

2ND LEVEL



THE DM TOOL CHEST

# DRAGONLING'S DELIGHT

FIFTH EDITION ADVENTURE

A dragonling has come down from the mountaintops seeking her fortune

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# CREDITS

This adventure module was created with the help of all of these talented people:

- Production & Design:** The DM Tool Chest
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- Interior Illustrations:** Dreamstime

**Thank You!** To all of the awesome patrons who supported this work!

## ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure that can be fit into an existing campaign to space out a story arc or to help introduce new characters join an existing group. It can fit into any arctic style campaign or be used to introduce an arctic area. While the lore that is mentioned in the adventure comes from the Freelands campaign setting, it can be adjusted and fit to any existing campaign quite easily.

# RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

*Magic Items, Spells, and Equipment* will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

**Monster** names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.



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# ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



1 SQUARE = 10 FEET





## ADVENTURE PRIMER

**D**ragonling's Delight is a one-shot or side trek winter adventure made for a party of **three to five adventurers of 2nd to 3rd level**; it's optimized for **four adventurers with an average party level (APL) of 2**. It's been written within the Freelands campaign setting but can fit into any campaign setting. Feel free to use the content as is or plug-and-play with it in your own winter themed campaign! You have ultimate control of how this story will be played out so, as always, have fun with it!

## STORY OVERVIEW

A tribe of kobolds led by Lakrisha, a white wyrmling, have taken up residence in an old cave complex in the nearby hills just outside the town of Liamta, in the Freelands. They've been conducting nighttime raids on the trading caravans that have been traveling the roadways. Some livestock has also been taken which has the small town in an uproar. Fearful for their herds as well as losing the merchant trade, a local merchant and rancher are offering a reward for anyone brave enough to enter the caves and take down the wyrmling and her cohort.

## HISTORY OF THE BLOODTOOTH TRIBE

Lakrisha is a viscous white dragon wyrmling from the Motionless Mountains to the far north. She has taken control of the small Bloodtooth tribe of Kobolds and driven them down with her from the mountains to make a lair closer to prey and treasure. Opting for a more dangerous but lucrative location over the relative safety of the mountaintops, she chose this cave for it's easy access to the local town for food and the roadway for treasure.

Unafraid of the locals because of the strength of the wyrmling backing them, the kobolds eagerly attack and kill in her name. They've become sloppy, though, and some survivors have escaped the attacks to warn others. They've also left plenty of tracks leading back to their lair for anyone to follow.

## COMMON FEATURES

### Recommended Ambience:

Fantasy Realm Ambience - [Magical Ice Cave Ambience](#)

**Environment & Terrain:** The wintery terrain can be ramped up at the DM's discretion. Using the Extreme Cold rules (DMG 110) the trek to the Bloodtooth Hideout can be made more difficult and put the adventurers at a slight disadvantage. Otherwise, the environment is cold and snowy but not cold enough to affect the adventurers negatively. The cave hideout has normal terrain unless otherwise noted.

**Sounds & Smells:** Sounds are muffled in the snow of the icy cavern and the air is filled with the stench of animal and kobold.

**Lights:** The main cavern is light with multiple campfires but the rest of the cave is dark enough to need additional lighting from the adventurers.

## ADVENTURE HOOKS

If you need some help with a few ideas on how to get your adventurers hooked into this story:

## AMBUSH ON THE ROADWAYS

A trading caravan was ambushed on the roadways leading to Liamta, a small town in the Black Hills, leaving only one survivor who escaped. He tells the tale of kobolds led by a small white dragon attacking the traders en route. The merchant wants to hire the adventurers to track down their lost goods and remove the threat from the area. He offers them 100 gp if they can successfully bring back the goods.

## THE HERDER'S HORROR

A local rancher is complaining about his herd of cattle being slaughtered. He saw a small white dragonling from afar and is afraid of losing the rest of his livelihood. He begs the adventurers to please hunt down the beast and save his lands from the terror. He offers his life savings of 100 gp if they can manage it.

## THE BLOODTOOTH HIDEOUT

The hideout is extremely easy to locate and can be tracked from the most recent caravan attack or by the blood trail left when Lakrisha took her last meal. The adventurers should get there during the day as this will mean all of the kobolds will be inside avoiding the daylight. They plan their raids at night for this very reason.

## KEYED LOCATIONS

The following keyed locations reference the points on the map located on Page 3.

### 1 - ENTRANCE

During the day, the kobolds stay deeper inside the cave to avoid the sunlight that hurts their eyes. They rely on the trap at the entrance as well as their War Boars to take care of any intruders foolish enough to enter the cave.

A tripwire is attached to the barricade at the front of the entrance and will set off a spring blade trap that deals 1d4 piercing damage to anyone who sets it off. A successful DC 10 Wisdom (Perception) check will alert anyone to the tripwire wary enough to look for traps.

"As you follow the tracks in the snow, you come across a large cave entrance in the icy cliffs leading up to the hills. A slashod barricade of sharpened sticks blocks the entranceway and forces a narrow path down the center."

### 2 - BOAR NEST

A trio of **boars** that the Kobolds ride into combat are nesting here. They are chained with 20-foot long chains set in iron rings embedded into the cave walls. If any of the adventurers come close to the entrance of the area, the boars smell them and instantly attack. They've given a taste for blood and are well trained to attack anyone who is not a kobold. If the adventurers stay out of reach of the boars at the end of their chains, every round the Boars have a chance to break the chains in their bloodlust. A chain will break on a successful DC 10 Strength check. The Bloodtooths in the cavern are too far away to hear any sound of combat.

"The cave mouth opens up into a dark and chilly cavern. After only a few steps inside, the unbridled stench of wet animal and refuse assaults your nose. A squeal of rage and the rattle of chains as you see three massive boars chained off to the side of the entranceway. "

### 3 - TRAPPED TUNNEL

The tunnel here is trapped with another tripwire attached to a rockfall trap. Anyone setting off the trap will receive 1d8 bludgeoning damage from the falling rocks unless they make a successful DC 10 Dexterity (Acrobatics) check. A successful check will result in half the damage. The tripwire can be seen with a successful DC 15 Wisdom (Perception) check.

"The walkway narrows tightly here into a tunnel leading down and deeper into the cave. At the far end you can see the flicker of firelight bouncing off of the icy walls."



## 4 - CAVERN

There are six Bloodtooth **kobolds** living in this part of the cave complex. They've built a small campground and are engaged in various activities like cooking food, conversing around the campfires, or fighting with each other as Kobolds are wont to do. One of the Kobolds is sitting near the entrance and if the trap in the tunnel is set off, he will yell a warning to the others and they cannot be surprised for combat. Otherwise, stealthy adventurers can get the jump on the Kobolds and gain surprise with a successful DC 10 Dexterity (Stealth) check.

"The flickering of campfires illuminate a shoddy camp built of tents along the cavern walls. The air is filled with the smoke of the campfires and the smell of cooking meat and unwashed kobold."

During the battle, if anyone understands Draconic, they will hear the Kobolds calling out for Lakrisha to help them but she will not respond to their pleas. Instead, she'll wait in ambush in her den above. In order to get to the den, the adventurers will need to climb the rocky and slippery surface. Without climbing tools it will take a successful DC 10 Strength (Athletics) check or they will fall the 10 feet down and take 1d6 bludgeoning damage. Alternatively, the adventurers could make a makeshift ladder out of materials found in the camp.

## 5 - WYRMLING DEN

Lakrisha the Wyrmling has made her den in the back of the cave on this shelf. She's heard the combat in the cavern below and is hiding here with her lieutenant, a **winged kobold**. White dragons are known for their animalistic natures and Lakrisha is no different; she attacks full on and will fight to the death.

Portions of the area are considered Slippery Ice (DMG 110) and will require a successful DC 10 Dexterity check when moving quickly. A failed check will result in the adventurer falling prone. Moving at half speed will not require a check to be made. The winged kobold uses its flight ability to avoid this and Lakrisha knows how to walk on ice without slipping.

**Tactics:** Using her lieutenant as bait, Lakrisha will ambush the adventurers with her breath weapon as they enter her den. Then she will charge in to rip into them with her teeth. She also has a bad habit of flying upwards before using her breath, giving away her intent.

## TREASURE HOARD

Being a wyrmling, Lakrisha has not had the time to build up much of a hoard but what she does have is found in a chest buried under a pile of snow and rocks. A successful DC 15 Wisdom (Perception) check will find the hidden stash of 1000 sp, 100 ep, two moonstones (10 gp), a \*diamond\* (50gp), and a \*silver shortsword +1\*. There are also crates with goods worth 500 gp that are in her den that can be returned to the traders in town for a reward.

## CONCLUSION & WRAP-UP

The adventurers are hailed as heroes by the local townsfolk for ridding the area of the terrible beast that has plagued them. Along with the 100 gp reward from whatever patron asked them to accomplish the mission, the adventurer's receive an additional reward of free food and lodging for the month at the town's Inn and Tavern. If the stolen goods are returned to the rightful owner, they will also receive an additional 100 gp from the merchant as well as a one time 50% discount on their weapons and goods (the item list will be at the DM's discretion).

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