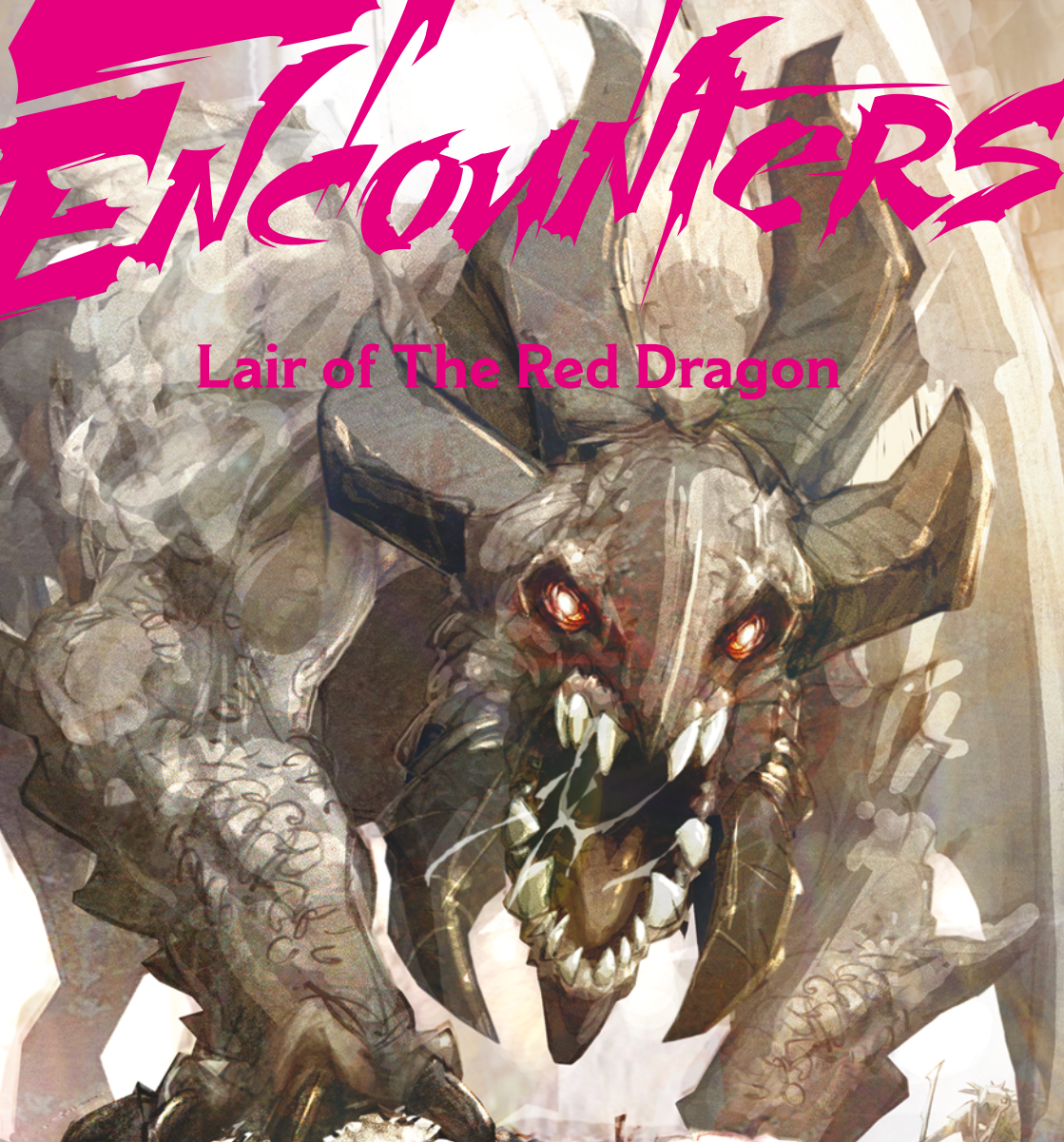


EPIC ENCOUNTERS

Lair of The Red Dragon



Introduction

Encounter

- 6 Lore
- 7 Hooks
- 8 Lair
- 10 Combat Dashboard
- 15 Approach
- 16 Dragon Attack Pattern
- 18 Dragon Abilities
- 19 Lair Abilities
- 20 Cinematic Moments
- 22 Treasure
- Stats**
- 24 Fire Brand Kobolds
- 25 Young Red Dragon
- 26 Adult Red Dragon
- 28 Ancient Red Dragon

Welcome to Epic Encounters, designed to help you take your fantasy roleplaying games to the next level.

In this booklet, you'll find guidance on running an encounter, tips on making sure every turn builds jeopardy and excitement, and for ensuring that you'll keep your players on their toes – if they have any left after this battle, of course!

Before you play, use this handy checklist to ensure you've got everything prepared and are ready to go.

- ✓ You've read this book. Use it for inspiration as well as guidance. Choose the bits you like or use it all – the choice is up to you.
- ✓ Your players all have their dice and their character sheets and know that something big is coming.
- ✓ The battle map is laid out, ready for use, and you've familiarised yourself with its different areas and the variety of things that can happen over the course of the conflict.
- ✓ You're ready to have fun! Above everything else, remember that this is a game. If you forget certain rules as the Gamemaster (GM), don't worry. As long as you and your players are laughing and enjoying yourselves, you're doing it right.

Before starting

Epic Encounters are divided into three tiers of play, making them suitable for as many different player groups as possible. The Damage Level and the Difficulty Class (DC) of each check specified during the encounter is broken into three Tiers of Play, shown in the table below. Whenever the text calls for a 'standard DC check', or specifies that a creature suffers 'standard damage', refer to the appropriate box below. For example, if you're playing at the lower level, and you take standard damage, you suffer d4 points of damage.

For this encounter, we recommend lower tier players take on the Young Red Dragon, middle tier players fight the Adult Red Dragon, and higher tier players combat the Ancient Red Dragon.

Tier of Play	Difficulty Class	Damage Level
Lower (levels 1-4)	12	d4
Middle (levels 5-10)	14	d8
Higher (levels 10+)	18	d10



encounter

What do your player characters know about the dragon they're going to confront? Are they experts in the draconic? Or have they only just accepted that dragons are real and very, very deadly? The following are some ideas to make the dragons in your fantasy game unique. Dragons are amongst the deadliest creatures in the world; some extra knowledge might even help your player characters survive a little bit longer. Not all of the following has to be true in your games; treat these as ideas to inspire how you depict dragons – not as hard and fast rules!

- ✓ Dragons are one of the oldest species in the world, and many of them have walked with and served gods. It's said that they possess a shared racial memory, accessible to even the youngest and least developed of wyrmlings. This makes even the most juvenile of the great lizards a dangerous foe not to be taken lightly.
- ✓ Red dragons are the cruellest and most vicious of their kind. They exist in a constant state of paranoia, convinced that every sentient creature is a threat, and the belief only grows stronger as they mature.
- ✓ Treasure is a red dragon's most beloved possession, as it is the only thing that they believe they can trust. After all, gold and gems won't stab you in the back; they just remain beautiful forever. A red dragon would rather destroy its hoard than let it be taken.
- ✓ Red dragons are highly intelligent creatures, but that doesn't mean that they think like humans, dwarves, or elves. Red dragons see everything in terms of what it contributes to their wealth. Talking with a creature that doesn't know the whereabouts of large quantities of gold? Waste of time. Bite its head off.
- ✓ Red dragons have a reputation for ferocity. And, given the extreme age they live to, can terrorise whole generations of the same family.
- ✓ Red dragons are inherently theatrical, always behaving as though they have an audience. They deliberately pick out an individual from any party of adventurers and make a great noise about their inevitable doom. Red dragons are cruel, callous, but surprisingly entertaining.

Why have the player characters arrived here, at this place and at this time? Choose one of these adventure hooks and weave it into your adventure. They could be here entirely by accident, or they could have been plotting this moment for years. Choose what works for you.

- ✓ The dragon attacks villages throughout the area, razing farms and devouring livestock. Someone needs to stop it.
- ✓ Any hunter wishing to prove themselves worth their salt needs to take down a fully-grown dragon in its own lair.
- ✓ Gold. What kind of dragon doesn't have lots of gold? The rumours say that this one certainly does. Piles of the stuff.
- ✓ Arrogant and bored, the dragon has issued a challenge to any adventurers brave enough to enter its lair: all the gold they can carry, if they survive long enough to claim it.
- ✓ The dragon devastated a temple, and the angered god is not inclined to forgiveness. The player characters are sent to deal out divine retribution.
- ✓ The dragon kidnapped and enslaved thousands in order to populate a new realm it's creating for itself. The unfortunates must be freed, and the dragon's madness ended.



Things you might find

- ✓ A book of children's stories featuring knights fighting dragons, annotated in a flowing, alien script.
- ✓ A large number of volcanic pebbles made smooth — possibly by draconic stomach acid.
- ✓ A bloody handkerchief with the initials DH embroidered on it.
- ✓ Skulls arranged in elaborate patterns at path intersections.
- ✓ An ornate ivory horn from a creature the player characters can't identify.
- ✓ A series of masterful portraits with their subject's faces burned away.

Tactics

The dragon is a creature of cruel humour and abrupt, unconstrained anger. Its paranoia influences its every action, and it routinely develops sudden extreme phobias and neuroses about certain individuals, deciding that they must die. This can change without warning; the dragon might focus all of its attacks on a player character who has earned its ire through directly challenging or offending it, only to decide that the wizard clutching a spellbook quietly at the back of the group is the one who really wants its gold!

The dragon bellows its thoughts aloud as it rampages, narrating its plans and reasoning in a stream-of-consciousness tirade. It always leads with its breath attack, using this to terrify foes facing it and to give it time to begin planning the rest of its strategy. Because a dragon sees everything as a transaction, it prefers tactics which secure it victory as quickly and effectively as possible. Using up all that energy just to kill a few measly heroes...that's not economical at all!

Red dragons need heat; it helps nurture the fire in their stomachs and it keeps them alert. Their lairs, therefore, tend to be in warm areas, usually ones of volcanic activity. The dragons use their flames to shape these areas to their liking, carving out niches for treasure or for stores of food to tide them over the winter, when they can't find the energy to hunt. Smoke and ash fill the air, and echoes of the dragon's breathing rasp along the stone corridors. Built by innately magical creatures, a dragon's lair come to resemble them in a myriad of strange ways.

In one chamber, the player characters might be able to hear the dragon's thoughts, as though they were in its brain. In another, the rock walls might have crystallised into jagged protrusions identical to claws. The smoke which fogs every corridor might form itself into vast wings, buffeting the player characters as they sneak along. The details are specific and numerous enough that the player characters can never forget where they are.

The cavern is 60 feet high and its roof is difficult to see, even for those with darkvision, due to the smoke and ash in the air.

combat

The following section gives you a range of different elements you can introduce into an encounter to make it as memorable as possible. Feel free to use this as a checklist, referring to it throughout the fight, or just pick and choose the bits you like the best.

Encounter aspects

The battle takes place in the humid confines of an ancient, volcanic cavern deep beneath the earth, a wasteland of desert and rock. The stifling conditions are an unavoidable part of the encounter. Pick one of the following aspects to inflict on your player characters for the duration of the conflict. If you're feeling extra nasty, you could even pick two!

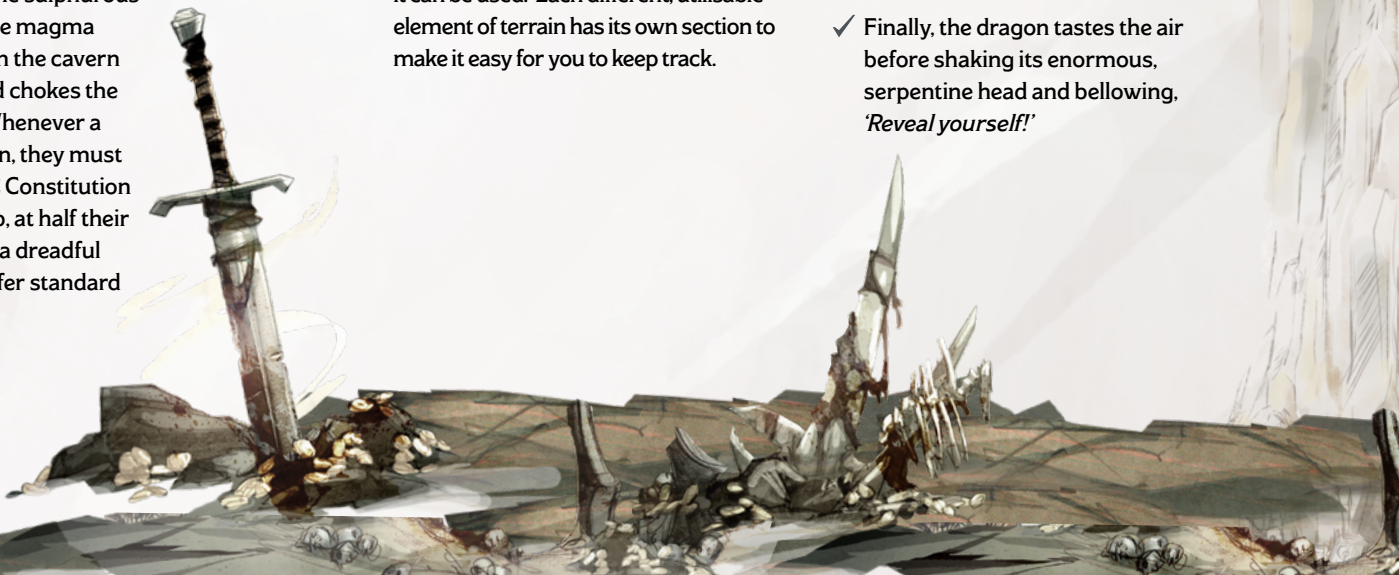
- ✓ **Sweltering Heat:** Within the cavern, open seams of lava give off a relentless heat. The air barely stirs, with next to no ventilation. It literally burns to breathe! At the end of every turn, characters take standard fire damage.
- ✓ **Heat Haze:** The constant haze of the air in front of the player characters makes gauging distance harder, as surroundings seem to shift and warp. Not to mention the effect that heat has on bow strings. All ranged attacks are made at disadvantage
- ✓ **Scorching Light:** The red glow from the lava bathes the cavern in a strange, harsh light. Any player character with darkvision as a racial trait is treated as blinded for their first turn in the cavern. The glow of burning magma is an irritant to the eyes of elves, dwarves, gnomes, and other races which are used to time underground.
- ✓ **Choking Fumes:** The sulphurous fumes emitted by the magma roiling and pooling in the cavern gets in the lungs and chokes the player characters. Whenever a character tries to run, they must make a standard DC Constitution saving throw or stop, at half their movement value, in a dreadful coughing fit and suffer standard poison damage.

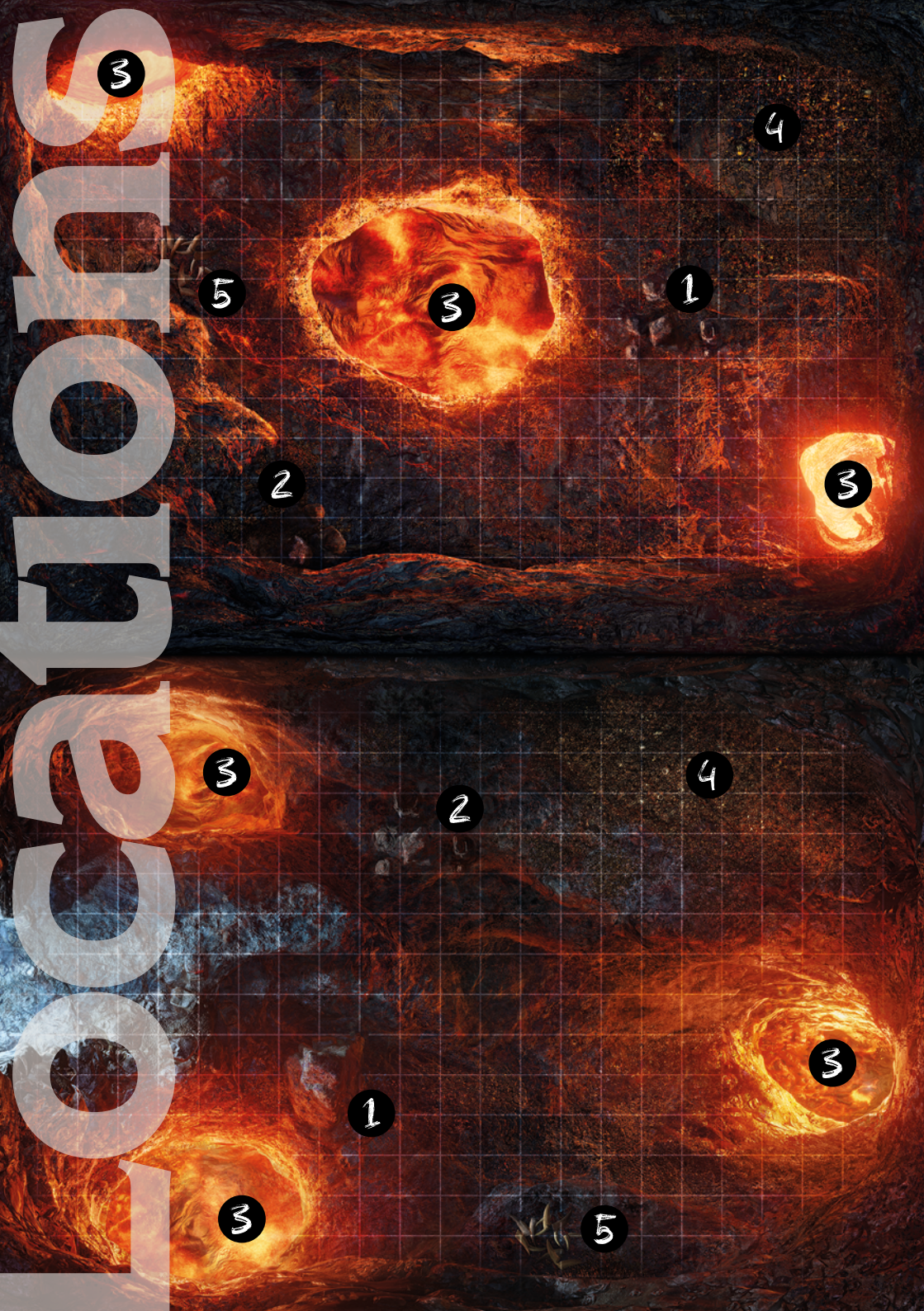
Using the terrain

Smart player characters use the terrain to their advantage. The cavern is filled with unstable rocks, loose stalactites, and slippery piles of gold which the player characters can use to trip and trick the dragon attempting to roast them alive. Don't forget, though, that the dragon can use them too!

Remember, if the player characters aren't seeing the opportunities available to them in the cavern, have the dragon make use of them until they start to imitate it! Dragons have no compunction when it comes to saving their own skin, and they'll do anything they can think of to stay alive. Destroying sections of their own home to kill a foe is very draconic behaviour! Use the following list of key descriptors to depict the dragon's lair for your players; it contains a number of hints about the environment and how it can be used. Each different, utilisable element of terrain has its own section to make it easy for you to keep track.

- ✓ The cavern is swelteringly, suffocatingly hot.
- ✓ Open pools of lava spit out gouts of gleaming orange fire and sparks.
- ✓ The walls of the cavern are gouged with strange scrapes and scratches. Dust filtering down from cracks in the walls adds to the choking smoke in the cavern.
- ✓ Stalactites and stalagmites form forests of razor-sharp jagged teeth.
- ✓ The beast paces the perimeter of its home, unsure whether it can smell something or someone that shouldn't be there.
- ✓ The enormous hoard of gold and silver shimmers in the heat glare from the lava and slides beneath huge clawed feet, almost catching the dragon off balance.
- ✓ Finally, the dragon tastes the air before shaking its enormous, serpentine head and bellowing, *'Reveal yourself!'*



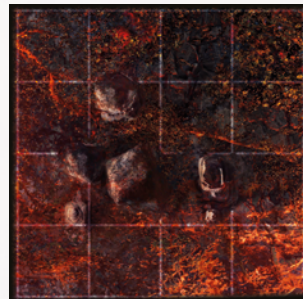


Stalagmites & stalactites

A well-placed ranged attack can bring a stalactite crashing down. Combatants may attack stalactites (AC10, 4 hit points) to cause them to drop from the vaulted ceiling. A falling stalactite does double standard bludgeoning damage if successfully dislodged from the roof. A combatant forced back onto the point of a stalagmite, after a successful attack, suffers standard piercing damage.

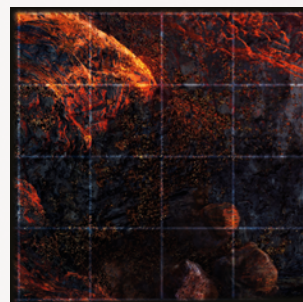
Moving through the stalagmites on the floor requires a Dexterity (Acrobatics) check or a player character takes standard damage from becoming caught amidst the sharp stone edges.

***GM TIP:** The dragon is quite capable of using these formations to deliver horrible damage. It might dislodge stalactites with a tail attack, for example, or grapple a player and drop them onto a stalagmite



Rock fall

The dragon's constant meanderings around its home in search of imagined (and not-so-imagined) invaders has made the walls unstable. A successful Strength check is enough to dislodge a number of small boulders which tumble down on the dragon – should a player character clamber up the walls. Alternatively, a successful strike with a ranged attack does the job just as well. These chunks of stone inflict standard bludgeoning damage as they collide with the stone wall.

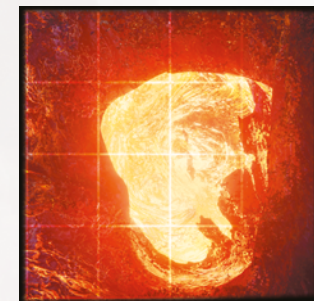


***GM TIP:** Foreshadow a rock fall by having the player characters make a standard DC Wisdom (Perception) check to notice the grooves and the debris collecting at the bottom of the wall and to realise that the dragon's constant passage has made the wall extremely unstable – only a little push could cause some of it to collapse on whoever or whatever is underneath

Lava pool

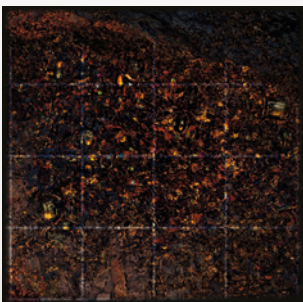
If a player character is pushed into one of the lava pools, they take triple standard fire damage per round until they clamber out.

Should they be immersed in the pool for more than three rounds, they are killed.



Gold slide

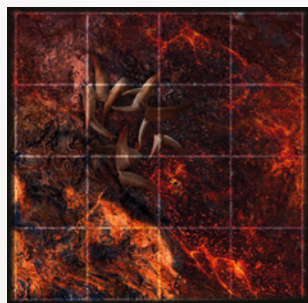
The dragon's treasure hoard is a mound of coins and gems, needing just a push to cascade down in an unstoppable flood. A player character can trigger this avalanche with a standard DC Strength (Athletics) check. Any creature within 10ft. of the gold must make a standard DC Dexterity saving throw or be knocked prone. Searching the dragon's gold requires a successful Wisdom (Perception) check. The first time a player character searches it, it reveals a magic item of the GM's choice.



***GM TIP:** Dragons are vicious, covetous things and won't let player characters escape with a single coin if they can help it. See the *"It's All Mine!"* entry in the 'Cinematic Moments' section.

Forgotten teeth

Dragons shed their teeth. They have to. Should a dragon's teeth or claws ever become blunt, what kind of dragon would it be? This dragon's teeth are here, neatly piled into a mound, many of them still extremely sharp. There are several hundred at least. These can be taken as a weapon; in which case it has the same statistics as a dagger and does +1d6 extra damage to dragons. They can also be attached to an arrow shaft or used as a spearhead; in which case they add their additional damage to the weapon's base damage. Forcing any creature backwards into the pile inflicts standard piercing damage to it.



***GM TIP:** Players can drive the dragon back into the pile, but the dragon can certainly do the same to them – these teeth are its own, after all!

The player characters get to choose how they approach this battle, but they don't get to do so without some form of response from their foe! Detailed below are the dragon's tactics, based on three potential approaches the player characters might take.

If the player characters attempt a direct assault: Seeing its horde of gold threatened by a belligerent group of adventurers, the dragon immediately attacks. It focuses its initial assault upon the strongest and most martial characters using its Fire Breath attack. It then carefully manoeuvres itself around the cavern to take on the spellcasters, whom it hopes to bring to the fore by removing their allies quickly. The dragon is remorseless, hounding any player character it can see and attempting to drive them from its cave.

***GM TIP:** This approach results in the player characters and the dragon rolling initiative as usual

If the player characters attempt a tactical advance: The dragon is suspicious but waits until an attack has been launched against it or it spots one of the player characters sneaking into position. It immediately uses its Fire Breath attack against the first player character it can see. Once the rest of the party have exposed themselves through attacks, the dragon seeks to drive them into the open, where it can begin picking them off, one by one, keeping the player characters separated with its vast bulk.

***GM TIP:** If the player characters successfully avoid the dragon's notice, then they earn a surprise round

If the player characters approach openly and honestly: This is an unusual tactic with a red dragon, a species not exactly known for their patience, honesty, or receptiveness to conversation. The dragon cocks its head quizzically if approached in this fashion, waits until the player characters are gathered in front of it – or are, at least, nearby – and then immediately unleashes its Fire Breath attack!

***GM TIP:** This approach results in the dragon gaining a surprise round



Fire Breath

Target: The largest group of player characters it can see.

Dragon Behaviour: Cruel laughter that sets the cavern trembling

*GM TIP: Make this hurt! It's the dragon's biggest and most dangerous weapon, and the dragon isn't going to be shy about that fact

Multiattack

Target: The loudest or most obviously aggressive player

Dragon Behaviour: Deliberately ignores attacks from other players, explaining loudly how it intends to kill "You first!"

*GM TIP: This is meant to frighten the player characters; it is a premeditated attack that inflicts significant damage. This should serve notice; this is a real battle!

Dragon attack pattern

The dragon attacks the player characters viciously, raining fire and savagery down upon them. While you're free to determine the order in which it attacks, the GM may find the following approach a useful guide for

determining the dragon's initial attacks. For more detail on the attacks below, see the Dragon Abilities and Lair Abilities on page 18 and 19 respectively, or the Stats, provided provided on pages 25 to 29.

Wall of Fire

Target: The whole party - split them up!

Dragon Behaviour: Furious to have been harmed by such petty, irrelevant creatures, the dragon explains it intends to destroy each player character individually. And enjoy it.

*GM TIP: The dragon's main aim here is to split the party up. But, if it can do that and torch a player character, it'll definitely take that option

Multiattack

Target: The party's main magic-user
Dragon Behaviour: Contemptuously, the dragon announces that it intends to kill any fool who so much whispers the words of a spell

*GM TIP: Magic-users are always deadly, even to dragons. Forcing a wizard, sorcerer, or warlock to take a few turns to recover is a good way to inject jeopardy into the fight

Magma Eruption

Target: The largest group of player characters

Dragon Behaviour: As surprised by the sudden explosions as the player characters, the dragon roars in anger as they try to dodge the falling lava and warns them that they'll endure worse soon

*GM TIP: This is an ideal opportunity to allow the player characters to regroup and gather themselves for the next stage of the fight, and for the dragon to do precisely the same. The dragon's Fire Breath action is ready to use again!

Lord of Fire

Target: The loudest or most obviously aggressive player character - again!

Dragon Behaviour: Almost frothing at the maw with anger, the dragon lets loose another ear-shattering roar and hurls itself towards its target

*GM TIP: Don't be afraid to kill a player character if they've charged in heedlessly. This is a dragon, not a kobold! At the same time, if the party can think of an amazing way to save them, let them try it!

Lava Pool Explosion

Target: The entire party

Dragon Behaviour: Irritated by the player characters' reluctance to die, the dragon smashes the lava pool in a furious outburst

*GM TIP: This works well as the precursor to the dragon making a second Lair Attack, or leaping into the lava pools. Think of it as the supervillain making their escape!

In addition to the abilities listed in the Dragon Stats section, the red dragon has access to a range of different, deadly abilities, detailed below. Some of these abilities are passive, and some are active and can be used in place of one of the dragon's standard actions. These are extremely powerful abilities, and should be used sparingly. Think of them as ways of keeping your player characters on their toes. Do they think they know exactly what powers a red dragon has? Might be time for them to think again!

Tail Lash

The dragon senses movement behind it and lashes out with its tail. Whenever a player character moves behind the dragon, it may make this attack as an immediate free reaction, doing standard damage and knocking the player character back 10 ft. in a straight line.

***GM TIP:** The dragon tries to use this attack to knock player characters into stalagmites, inflicting more damage and ensuring that attacking it from behind is less appealing!

Lord of Fire

The dragon chooses a target and lunges at them. Whenever the dragon attacks, its first target must succeed at a Wisdom saving throw or become stunned with paralyzing fear for 1 round. Afterwards, the victim is shaken so much that they suffer disadvantage on all attacks for 1d3 rounds unless they pass a Wisdom saving throw.

Immolation

Instead of making a Fire Breath attack, the dragon sucks super-heated air into its lungs and narrows the stream of its breath weapon into a searing jet of liquid fire focused on a single target. It strikes the first target it encounters, unless they succeed on a standard DC Dexterity saving throw. This concentrates the dragon's Fire Breath attack into a straight line 5 ft. across. The range of the Fire Breath attack is increased by 30 ft. and inflicts an extra triple standard fire damage.

***GM TIP:** This is a great opportunity for a player character to be heroic and dive into the path of the flame or knock a fellow player character to safety. Be flexible with distances and ranges in order to allow awesome moments like this to happen!

Heat Up

When the dragon reaches half health it immediately recharges its Fire Breath attack.

The player characters are fighting a red dragon in its lair. That's a very, very dangerous thing to do. To reflect that, in place of one of its actions, the dragon can use one of these specific lair abilities. These can only be used once, as they permanently reshape the map.

Summon Minions

The dragon calls on a number of Fire Brand Kobolds it allows to inhabit its cave for help. The dragon calls upon:

- ✓ Lower Tier: 1d4+2
- ✓ Middle Tier: 1d6+4
- ✓ Higher Tier: 1d10+6

Stats for Fire Brand Kobolds can be found on page 24

Magma Eruption

A new lava pool opens in the centre of the cavern with a width and length of 10 ft. Any player character within 5 ft. of the pool as it opens must succeed on a Dexterity saving throw or take standard fire damage as the intense heat and roiling magma scalds them. The new lava pool remains in place for the duration of the combat, and can be represented using the token supplied.

Wall of Fire

Channelling its flame with precision, the dragon creates a wall of flame across the cavern, driving the player characters apart. It aims this ability between two player characters in an attempt to split the party into two. This wall of flame lasts for 1d3 turns. Passing through the flame incurs standard fire damage.

Tremors

The cavern trembles as the earth shakes violently. 1d4 rounds after the new lava pool opens, the player characters and the dragon must make a Dexterity saving throw or be knocked prone, as the after-effects of the seismic event throws them off their feet.

Lava Pool Explosion

With a mighty blow of its tail and wings, the dragon detonates the lava pools, flinging magma into the air to rain down on the player characters' heads. Every player must make a Dexterity saving throw or suffer standard fire damage from the falling debris.

Gas Leak

A pocket of gas has been disturbed by the volcanic seizures gripping the cavern. Any player character within 10 ft. of the new lava pool must make a standard Constitution check or take double standard poison damage. Any player character who fails also becomes poisoned until they succeed on a standard DC Constitution saving throw.

Every great battle has awe-inspiring moments, those which leave witnesses astounded. Try using these in your encounter to surprise, shock, and entertain your players. We've included a proposed point during the encounter at which it might be useful to deploy these cinematic moments.

Lava Diving

The dragon hurls itself into the lava, flinging bright streams of fire into the air, where they hang for a moment before falling on the adventurers. You see its tail flick out once and then it's gone, swimming downwards.

WHAT: Impervious to the boiling lava which seethes and roils beneath the floor of the cavern, the dragon can submerge itself in the lava, swim through the magma, and emerge from another of the open pools. As an action, when within 10 ft. of a lava pool, the dragon can leap into the pool. This does, however, incur an attack of opportunity for any player character within range. On its next turn, the dragon can then appear at any of the other lava pools, leaping from the pool as an action.

WHEN: If the dragon takes notable damage in a single round.

Hovering Beast

Beating its wings with vast power hovering above the cavern floor and glimmering lava pools, the dragon is able to evade your attacks with ease even as the movement of its wings buffet you about.

WHAT: As an action, the dragon can choose to hover, using its wings to suspend itself above the ground and send piles of treasure tumbling in all directions. It may do so for a number of rounds equal to half its Constitution modifier (rounded down). This adds +2/+3/+5 to its AC for the number of rounds it hovers to all melee attacks. Any player character within 10 ft. of the dragon when it uses this action must make a Strength check or be knocked prone.

WHEN: After the dragon has used its Fire Breath attack and must wait for its most potent weapon to recharge.

It's All Mine!

A malicious smile touches the dragon's mouth as you approach. *'It's all mine, you shall never take it'* Then, with a powerful twitch of its enormous tail, a lifetime of wealth in the shape of gold coins, gems, and precious magical items are swept into a massive wave which crashes down upon you.

WHAT: The wealth wave forces players to dodge, on a Dexterity saving throw, or be knocked prone. Half of the dragon's wealth is also destroyed! (Players hate losing treasure!)

WHEN: Halfway into the fight, when the result hangs in the balance.

Run, Little Things!

Even as the dragon lies, pierced by a score of wounds and its blood pooling by its broken wings, a slow serpentine grin spreads across its face. Before you can begin to form thoughts of victory, rents of gleaming orange and yellow begin to trace their way across its form. The dragon gives a chuckle of victory and then explodes.

WHAT: When it has reached 0 hit points, the dragon can self-destruct, unleashing a vast wave of fire which burns everything it touches to ash. Any creature within 20 ft. of the dragon as it explodes must make a Dexterity saving throw or take triple standard fire damage.

WHEN: At the very end of the fight, as its final, spiteful act.



Treasure

The only half-sensible reason for venturing into the cavern of a greedy red dragon is the treasure you'll find - no matter what the paladin might argue. The following reward tiers are just guidelines to give GMs an idea of what their player characters might emerge with after their titanic battle. We tend to find that GMs have a very clear idea of what kind of magic items they want their players to have (and those they definitely don't), so there are no listed magic items here. Instead, we've stuck to coins and suggested the number of magic items that should be included in a fair reward.

This allows each GM to customise the treasure as they see fit.

Lower Tier:

- ✓ 8,000 gp
- ✓ 12,000 sp
- ✓ 2 magic items of the GM's choice

Middle Tier:

- ✓ 2,000 pp
- ✓ 10,000 gp
- ✓ 20,000 sp
- ✓ 3 magic items of the GM's choice

Higher Tier:

- ✓ 5,000 pp
- ✓ 20,000 gp
- ✓ 30,000 sp
- ✓ 4 magic items of the GM's choice



Stats

Challenge
1/8
(25 XP)

Fire Brand Kobolds

Small humanoid (kobold), lawful evil

AC: 12

Hit Points: 5 (2d6 - 2)

Speed: 30 ft

Senses: Darkvision 60 ft.

Passive Perception 8

Languages: Common,
Draconic

STR: 7 (-2)

DEX: 15 (+2)

CON: 9 (-1)

INT: 8 (-1)

WIS: 7 (-2)

CHA: 8 (-1)

Special Abilities

Pack Tactics

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

Sunlight Sensitivity

While in sunlight, kobolds have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight

Actions

Short Bow

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target

Hit: 5 (1d6 + 2) bludgeoning damage

Spear

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

To represent the Fire Brand Kobold minions the dragon calls upon, you can use the tokens supplied in the box, or alternately use the miniatures which come as part of this Epic Encounter's sister-set *Shrine of the Kobold Queen*.



Challenge
10
(5,900 XP)

Young Red Dragon

Large dragon, chaotic evil

AC: 18 (natural armor)

Hit Points: 178 (17d10 + 85)

Speed: 40 ft. walk /climb
80 ft. fly

Senses: Blindsight 30 ft.
Darkvision 120 ft.

Passive Perception 18

Languages: Common,
Draconic

Skills: Perception +8,
Stealth +4

STR: 23 (+6)

DEX: 10 (+0)

CON: 21 (+5)

INT: 14 (+2)

WIS: 11 (+0)

CHA: 19 (+4)

Saving Throws:

DEX +4, CON +9,

WIS+4, CHA+8

Damage Immunities:

Fire

Actions

Multiattack

The dragon makes three attacks: one with its bite and two with its claws

Bite

Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage

Claw

Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage

Fire Breath

(Recharge 5-6)

The dragon exhales fire in a 30 ft. cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed saving throw, or half as much damage on a successful one



Adult Red Dragon

Huge dragon, chaotic evil

AC: 19 (natural armor)

Hit Points: 256 (19d12 + 133)

Speed: 40 ft. walk /climb
80 ft. fly

Senses: Blindsight 60 ft.
Darkvision 120 ft.

Passive Perception 23

Languages: Common,
Draconic

Skills: Perception +13,
Stealth +6

STR: 27 (+8)

DEX: 10 (+0)

CON: 25 (+7)

INT: 16 (+3)

WIS: 13 (+1)

CHA: 21 (+5)

Saving Throws:

DEX +6, CON +13

WIS +7, CHA +11

Damage Immunities:

Fire

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 ft. 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

Special Abilities

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 plus 7 (2d6) fire 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

Fire Breath

(Recharge 5–6)

The dragon exhales fire in a 60 ft. cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed saving throw, or half as much damage on a successful one

Frightful Presence

Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 19 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

Challenge
17
(18,000 XP)

Ancient Red Dragon

Huge dragon, chaotic evil

AC: 22 (natural armor)

Hit Points: 546 (28d20 + 252)

Speed: 40 ft. walk /climb
80 ft. fly

Senses: Blindsight 60 ft.
Darkvision 120 ft.

Passive Perception 26

Languages: Common,
Draconic

Skills: Perception +16,
Stealth +7

STR: 30 (+10)

DEX: 10 (+0)

CON: 29 (+9)

INT: 18 (+4)

WIS: 15 (+2)

CHA: 23 (+6)

Saving Throws:

DEX +7, CON +16

WIS +9, CHA +13

Damage Immunities:

Fire

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 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed

Special Abilities

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: +17 to hit, reach 15 ft., one target.

Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage

Claw

Melee Weapon Attack: +17 to hit, reach 10 ft., one target.

Hit: 17 (2d6 + 10) slashing damage

Tail

Melee Weapon Attack: +17 to hit, reach 20 ft., one target.

Hit: 19 (2d8 + 10) bludgeoning damage

Fire Breath

(Recharge 5–6)

The dragon exhales fire in a 90 ft. cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed saving throw, or half as much damage on a successful one

Frightful Presence

Each creature of the dragon's choice that is within 120 ft. 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

Challenge
24
(62,000 XP)

credits

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Epic Encounters Names: Fire Brand Kobold; Fire Brand Assassins; Magma Belcher Basilisk; Ember Rage Fire Snake; Priest of the Bloody Flame; Mother Krangor.

EDTC ENCOUNTERS

Shrine of the Kobold Queen

The kobolds speak of a saviour queen with visions of a world made new, she vows, '*in the image of the dragon*'. This new world will belong to the kobolds, and these words are not without substance.

Deep in a cavern, the queen whispers into a sleeping dragon's ear, seeding her zealous dreams in its mind.

20 HIGH
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MINIATURES!

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Red Dragon



18x Tokens



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Mat