

# The Dragon Prince

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**Introduction:** It is many an adventurer's dream to face a dragon in combat. Such a fight is not one to take lightly – even young dragons are dangerous and powerful creatures. The potential reward, however, is even greater. If a band of adventurers manages to slay such a creature, they are free to take the massive horde of treasure the dragon has accumulated over its lifetime. Our group of fearless adventurers are in luck, as a red dragon wyrmling has come to plague the small village of Foxdale. But our heroes are still wet behind the ears, and they must be well prepared if they want to stand a chance at slaying even this young dragon.

*A 4-hour adventure for 1st level characters*

by SAM HARRIS



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# The Dragon Prince

A D&D 5e Adventure by Sam Harris

## Summary

Cathrax, a red dragon wyrmling, has grown quite ambitious and is seeking to expand the size of his treasure horde. To do so he has decided to lure a few adventurers into his lair in order to kill them and add their equipment to his treasure trove. Being the cunning creature that he is, he plots to attack the small village near his lair to catch the interest of any nearby adventurers, and then lead them a trail to his lair where he can slay them.

Being a prideful creature, Cathrax employs minions to do the work he feels he can't be bothered to. He currently has a band of kobolds in his employ, whom he controls through fear. He does, however, have a right hand man in Pyjak, the leader of the kobolds. After attacking the village of Foxdale, Cathrax instructs Pyjak to ensure that any adventurers seeking him are to be led to the dragon's lair, preferably weakened.

Once the players reach Foxdale, they may talk to the local townsfolk and find ways to prepare for the battle to come.

## The Adventure Begins

To begin the adventure, read the following to the players (italicized text indicates what should be read aloud to the players):

*The small village of Foxdale has sent couriers to relay a message. The settlement has fallen prey to an attack by a ferocious red dragon wyrmling. They plea for any strong enough to slay the dragon come and help Foxdale in its time of need. You all assemble to help fulfil this singular task, whether your*

*motivation be for justice or for profit. It will not be an easy task, though, especially for a band of wet behind the ears adventurers like yourself. You will need skill, cunning, and just a little luck to succeed in the trials ahead.*

*At the present, you find yourselves trekking down a cobblestone path towards Foxdale. You've had nothing but the odd tavern to break up the monotony of the travel, but you know the village is only another mile up the road.*

## Road to Foxdale: Kobold Ambush (CR 1/2)

As the PCs travel towards the city, they pass a small band of kobolds waiting to ambush anyone traveling down the road. Allow the PCs to make a DC 14 Wisdom (perception) check. If they succeed, they spot the kobolds before being ambushed.

Pyjak has ordered his kobold minions to attack anyone traveling around the village, in order to draw the attention of those who might be coming to seek Cathrax. His minions are aware that they are likely to be fodder for any real adventurers, but will fight to the death knowing that retreat likely means being eaten by Cathrax.

Kobold (4)	CR 1/8
XP 25 each	
hp 5 each (D&D 5e Monster Manual 195)	

**Treasure:** 5 cp, 2 sp, 1 gp.

## Entering Foxdale

*After your encounter with the kobolds, it is an eventless walk until you make it to the gates of the city. The gates stand open wide, but a pair of sentries stand vigil outside.*

The players may choose to pass the guards, but if they choose to ask them about the dragon attack, they will point the PCs to the town's leader, Anissa Elsinore, for more information.

*The village is dotted with small thatched homes and connected with worn dirt roads, with a somewhat small manner resting on the highest hill. It looks like a perfectly normal village – aside from a torn and smoking bannister on the manner, and scorch marks on the city walls.*

Foxdale is a dainty village with a population of around 1,000 people. The majority of the people are humans, but a handful of dwarves and elves also call the city home.

When the village's mayor, Anissa Elsinore, hears that adventurers have come to the town, she offers them 100 gp to defeat the red dragon that has plagued their village. The town scout, Jonah, is able to provide them with the location of a camp of kobolds working for the dragon. Cecil, the town priest, also informs the players of a legend of a powerful magical sword in the nearby woods.

### Notable Residents

**Anissa Elsinore** (human noble, lawful good) – The village's current mayor.  
**Cecil** (half-elf acolyte, neutral good) – resident healer, follower of Pelor.

**Haedrig Stoneward** (dwarf commoner, chaotic good) – Proprietor of the Bristled Boar Tavern.

**Jonah** (human scout, neutral good) – a skilled militiaman

**x4 Militia** (human guard, varied alignments)

### Bristled Boar Tavern

Not much sets this place apart from other inns all across the land. Many townsfolk gather here to drink and converse with friends, and travelers stopping at the village can rent a room here for 20 sp a day. If they choose to buy a drink here, they can do so for 3 sp, and if drunk must make a DC 12 Constitution saving throw or become poisoned. This condition lasts 1d6 hours.

Haedrig Stoneward is the dwarven proprietor of the tavern. He is a boisterous and approachable man who is happy to speak with any who patronize his establishment. If the players talk to him, he will tell them a swarm of rats has been stealing some of his food and drink in the cellar, and will ask the PCs to take care of it. If they are willing to do so, he offers 20 gp then hands the PCs a rusted key.

### Bristled Boar Cellar: Locked Door

The door to the cellar is locked. If they have the rusted key that Haedrig gave to them, they can attempt to unlock the door but the key will snap in the lock and fall out.

The players then find another way to get past the door, including:

- Getting a spare key from Haedrig

- Breaking it. The door has 10 hp (Strength DC to break is equal to hp).
- Pick the lock. The lock has a Dexterity DC of 10.

Award the players 10 xp as a party if they get passed the locked door.

### **Bristled Boar Tavern: Larder**

After opening the locked door, the PC find themselves in the larder. The larder is a 30x20 ft. room filled with barrels of meat, bread, beer, and wine, which fill up the sides of the room, making 20x20 ft. of it easily navigable. However, the larder is infested with giant rats that have been causing lots of problems for the proprietor. The rats will attack the players as soon as they spot them.

**Swarm of Rats (2)** CR 1/4  
**XP 50 each**  
**hp 24** (*D&D 5e Monster Manual 339*)

### **Bristled Boar Tavern: Storage**

Beyond the primary larder is another, smaller room of 10x10 ft. which has a single wooden chest in the back. However, this chest is actually a mimic. The PCs may examine it, and on a DC 17 Wisdom (perception) check, realize its true nature. The mimic will attack as soon as one of the PCs is stuck to it, or if attacked first.

**Mimic** CR 2  
**XP 450**  
**hp 58** (*D&D 5e Monster Manual 339*)

**Treasure:** 2 *potions of healing*, 50 gp

## **Emerald Forest**

*The forest certainly lives up to its name. The leaves and grass are a bright green shade, yet darkness and mist quickly obscures the path ahead.*

Before leaving Foxdale for the first time, Cecil, the town priest, will tell the party the tale of a knight who fell in love with a pixie, and left his enchanted sword to her after he perished. He says the sword still resides on an island in the middle of a lake in the Emerald Forest, and advises the players to fetch it before traveling to Black Mountain to take on Cathrax.

### **Emerald Forest: Spider Attack**

Giant spiders lurks in the Emerald Forest, and preys upon any who tread into its territory, including the players. While traveling, the spider will attempt to ambush the players. A DC 17 Wisdom (perception) check is required to spot the spider before they attack.

The spider will attempt to web up a target before attacking. It will flee if they drop under 10 hit points. If the player attempts to track them to their lair, a DC 10 Wisdom (survival) check is required.

**Giant Spider** CR 1  
**XP 200**  
**hp 26** (*D&D 5e Monster Manual 328*)

## **Emerald Forest: Spider's Lair**

If the players hunt the spiders down to their lair, read the following:

You find the creature's lair, a dark cavern, walls coated in a thick layer of spider web. You see the wounded spider inside, as well as several of its young (treated as regular spiders).

<b>Spider (4)</b>	<b>CR 0</b>
<b>XP 10 each</b>	
<b>hp 1</b> ( <i>D&amp;D 5e Monster Manual</i> 337)	

## **Emerald Forest: The Lake**

Eventually, the forest opens up into a massive clearing filled predominately by a large lake. You spot an occasional fish hop out of the water but other than that, the outcropping is filled with the lonely sounds of the wind. In the middle of the lake is a small island, upon which an eerie blue light glows.

It is a two hour journey to reach the lake, which is about 60 feet in depth and is about 1,500 feet in diameter. Along with some other, relatively small fish resides Listra the pixie, a brash forest spirit who protects the sword. It is important to inform the players that the Listra, while belligerent, is not an evil creature, and that killing her would be an evil act.

Listra is invisible, but at the island when the players arrive. She hides from the players, but will talk to the players (while still invisible), if they attempt to steal the sword. She will at first refuse to give up the sword. She is not heartless, however, and can be persuaded into giving up the sword with a DC 18 Charisma (persuasion) check to aid Foxdale against the dragon. At any rate, if they can get the sword without killing Listra, they receive 50 xp each and

Listra will inform them of the weapon's magical properties, as well as the weapon's history.

The longsword, called Thorn, is forged with a rose shape built into the guard, with tangled barbed vines spreading out and entangling the hilt and blade. The sword is a *sword of vengeance*. The vengeful spirit within is the elf-king Ilidar Oromis, who was tricked by the Spider Queen, Lolth, into damning his kingdom to the abyss, believing that a ritual he saw in his dreams would allow the kingdom to ascend to Corellon Larethian's side. This is not relevant to the current plot, but might be used as a plot hook in the future.

<b>Listra</b>	<b>CR 1/4</b>
<b>XP 50</b>	
<b>hp 1</b> (Pixie, <i>D&amp;D 5e Monster Manual</i> 253)	

**Treasure:** Thorn (*sword of vengeance*)

## **Investigating Fort Summershield**

Some of the kobolds have set up a base of operations in the abandoned Fort Summershield away from Black Mountain while they make their raids along the major trade roads. Jonah, Foxdale's scout, found it about a week after the attacks began. It is approximately a four hour trek from Foxdale to the Fort Summershield's location. You can find a map of Fort Summershield in Appendix A at the end of the adventure.

## Road to Fort Summershield: Cart Ambush (CR 1/2)

*In the distance you begin to make out an obstruction in the gravelly road – an overturned wooden cart. As you draw closer, you see it has been fractured and splintered in many places, and it is painted with splatters of blood. A corpse appears to be trapped underneath the wreckage.*

The players may come across a trap set for travelers along the road. This merchant's wagon was hit by kobolds a few days ago, but the kobolds left it out to ambush travelers who come close to investigate. A kobold is hiding within the wreckage to make a surprise attack on any who venture to close. Any PC who examines the cart before approaching may make a Wisdom (perception) check against kobold's Dexterity (stealth) check. Another kobold and a kobold dragonshield are hiding in the nearby foliage. Note that the dragonshield's ring mail imposes disadvantage on Dexterity (stealth) checks.

<b>Kobold (2)</b>	<b>CR 1/8</b>
<b>XP 25 each</b>	
<b>hp 5 each</b> ( <i>D&amp;D 5e Monster Manual</i> 195)	

<b>Kobold Dragonshield</b>	<b>CR 1/4</b>
<b>XP 50</b>	
<b>AC 16</b> (ring mail, shield)	
<b>hp 7</b> (2d6) (Kobold, <i>D&amp;D 5e Monster Manual</i> 195)	

<b>Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 10</b>
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<b>Senses</b> darkvision 60 ft., passive Perception 9
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<b>Short Sword.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 2) piercing damage.
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**Shield Block.** The kobold imposes disadvantage on a melee or ranged attack that is against a creature within the kobold's reach as a reaction.

## Area 1: Bridge

*Upon a plateau separate from the mainland sits the ruined remains of a fort, the waves of the sea lapping up the cliff. A stone bridge spans the length from the mainland to the fort, although a section of it has fallen out, and a wooden barricade spans the far precipice.*

The fort itself sits atop a plateau surrounded by water, making the bridge the only way to enter the courtyard. There are two kobolds at the far end of the broken bridge have a crudely nailed together set of planks that serve to fill the gap to get in and out of the fort without having to jump. They are actively searching for intruders, so they are entitled to a Wisdom (Perception) check to spot the PCs approach. They pelt the PCs with their slings until engaged in melee, in which case they use their daggers to gang up in melee, using their pack tactics to gain advantage (or at least mitigate Sunlight Sensitivity). In addition, when they spot intruders, they screech to alert their compatriots in area 2, who quickly scramble to aid in the defense, but the ambush drake in area 4 only listens to Hurek in area 5.

The barricade the kobolds have set up at the edge of the bridge is made up of two 5x5 ft. blocks which can be attacked and destroyed (AC 10; hp 5; vulnerability to fire; immunity to poison and psychic), grants them half cover (+2 to AC), and makes jumping the gap more difficult, requiring a DC 10

Strength (Athletics). If a PC fails this save, they can still manage to grab the ledge as a bonus action with a DC 10 Dexterity (Acrobatics) check. When hanging on the ledge, they can use their full movement to pull themselves up. A character who falls drops 30 feet, but lands in the water, which slightly cushions the blow. A character who falls takes 3 (1d6) bludgeoning damage.

<b>Kobold (2)</b>	<b>CR 1/8</b>
<b>XP 25 each</b>	
<b>hp 5 each</b> ( <i>D&amp;D 5e Monster Manual</i> 195)	

## Area 2: Courtyard

*The courtyard is strewn with rubble and debris. A circle of kobolds stands around a small fire pit.*

Here, a group of 2 kobolds and 1 kobold acolyte spend the day playing games and telling stories of dubious truth to entertain themselves. Under normal circumstances, they only use their passive Perception to spot intruders, expecting the guards on the bridge to find them before the courtyard is assaulted.

If attacked, the two kobold regulars rush in with their knives. The acolyte will generally open combat by casting *bane* on the closest three PCs. Subsequent rounds, he casts *sacred flame*, preferring to target PCs under the effect of his *bane* spell, and using his bonus actions to patch up his allies with *healing word*.

To the left side of the courtyard is the door to the barracks (area 3), as well as a set of stairs leading down to the prison guard post (area 5). To the right is the open passageway to the stables (area 4).

<b>Kobold (2)</b>	<b>CR 1/8</b>
<b>XP 25 each</b>	
<b>hp 5 each</b> ( <i>D&amp;D 5e Monster Manual</i> 195)	

<b>Kobold Acolyte</b>	<b>CR 1/4</b>
<b>XP 50</b>	
<b>Kobold Acolyte</b> ( <i>D&amp;D 5e Monster Manual</i> 342)	
<i>Small humanoid (kobold), lawful evil</i>	
<b>AC 11</b>	
<b>hp 9</b>	
<b>Str 8, Dex 12, Con 10, Int 10, Wis 14, Cha 11</b>	

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**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 feet of the creature and the ally isn't incapacitated.

### Spellcasting.

Cantrips (at will): *mending, sacred flame, thaumaturgy*

1<sup>st</sup> level (3 slots): *bane, healing word, sanctuary*

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

## Area 3: Barracks

*Only a single bed is in full repair, the rest are a pile of splintered wood and wool upon the ground. Other than that, a few bedrolls scatter the ground.*

The acolyte in area 2 has the prestigious honor of sleeping in a bed, while the rest are delegated to bedrolls

on the ground. Each bedroll contains the noncombat possessions of the kobolds, and a small leather bag stuffed under the bed contains the acolyte's possessions.

**Treasure:** All told, the kobolds have collected 32 cp, 34 sp, 11 gp, and a potion of climbing

#### Area 4: Stables

*Hay lines the dusty floor, and several of the stables that line the wall are broken. A pile of gnawed bones litters the floor.*

Behind the last stable hides an ambush drake. This creature has a foul and nasty temperament. It assaulted the kobolds on the road, and managed to kill two of them. When the kobolds subdued it Hurek ordered it to be taken back to base so he could train it. Although its temperament is difficult, Hurek has managed to successfully get it to follow his commands, but not so much the kobolds. It still occasionally bites a kobold that comes to feed it. It attempts to take the PCs by surprise.

<b>Ambush Drake</b>	<b>CR 1/2</b>
<b>XP 100</b>	
<i>Medium dragon, unaligned</i>	
<b>AC</b> 13 (natural armor)	
<b>hp</b> 22	
<b>Speed</b> 30 ft.	
<b>Str</b> 13, <b>Dex</b> 15, <b>Con</b> 14, <b>Int</b> 4, <b>Wis</b> 11, <b>Cha</b> 6	
<b>Skills</b> Perception +4, Stealth +4	
<b>Damage Resistances</b> poison	
<b>Senses</b> darkvision 60 ft., passive Perception 14	
<b>Languages</b> understands Draconic but can't speak it.	
<b>Pack Tactics.</b> The drake has advantage on an attack roll against a creature if at	

least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Surprise Attack.** If the drake surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

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

**Treasure:** The drake has a blue quartz gemstone (10 gp) stuck in its hide, but none of the kobolds were brave (or stupid) enough to attempt to dislodge it.

#### Area 5: Prison Guard Post

*Flotsam bathes in the filthy water that fills what must have once been a guard post. What must have once been the entrance to the prison is now caved in.*

Hurek, a lizardfolk, was bribed into Cathrax's service. He uses a crocodile and commands it to ambush any intruders who make it to the dungeon. Hurek has magically created a pool of water 3 feet deep through the room. This water counts as difficult terrain to anyone without a swim speed.

Both Hurek and the crocodile are capable of holding their breath for extended periods of time, so they more often than not are waiting under the murky depths for intruders. Those under the murky waters are considered lightly obscured, and thus anyone making Wisdom (Perception) checks to spot them do so at disadvantage.

Hurek likes to stay behind his larger, crocodilian friend and support him from the back. He has *beast bond* cast on the crocodile to allow him greater control, and to punish anyone



who gets into melee with him. During battle Hurek casts *frostbite* each turn on the enemy's damage dealers, and liberally applies *healing word* where necessary.

This tactic obviously makes Hurek himself a big target, so he has a few tricks up his sleeve to stay alive if anyone attempts to get into melee with him. His armor class is pretty good, so unless he feels too threatened he just casts *thunderwave* to push any enemies that get too close back towards the crocodile. If he feels very threatened, he drops *beast bond* to cast *fog cloud*, trying to disengage and escape to a safe location before continuing the attack.

Hurek	CR 1/2
<b>XP 100</b>	
<i>Medium humanoid (lizardfolk), neutral evil</i>	
<b>AC</b> 15 (natural armor, shield)	
<b>hp</b> 22	
<b>Speed</b> 30 ft., swim 30 ft.	
<b>Str</b> 15, <b>Dex</b> 10, <b>Con</b> 13, <b>Int</b> 7, <b>Wis</b> 14, <b>Cha</b> 7	
<b>Skills</b> Perception +3, Stealth +4, Survival +5	
<b>Senses</b> passive Perception 14	
<b>Languages</b> Draconic, Druidic	
<b>Hold Breath.</b> Hurek can hold his breath for 15 minutes.	
<b>Spellcasting.</b> Hurek is a 2 <sup>nd</sup> level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Hurek has the following druid spells prepared:	
Cantrips (at will): <i>druidcraft</i> , <i>frostbite</i> *, <i>shape water</i>	
1 <sup>st</sup> level (4 slots): <i>beast bond</i> *, <i>fog cloud</i> , <i>healing word</i> , <i>thunderwave</i>	
*appears in the <i>Elemental Evil Player's Companion</i>	

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Trident.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) if used with two hands to make a melee attack.

**Spiked Shield.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Crocodile** CR 1/2  
**XP 100**  
**hp** 19 (*D&D 5e Monster Manual* 320)

**Treasure:** 21 gp, the map to Cathrax's Black Mountain lair (written in enchanted ink to be waterproof).

## Attack on Black Mountain

After procuring the map from the kobold camp, the players should be able to navigate the treacherous terrain of Black Mountain, to locate the mouth of Cathrax's hidden lair. The journey from Foxdale to the cavern entrance takes approximately one day.

## Area 0: Cave Mouth (CR 2)

*The rock has been crudely carved to appear as if a set of fangs are jutting from the top and bottom of the cave mouth.*

If the players attack during the daytime, also read the following:

*You spot a massive, ugly creature sitting before the cave mouth with a huge spiked club in its hands and a stupefied look on its face.*

The creature is in fact an ogre that has been ordered to guard the cave

entrance. During the hours of daylight, the creature sits but is too bored and stupid to be actively paying attention for any intruders. That said, it would still be a difficult task to sneak past it, as it covers most of the cave entrance. If it spots the players, it will let out a roar that alerts the kobolds inside the cave, then attack and pursue the players relentlessly.

In the nighttime, the ogre sleeps in his den, in area 2. At this time, nobody guards the cave mouth, but there are more defenses within the cave.

<b>Ogre</b>	<b>CR 2</b>
<b>XP 450</b>	
<b>hp 59</b> ( <i>D&amp;D 5e Monster Manual</i> 237)	

### Area 1: Entrance Tunnel (CR 1/2)

*The wide tunnel smells of many unpleasant things: brimstone and the terrible odor of decaying flesh. On the right hand side of the wall, the cave branches off, but the path is blocked by a massive boulder. Further along the main tunnel is a portcullis lowered three-fourths of the way down, with two fidgety kobolds standing sentry.*

This description assumes the players have darkvision, or some other way to see in the dark, because the tunnel from here on out is completely dark. All the denizens of the cavern have darkvision, so it provides an extra layer of defenses against adventurers not so endowed.

The boulder blocking the entrance to area 2 is not easily moved. A DC 18 strength check is required to move it 10 feet. Even with the ogre's great natural strength, he still sometimes has trouble with it. Additionally, the sound it causes will

alert the kobolds. However, they will assume it is simply the ogre moving it, but will send a pair of kobolds to investigate within 1d6 rounds.

The portcullis is low enough such that small creatures, such as kobolds and halflings, can slide under it with ease. Medium creatures, however, require a DC 12 Dexterity check to slip under it. The winch to lift it is on the far side from the mouth, where two kobold sentries always stand vigil, no matter the hour. If they see adventurers coming, they will retreat to area 3 to warn the others.

The players can also lift up the portcullis without using the winch by making a DC 14 Strength check. Beyond the portcullis, another passage leads to the primary guard post at area 3, but the tunnel straight ahead has been collapsed. It could theoretically be possible to dig through, but such an effort would take long enough that the kobolds would notice before the task was complete.

<b>Kobold (2)</b>	<b>CR 1/8</b>
<b>XP 25 each</b>	
<b>hp 5 each</b> ( <i>D&amp;D 5e Monster Manual</i> 195)	

### Area 2: The Ogre's Den

*This room is strewn with the bones of hundreds of animals, and carries the appropriate smell. The buzzing of flies fills the room, and the stench of death is abound.*

When the sun sets, the ogre from area 0 quits his watch duty and sleeps here. He is a very heavy sleeper, and unless the players are exceptionally loud or battle commences, the ogre remains sound asleep.

There is tunnel, too large for the ogre to enter, leading to area 5. The kobolds use this to bring the ogre his meals.

### Area 3: Primary Guardpost (CR 1/8)

Just in case anybody gets past the portcullis and the ogre, another kobold sits here to listen for intruders, and warn the other kobolds inside in case of an attack.

<b>Kobold</b>	<b>CR 1/8</b>
<b>XP 25</b>	
<b>hp 5</b> ( <i>D&amp;D 5e Monster Manual</i> 195)	

### Area 4: Commons (CR 3)

This is the primary gathering room where they plan their raids and eat their meals. In the daytime, most of the kobolds are resting in area 8, with Pyjak in his private quarters in area 6, leaving this room relatively empty.

In the nighttime, however, most of the kobolds spend their free time here when they don't go out on raiding parties. During this hour, it is occupied by 5 kobolds and Pyjak himself.

<b>Kobold (4)</b>	<b>CR 1/8</b>
<b>XP 25 each</b>	
<b>hp 5 each</b> ( <i>D&amp;D 5e Monster Manual</i> 195)	

<b>Kobold Dragonshield (2)</b>	<b>CR 1/4</b>
<b>XP 50</b>	
<b>AC 16</b> (ring mail, shield)	
<b>hp 7</b> (2d6) (Kobold, <i>D&amp;D 5e Monster Manual</i> 195)	
<b>Str 10, Dex 15, Con 11, Int 10, Wis 9, Cha 10</b>	
<b>Senses</b> darkvision 60 ft., passive Perception 9	

**Short Sword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

**Shield Block.** The kobold imposes disadvantage on a melee or ranged attack that is against a creature within the kobold's reach as a reaction.

<b>Pyjak</b>	<b>CR 2</b>
<b>XP 450</b>	
<b>Kobold Priest</b> ( <i>D&amp;D 5e Monster Manual</i> 348)	
<i>Small humanoid (kobold), lawful evil</i>	
<b>AC 14</b> (chain shirt)	
<b>hp 27</b>	

**Str 6, Dex 12, Con 12, Int 13, Wis 16, Cha 13**

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Draconic, Giant, Orc

**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 feet of the creature and the ally isn't incapacitated.

#### Spellcasting.

Cantrips (at will): *mending, sacred flame, thaumaturgy*

1<sup>st</sup> level (4 slots): *cure wounds, guiding bolt, protection from evil and good*

2<sup>nd</sup> level (3 slots): *enhance ability, spiritual weapon*

3<sup>rd</sup> level (2 slots): *bestow curse, meld into stone*

**Spear.** *Melee or Ranged Weapon Attack:* +0 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d8) piercing damage.

**Sling.** *Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

### Area 5: Kitchen

*At the center of this room sits a small cooking kettle, a bubbling and foul smelling brew sits within.*

Occasionally one or two kobolds attend to the stew in here, but for the purpose of this adventure players will almost always find the kobolds in area 4.

The stew can be used as a weapon, functioning as an *alchemist's fire*, except the heat subsides on its own after 1d4 turns. If the players decide to eat it, it tastes rather disgusting, but is otherwise perfectly edible.

There is a larder containing an assortment of foodstuff, a small amount of bread and uncooked meat.

Finally, a sheet of grey cloth covers the tunnel leading to area 2. A DC 10 Wisdom check is required to spot the opening.

### Area 6: Pyjak's Room

Pyjak has his own personal room in the cavern, containing a small sack of his belongings and a bedroll. In the daytime, he rests here, but is encountered in area 4 at night.

The sack contains a small assortment of treasure. Cathrax takes most of the treasure for himself, but he does grant Pyjak a couple of knickknacks to appease him, usually consumable stuff.

**Treasure:** 15 ep, 9 gp, scroll of disguise self

### Area 7: Storage (CR 2)

The kobolds keep most of their mundane weapons and armor in here, but they also have a hidden pit trap set up for unwary adventurers. The pit trap lies just before the threshold of the room, it is 5 feet in length and width, and 15 feet deep. Inside the pit, however, are a swarm of poisonous snakes, and the cramped pit makes it very difficult to fight them.

Players can make a DC 15 Wisdom (perception) check, to notice the absence of foot traffic over the pit. A DC 15 Intelligence (investigation) check confirms it is indeed a pit trap. If a creature, of small size or larger, falls into the pit the cramped conditions impose disadvantage on attack rolls, and all attacks against you have the advantage.

Swarm of Poisonous  
Snakes

CR 2

**XP 450**

**hp 36** (*D&D 5e Monster Manual* 338)

**Treasure:** 4 knives, 2 slings, 1250 cp, 112 sp, 10 gp

### Area 8: Kobold Den

There are eight bed rolls set up in this room for the kobolds. In the daytime, five of them are occupied, but otherwise those kobolds are in area 4.

### Area 9: Cathrax's Lair (CR 4)

*The stench of brimstone has grown so foul that the air is hard to breathe. As you step out into the outcropping, your eyes are assaulted by the first ray of natural light you have seen since entering the cave, coming from a tunnel in the roof of the cavern. The dragon,*

*Cathrax, sits patiently for you at the center of his domain.*

Cathrax has had the kobolds install an escape route for him in the roof of the cave, so he need not traverse through the kobold den every time he wishes to leave. In the daytime, it fills the room with enough light for natural vision to be possible, but not so much at night. Cathrax is willing to have a short chat before the fight, convinced of the inevitability of his own victory. If reduced to 15 or less hit points, he will flee, however. He will not return to plague the village, but he may reappear to take vengeance on the players in the future.

<b>Cathrax</b>	<b>CR 4</b>
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**XP 1,100**  
**hp 75** (Red Dragon Wyrmling, *D&D 5e Monster Manual* 98)

**Treasure:** 2300 cp, 1100 sp, 90 gp, 6 chalcedony gems (each worth 50gp), oil of slipperiness, wand of magic missiles, mithril chain mail

## Ending the Adventure

Upon slaying or driving off the dragon and returning to Heartwood to inform the townsfolk of their success, the players earn another 1,000 xp, as well as a 100 gp reward from Anissa Elsinore. The baroness will invite the PCs to stay in town for another day or so while they put on festivities in their honor.

Once the players have left Foxdale to continue on their journeys, perhaps one or both of Cathrax's parents are still alive, and they might not take kindly to some adventurers killing their offspring. One or two adult red dragons hounding the party might make for a thrilling tale.

## Thank You!

I would like to extend my personal thanks to you for using my adventure. I hope you enjoyed it, and would be very grateful if you would offer feedback on [http://www.dmsguild.com/product/177954/The-Dragon-Prince?src=slider\\_view](http://www.dmsguild.com/product/177954/The-Dragon-Prince?src=slider_view) so that I may improve my work. Have a great day!

# Appendix A: Map

Special thanks to Josh S for providing this wonderful map!

