. Anyone suspected of killing or stealing the dragon will be punished severely.

### THE QUEST - CAPTURE THE RED DRAGON HATCHLING

**Hook.** The adventurers are recruited by Baron Windleton to capture the dragon hatchling and resolve the chaos at the mine. Should they succeed each player will be granted a steed (draft horse or pony), and a sack of 1000 silver coins to split.

**Start.** Plop the party right at the entrance of the mine along with a piece of paper detailing their quest and rewards "Find and capture the red dragon hatchling ALIVE, and receive steeds and 200 silver coins each"

**End.** When the dragon hatching is dealt with the party can return to town and collect their reward. This will end the session and grant enough XP to level up the party to level 2 (300xp to each player character).

## WINDLETON GOLD MINE ENTRANCE

**Mine Entrance.** The party is led to the gold mine by the only survivor of the red dragon attack, Alda Strung, a mountain dwarf miner. A charred dead mule just outside the dimly lit mine tunnel entrance lies on a smashed minecart. A rail runs into the mine, lamplight leading deep into the earth.

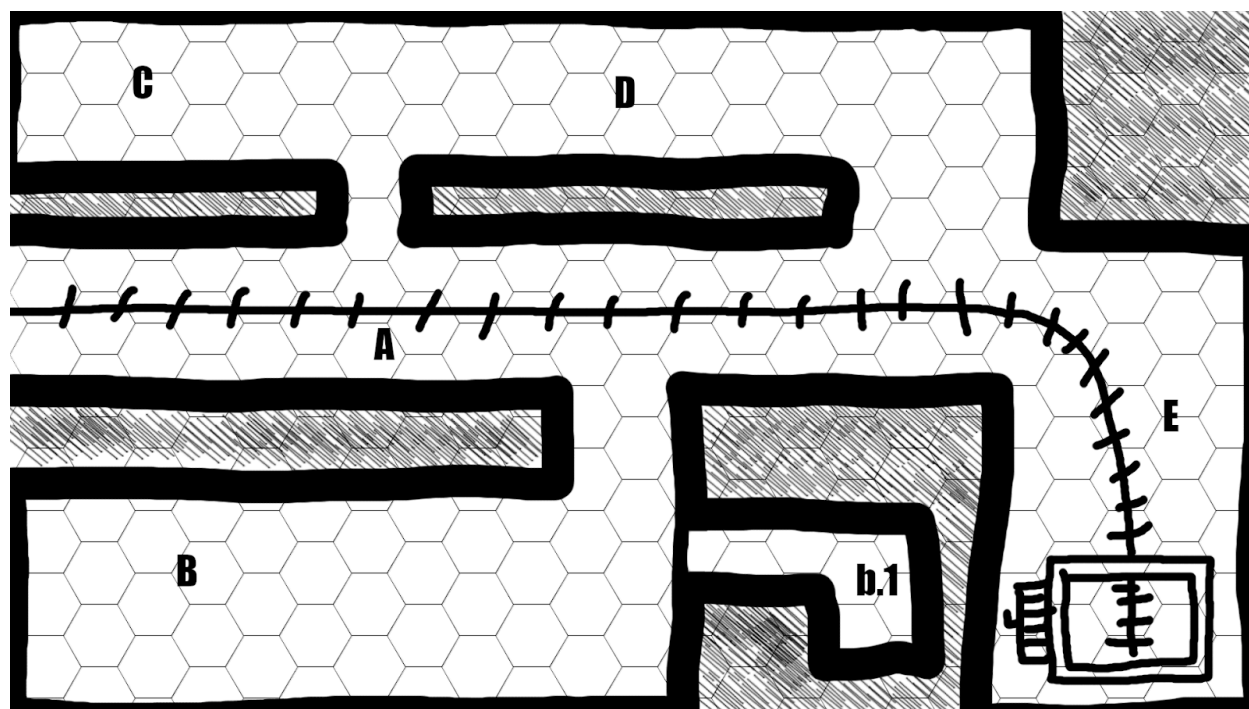
**Into the Mine.** A lightly descending tunnel runs for 60ft before flattening out into the upper portion of the mine, leading to area **A** in the **Upper-Level** mine map.

### ALDA STRUNG

**Alda Strung.** One of the Windleton Miners was recently roughed up by the red dragon hatchling. She managed to escape and run to the Baron to inform her of the dragon attack.

- **Wants to help her coworkers.** Alda escaped from the mine just as the dragon swooped in and, according to her, drove Thunk the Ogre mad. The two other dwarven miners, Brundo Hammerbeard and Brando Hammerbeard didn't make it out, their fates unknown to Alda.
- **Monstrous Humanoid Rehabilitation Program.** Baron Windleton believes that all anyone needs to become good is to be taught the ways of her society. Any sufficiently humanoid creatures captured around Windleton Town are given the choice between relocation or being put to work until they are "domesticated". Alda believes wholeheartedly that this program is good and sees Thunk and the Kobolds as misguided creatures needing rehabilitation. She strongly urges the party to capture or convince the Kobolds to surrender to the party rather than fight them to the death.
- **Miner not a Fighter.** It would take a lot to convince Alda to go deep into the mine with the party. She's no fighter and just wants to see her coworkers return safely and make it back home to her family in one piece. If pressed, she will hold a torch or lantern to light the path forward for the party but will not fight unless given no other option. Use the *Windleton Miner* stat block.

## WINDLETON GOLD MINE UPPER LEVEL



- A. The Minecart Track.** This tunnel is lined with lit lanterns and a small minecart rail curving to the south. The entryway to the north leads to the **Cookery (C)** and the **Dump (D)**. The party can hear sloppy eating coming from the cookery, the air filled with smoke from a lit range. The opening along the southern wall leads to the **Barracks (B)**, where the Kobolds and Thunk the Ogre have been given sleeping quarters and room for their belongings.
- B. Monster Barracks.** Four small straw beds and one large one along with some scattered gear, spare clothing, and a dresser line this room in its westernmost part. A single Kobold stands watch, hiding under one of the beds. A **DC 12 Investigation or Perception** check will reveal the Kobold and trigger a roll for initiative as the Kobold tries to escape and warn its allies of the intruders. The kobolds have been secretly digging a tunnel (**b.1**), which can be revealed if any player in this room searches for hidden rooms with a successful **Perception (Wisdom) check of DC 10**. Small creatures can fit in this tunnel, anything larger would have a hard time moving and squeezing in, requiring them to crawl.

## BLEEBIS THE KOBOLD

- **Warning the others.** The Kobold will do everything it can to escape, taking the dash and disengage action rather than attacking as well as ducking under beds to get to the secret room, where it will scramble through winding tunnels until it plops down in room **g.1** in the lower level and alert its allies to the hero's arrival.
- **Priority of Self Preservation.** If captured, this Kobold will feign ignorance of the captured dwarven miners and grovel for its release. This kobold ultimately wants to live and will capitulate if harmed but will prioritize escape over anything else until it feels that it can overpower the party with its allies.
- **Tricky Little Liar.** Unless thoroughly coerced, it will lie and say that the miners were fed to Thunk the Ogre in room **C**. Otherwise, it will tell them that the miners are kept down below being forced to gather gold for the kobolds as revenge for their forced servitude. After which they plan on escaping with the Red Dragon hatchling to form a proper lair.

**C. Ogre in the Cookery! Thunk the Ogre** is happily raiding the cookery, though he has not unlatched the chimney block for the stove and the room is filling with smoke in the westernmost wall of the room. Between the oven and the entrance to the southeast is a large table with six chairs. Atop it are various charred and dubious plates of meat and bread, as well as the **Red Dragon Hatchling!** The Hatchling will attempt to flee to the lower levels by flying down the minecart lift shaft in **room E**. Not before blasting the party with its flaming breath of course. Thunk, meanwhile, is terrified that the party is here to punish him and will cower and beg forgiveness.

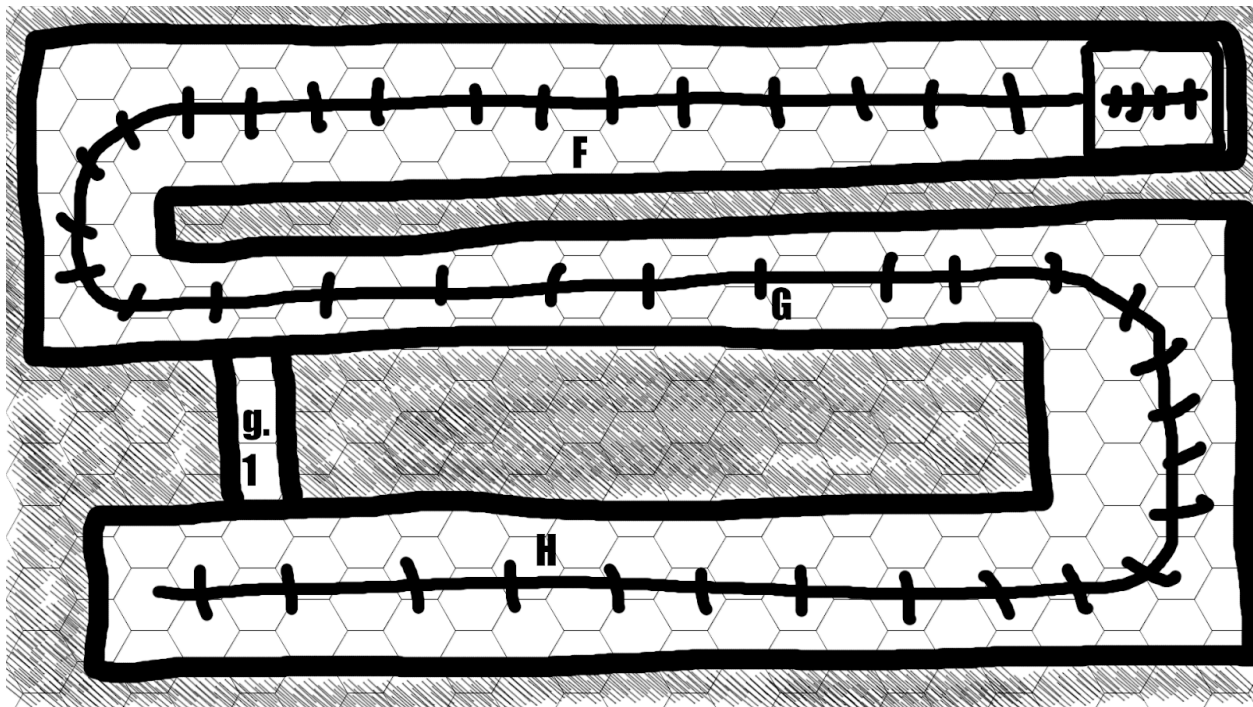
## THUNK THE OGRE

- **Conflicted.** Thunk wants to return to his cave in the woods but is too afraid to leave as the miners have convinced him that he will only be captured again. And if he resists capture he would be put down for all the cattle he's stolen over the years as a cave ogre. He has been convinced by the kobolds that if he helps them they will buy his freedom by paying for all the cattle he's eaten.
- **Dumb as rocks.** Thunk is stupid. He takes things at face value and is easily swayed by words so long as he understands what's being said.
- **Still an Ogre.** Thunk wants nothing more than to eat and be left alone. Should the party attack him for any reason he will begin by non-lethally knocking them out with a shovel and roaring. Should the party reduce him to less than half of his HP he'll go into a rage and fight for the kill. Once he reduces a player character to 0 HP, he will panic and flee without attacking anyone else.
- **Pyrophobic.** Thunk is terrified of fire, requiring a DC 10 Charisma save to overcome his phobia if exposed to intense flames at the start of each of his turns.

## RED DRAGON HATCHLING

- **Newborn Tyrant.** The hatchling wants to turn this mine into its lair. Though newborn it has the same attitude as any red dragon; it knows it's the best, and all those around it should fear it and respect its authority.
  - **Rightful Master of this Mine.** It believes that the Kobolds are its loyal minions and will call upon them in Draconic to come to its side and fight the intruders. The hatchling has also properly terrified Thunk with its mastery of flames; he will not go near the dragon and serves it poorly due to the language barrier. The Kobolds will answer its call so long as it serves them, but they only care to gather as much gold as they can and get out alive. Should its authority be called into question, or the Kobolds' lack of genuine fealty be revealed, the hatchling will be disheartened and throw a rage-filled tantrum.
  - **Hit and Run.** The hatchling will take advantage of its graceful flight to avoid being within range of the party while using hit-and-run tactics to work its way to its Kobold allies by flying down the elevator shaft.
- D. Dumping grounds.** This room is filled with rocks to be sifted through for gold dust before being carted out and dumped into the woods. This area is difficult terrain, costing double the movement speed to exit a hex (5ft becomes 10ft). The dragon will take advantage of this and fly over this area.
- E. Elevator shaft.** This room contains a hand-operated lift to carry minecarts between the upper and lower levels of the mine. A collective strength score of 20 is needed to operate the lift, though a large creature with 15 strength is capable of operating the lift on its own.

## WINDLETON GOLD MINE LOWER LEVEL



- F. Long hallway.** This part of the mineshaft is littered with loose stone, broken mining tools, and glimmering with gold dust.
- G. More mineshaft.** The sound of pickaxes gets louder, if the kobold from above manages to detect the party and escape here, the other kobolds will be waiting in the **secret room in g.1**. So long as there is a light source near the northern or southern end of the secret tunnel, a **Perception check of 11** shows that the dirt is loose and has no gold flake in it. Upon closer investigation, a player would notice a thin wooden board just behind the loose earth. Once the last party member passes the secret room, if the kobolds are alerted, they leap out and attack!

### THE KOBOLDS

- **Tricky little cowards.** The kobolds will use hit-and-run tactics, ducking in and out of the small tunnel to regroup before using slings at a distance.
- **Grab and Go!** The kobolds are forcing the two dwarven miners to gather gold for them into a minecart at the far end of room H. They have convinced the dragon that they are simply building its horde. If the dragon is nearby the Kobolds cry out to it, convincing it that the party is here to raid its treasure!
- **True plan.** The kobolds plan to cart the gold out while the dragon sleeps, then flee into the woods with Thunk as their bodyguard who they have convinced will be put down by the townsfolk for what has transpired already.

**H. Captured Miners.** Brundo and Brando have been beaten badly, in no fighting condition, both are exhausted (disadvantage on all ability checks), and have only half their current HP thanks to their beatings. Both groggily gather up gold ore for the kobolds.

BRUNDO AND BRANDO HAMMERBEARD

- **Miners not Fighters.** Both are in no fighting condition but will defend themselves if the need arises.

## RESOLUTION

Baron Windleton wants the red dragon captured alive. As for the gold mine, restoring it to proper working order by saving the miners is a bonus but not the Baron's primary concern. If the party successfully wrangles the dragon, they can bring it back to town and receive their rewards. If they rescue all the miners successfully, the three miners host a party at the local inn in their honor. The fate of Thunk and the Kobolds is up to the party what to do with them based on their actions in the mine.

## STAT BLOCKS

WINDLETON MINER

*Medium humanoid (mountain dwarf), lawful neutral*

**Armor Class** 10 (miner's clothes)

**Hit Points** 6 (1d8 + 1)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12(+1)	10(+0)	10 (+0)	9 (-1)

**Senses** passive Perception 10

**Languages** Common, Dwarvish

**Challenge** 0 (10 XP)

**Actions**

**Pickaxe.** Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 4(1d6 + 1), versatile (1d8+1), piercing damage.

## KOBOLD MINER

*Small humanoid (kobold), lawful evil*

**Armor Class** 12 (small miner's clothes)

**Hit Points** 5 (2d6 - 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Senses** darkvision 60ft, passive Perception 8

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

### Actions

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

**Sling.** Ranged Weapon Attack: +4 to hit, range 30/120ft., one target. Hit 4 (1d4 + 2) bludgeoning damage.

## THUNK THE OGRE

*Large giant, chaotic neutral*

**Armor Class** 9 (Thunk's clothes)

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	6 (-2)	7 (-2)	6 (-3)

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

**Languages** Common, Giant

**Challenge** 2 (450 XP)

### Actions

**Shovel.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 13(2d8 + 4) bludgeoning damage.

**Fist.** Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 5 bludgeoning damage.



## RED DRAGON HATCHLING

*Small dragon, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 16 (3d8 + 6)

**Speed** 25 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16(+3)	15 (+2)	11 (+0)	15 (+2)	16 (+3)

**Saving Throws** Dex +5, Con +5, Wis +4, Cha +5

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

**Languages** Draconic

**Challenge** 1 (200 XP)

**Flyby.** The dragon doesn't provoke attacks of opportunity while flying.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Breath Weapon (Recharge 5-6).** The dragon exhales fire in a **10-foot cone**. Each creature caught in the flames must succeed a **DC 12 Dexterity save**, taking **7 (2d6) fire damage** on a failed save, or half as much on a successful save.

## FOR MORE INFORMATION AND CONTENT

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